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QUIK PUNCH

English | Deutsch | Italiano | Español | Francais | Chinese 中文

Users Manual
Benutzerhandbuch
Manuale utente
Manual del usuario
Manuel d'utilisation
用户手册

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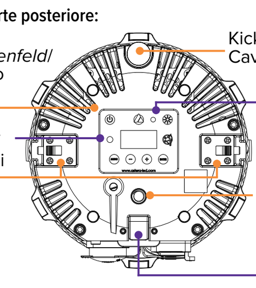
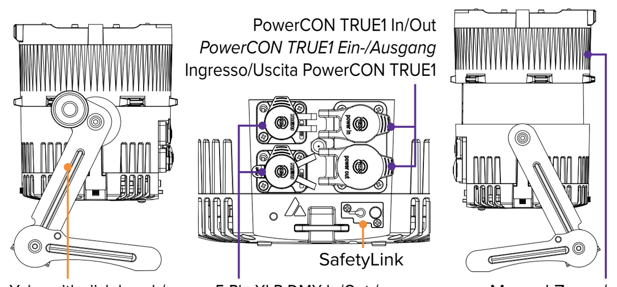


Side view/ *Seitenansicht*/ Vista laterale:



USAGE / *VERWENDUNG* / UTILIZZO

1. Integrated control panel / *Integriertes Bedienfeld* / Pannello di controllo integrato

Use the menu buttons to navigate through the main menu. Settings for color adjustment and brightness / runtime are directly accessible by two symbol buttons.

Verwenden Sie die Menütasten, um durch das Hauptmenü zu navigieren. Die Einstellung der Farben bzw. Helligkeit und Laufzeit sind direkt über zwei Symboltasten erreichbar.

Utilizzare i pulsanti del menu per spostarsi nel menu principale. Le impostazioni per la luminosità e la regolazione del colore/i tempi di funzionamento sono direttamente accessibili tramite i due pulsanti dei simboli.

	Top navigation / *In der Hauptnavigation* / Navigazione superiore	Inside Main Menu / *Im Hauptmenü* / Navigazione superiore
	On/Off / *Ein/Aus* /	
ASTERA	Astera button / *Astera-Taste* / Pulsante Astera	
MENU	Main Menu / *Hauptmenü aufrufen* / Menu principale	Back to previous menu / *Vorheriger Menüpunkt* / Ritorno al menu precedente
–	Reset Settings / *Einstellungen zurücksetzen* / Reset impostazioni	Scroll down / *Nach unten scrollen* / Scorrimento verso il basso
+	Change Input Select / *Eingangssignal ändern* / Modifica del segnale di ingresso	Scroll up / *Nach oben scrollen* / Scorrimento verso l'alto
ENTER	Set DMX Address / *DMX-Adresse einstellen* / Impostazione indirizzo DMX	Choose/Confirm / *Auswählen/Bestätigen* / Selezione/Conferma
	Color adjustment / *Farbeinstellung* / Regolazione colore	
	Brightness and runtime control / *Helligkeits- und Laufzeiteinstellung* / Controllo tempo di funzionamento e luminosità	

2. More control options / *Weitere Steuerungsoptionen* / Altre opzioni di controllo

IR: On/Off, Static Colors, Preprogrammed Effects, BlueMode / *Ein/Aus, statische Farben, vorprogrammierte Effekte, BlueMode* / ON/OFF, colori statici, effetti pre-programmati, BlueMode

APP: All settings, Complex effects, Talkback+, Updates / *Alle Einstellungen, komplexe Effekte, Talkback+, Updates* / Tutte le impostazioni, effetti complessi, Talkback+, aggiornamenti

DMX: Control from DMX consoles via CRMX or Wireless DMX / *Steuerung über DMX-Pulte via CRMX oder Wireless DMX* / Controllo da console DMX tramite CRMX o DMX wireless

DMX: Control from DMX consoles via 5 Pin XLR DMX cable / *Steuerung über DMX-Pulte via XLR DMX-Kabel 5-polig* / Controllo da console DMX tramite cavo XLR DMX a 5 pin

DMX RDM: Remote Device Management (RDM) wired and wireless / *Remote Device Management (RDM) drahtgebunden oder drahtlos* / Remote Device Management (RDM - gestione dispositivo da remoto) cablato e wireless

3. Fan control / *Lüftersteuerung* / Controllo ventola

QuikPunch has a built-in fan that can be controlled as follows. Navigate to Fan Control menu. There you can choose between the following settings:
Der QuikPunch hat einen eingebauten Lüfter, der wie folgt gesteuert werden kann. Navigieren Sie zum Menü Lüftersteuerung. Dabei können Sie zwischen den folgenden Einstellungen wählen:
QuikPunch dispone di ventola integrata controllabile come segue. Spostarsi nel menu Controllo ventola, nel quale è possibile optare fra le seguenti impostazioni:

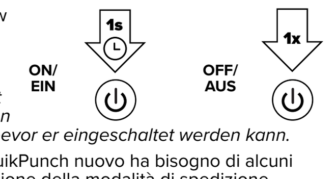
OFF:	The fan always remains switched off. If the light becomes too hot, the brightness is gradually reduced. (Ambient temperature dependent) *Der Lüfter bleibt ausgeschaltet. Wenn die Leuchte zu heiß wird, wird die Helligkeit allmählich reduziert. (Abhängig von der Umgebungstemperatur)* La ventola resta sempre spenta. Se la luce si riscalda eccessivamente, la luminosità si ridurrà gradualmente (in funzione della temperatura ambiente).
AUTO:	The fan starts on demand and switches between the three speeds as required. This is the default setting. *Der Lüfter startet bei Bedarf und schaltet je nach Bedarf zwischen den drei Geschwindigkeiten um. Dies ist die Voreinstellung.* La ventola si avvia su richiesta e alterna le tre velocità secondo necessità. Questa è l'impostazione di default.
LOW: MED: HIGH:	Different speeds. The light never changes them by itself, but if the speed is too low, the brightness is gradually reduced. (Ambient temperature dependent) *Unterschiedliche Geschwindigkeiten. Die Leuchte ändert sie nie von selbst, aber wenn die Geschwindigkeit zu niedrig ist, wird die Helligkeit allmählich reduziert. (Abhängig von der Umgebungstemperatur)* Velocità differenti. La luce non le modifica mai autonomamente, ma se la velocità è troppo bassa, la luminosità si ridurrà gradualmente (in funzione della temperatura ambiente).

4. Switching On/Off / *Ein-/Ausschalten* / Accensione/Spegnimento

A new QuikPunch needs a few seconds of charge to disable its shipping mode before it can be switched on.

Ein neuer QuikPunch benötigt einige Sekunden Ladezeit, um den Versandmodus zu deaktivieren, bevor er eingeschaltet werden kann.

Prima di essere acceso, un QuikPunch nuovo ha bisogno di alcuni secondi di carica per la disabilitazione della modalità di spedizione.



5. OutputGain / *OutputGain* / OutputGain

OutputGain enhances QuikPunch's brightness, providing maximum output for events and stage use. This feature is activated by default in the device menu. When perfect skin tones or natural color rendering is essential (e.g., film or TV), simply turn off OutputGain to optimize color quality. To activate/deactivate, call up the device menu and toggle OutputGain on or off. Note: QuikPunch remembers the OutputGain setting, but sets it back to "On" after a factory reset.

OutputGain erhöht die Helligkeit des QuikPunch und sorgt für maximale Leistung bei Veranstaltungen und auf der Bühne. Diese Funktion ist standardmäßig im Menü des Geräts aktiviert. Wenn perfekte Hauttöne oder eine natürliche Farbwiedergabe wichtig sind (z.B. bei Film und Fernsehen), schalten Sie OutputGain einfach aus, um die Farbqualität zu optimieren. Zum Aktivieren/Deaktivieren rufen Sie das Menü des Geräts auf und schalten Sie OutputGain ein oder aus. Hinweis: Der QuikPunch merkt sich die OutputGain-Einstellung, setzt sie aber nach einem Werksreset wieder auf „On".

OutputGain aumenta la luminosità di QuikPunch e garantisce le massime prestazioni durante gli eventi e sul palco. Questa funzione è attivata di default nel menu del dispositivo. Se sono importanti i toni perfetti della pelle o la riproduzione naturale dei colori (ad esempio per il cinema e la televisione), è sufficiente disattivare OutputGain per ottimizzare la qualità dei colori. Per attivare/disattivare, richiamare il menu del dispositivo e attivare o disattivare OutputGain. Nota: QuikPunch ricorda l'impostazione di OutputGain, ma la reimposta su "On" dopo un reset di fabbrica.

6. Charging / *Laden* / Ricarica

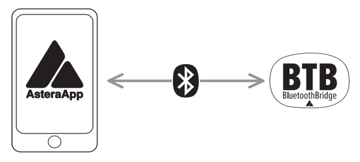
While the power cable is connected, the display shows the charging status. Charge immediately when the battery is empty. Do not store the unit when the battery is empty. Charging time is approximately 5 hours.

Während das Netzkabel angeschlossen ist, zeigt das Display den Ladestatus an. Laden Sie das Gerät auf, sobald der Akku leer ist und Lagern Sie das Gerät nicht mit leerem Akku. Die Ladezeit beträgt etwa 5 Stunden.

Quando il cavo di alimentazione è collegato, sul display viene visualizzato lo stato di carica. Quando la batteria si scarica, ricaricarla immediatamente. Non riporre l'unità con la batteria scarica. Il tempo di ricarica è di circa 5 ore.

7. Connect BTB / *Mit BTB verbinden* / Collegamento di BTB

To control your lights with the AsteraApp, first connect a Bluetooth Bridge (BTB). It forwards the AsteraApp signal to paired lights. You may use an AsteraBox as BTB or choose a light with built-in BTB, like QuikPunch, AX9, NYX Bulb, PixelBrick, Titan Tube BTB, Helios Tube BTB.

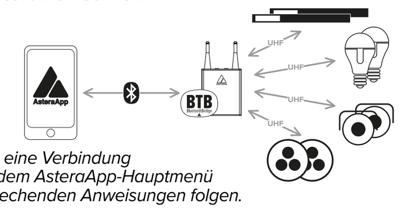


Um Ihre Leuchten mit der AsteraApp zu steuern, stellen Sie zunächst eine Verbindung zu einer Bluetooth Bridge (BTB) her. Sie leitet das AsteraApp-Signal an die gekoppelten Leuchten weiter. Sie können eine AsteraBox als BTB verwenden oder eine Leuchte mit integrierter BTB wählen, beispielsweise QuikPunch, AX9, NYX Bulb, PixelBrick, Titan Tube BTB oder Helios Tube BTB.

Per controllare le luci con AsteraApp, collegare innanzitutto un Bluetooth Bridge (BTB). Questo trasmetterà il segnale di AsteraApp alle luci associate. È possibile utilizzare un'AsteraBox come BTB o scegliere una luce con BTB integrato, come QuikPunch, AX9, NYX Bulb, PixelBrick, Titan Tube BTB, Helios Tube BTB.

Connect AsteraBox as BTB / *Mit AsteraBox als BTB verbinden* / Collegamento dell'AsteraBox come BTB

Please power on the AsteraBox. Connect the AsteraBox directly from the AsteraApp main menu by following the instructions there.



Schalten Sie die AsteraBox ein. Stellen Sie eine Verbindung zur AsteraBox direkt aus dem AsteraApp-Hauptmenü her, indem Sie den entsprechenden Anweisungen folgen.

Accendere l'AsteraBox. Collegare l'AsteraBox direttamente dal menu principale di AsteraApp seguendo le istruzioni riportate.

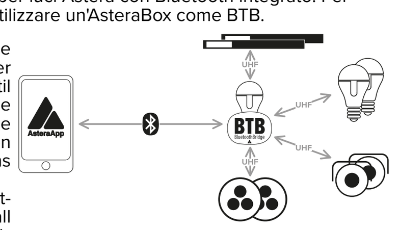
Connect a light as BTB / *Mit Leuchte als BTB verbinden* / Collegamento della luce come BTB

Please note: This ONLY works for Astera lights with built-in Bluetooth. For all other Astera lights, please use an AsteraBox as BTB.

Beachten Sie bitte: Dies gilt NUR für Astera Leuchten mit integriertem Bluetooth. Für alle anderen Astera Leuchten, verwenden Sie bitte eine AsteraBox als BTB.

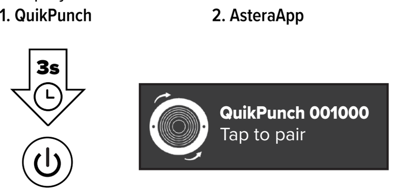
Nota: funziona SOLO per luci Astera con Bluetooth integrato. Per tutte le altre luci Astera, utilizzare un'AsteraBox come BTB.

Please power on the light. Hold down the power button for 3 seconds until the light flashes blue. In the AsteraApp press „Manage Bluetooth Bridges", then "+" and follow instructions on screen to connect. The light which is connected as BTB shows a small Bluetooth Icon in the display.



Schalten Sie die Leuchte ein. Halten Sie die Einschalttaste drei Sekunden lang gedrückt, bis die Leuchte blau blinkt. Drücken Sie in der AsteraApp auf „Manage Bluetooth Bridges", dann auf „+" und folgen Sie den Anweisungen auf dem Bildschirm, um eine Verbindung herzustellen. Die Leuchte, die als BTB verbunden ist, zeigt ein kleines blaues Bluetooth-Symbol in der App an.

Accendere la luce. Tenere premuto il pulsante di alimentazione per 3 secondi fino a che la luce lampeggia in blu. In AsteraApp premere "Manage Bluetooth Bridges" (Gestisci Bluetooth Bridge), quindi "+" e seguire le istruzioni sullo schermo per collegarsi.
Per la luce collegata come BTB viene visualizzata una piccola icona Bluetooth sul display.

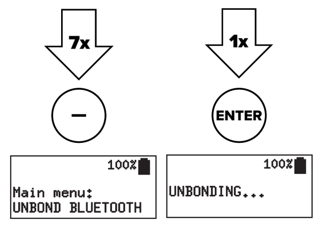



```
100%
APP CONTROL
SET:---   DMX:001
```

The lights' BTB is connected to the AsteraApp.
Die BTB der Leuchte ist mit der AsteraApp verbunden.
Il BTB delle luci è collegato ad AsteraApp.

```
100%
APP CONTROL
SET:---   DMX:001
```

The BTB is enabled and waiting for a connection.
Die BTB ist aktiviert und wartet auf eine Verbindung
Il BTB è abilitato e in attesa di un collegamento.

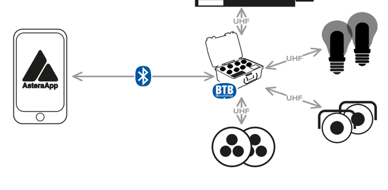


To disable the BTB again press UNBOND BLUETOOTH
Um die BTB zu deaktivieren, drücken Sie UNBOND BLUETOOTH.
Per disabilitare di nuovo il BTB premere UNBOND BLUETOOTH (scollega bluetooth).

Connect PrepBox as BTB / *Mit PrepBox als BTB verbinden* / Collegamento della PrepBox come BTB

Alternatively, a PrepBox can also be used as a BTB. You can find more information on this in the corresponding manual.

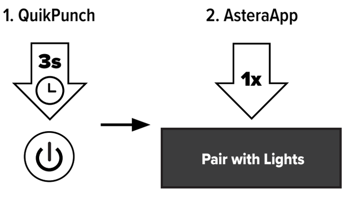
Alternativ kann auch eine PrepBox als BTB verwendet werden. Weitere Informationen hierzu finden Sie im entsprechenden Handbuch.



In alternativa è anche possibile utilizzare una PrepBox come BTB. Ulteriori informazioni al riguardo sono disponibili sul relativo manuale.

8. Pair with lights / *Mit Leuchten koppeln* / Associazione con luci

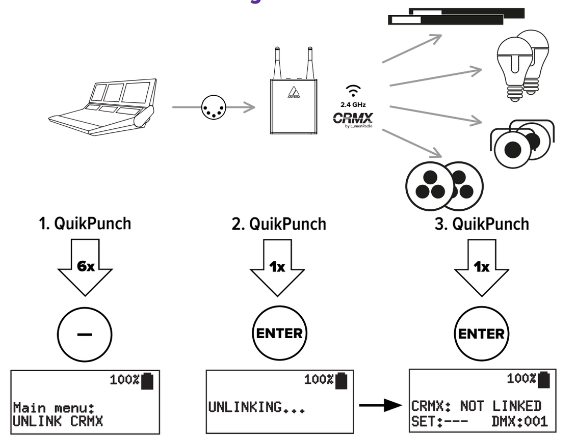
Power on the light. Then hold down the power button for 3 seconds until the light flashes blue. Go to "Pair with Lights" dialog in the AsteraApp. Then press OK. (Alternatively, if the light is in a ChargingCase for QuikPunch, press the Bluemode button on the PrepBox.)

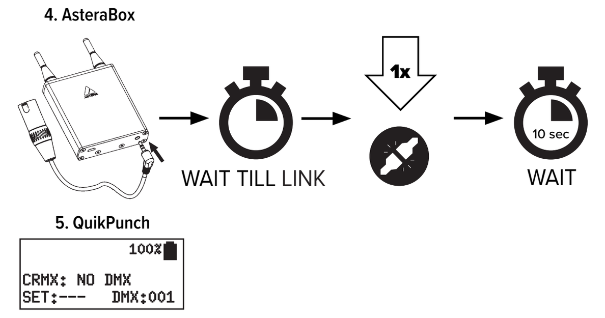


Schalten Sie die Leuchte ein. Halten Sie die Einschalttaste drei Sekunden lang gedrückt, bis die Leuchte blau blinkt. Gehen Sie zum Dialog „Pair with Lights" in der AsteraApp. Drücken Sie dann auf OK. (Alternativ, wenn sich die Leuchte in einem ChargingCase für QuikPunch befindet, drücken Sie die BlueMode-Taste auf der PrepBox.)

Accendere la luce. Tenere quindi premuto il pulsante di alimentazione per 3 secondi fino a che la luce lampeggia in blu. Andare alla finestra di dialogo "Pair with Lights" (Associa con luci) in AsteraApp. Premere OK (in alternativa se la lampada si trova in una ChargingCase per QuikPunch, premere il pulsante BlueMode sulla PrepBox).

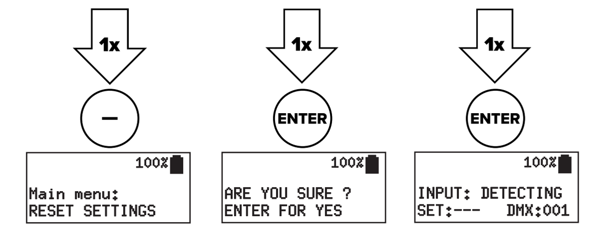
9. Linking to a CRMX transmitter / *Verbindung mit einem CRMX-Transmitter* / Collegamento a un trasmettitore CRMX





10. Reset / *Reset* / Reset

RESET sets „Input Select" to „AUTO", runtime to 5h and OutputGain to "ON".
RESET stellt „Input Select" auf „AUTO", die Laufzeit auf fünf Stunden und OutputGain auf "ON" ein.
RESET imposta "Input Select" su "AUTO", il tempo di funzionamento su 5 ore e OutputGain su "ON".

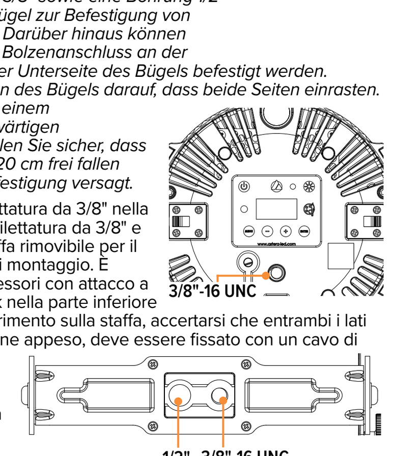


11. Rigging / *Montage* / Installazione

The QuikPunch offers a 3/8 inch thread on its back and a 3/8" thread as well as a 1/2" hole on its removable yoke for attaching various mounting accessories. In addition, accessories with single stud fitting can be attached to the AirlineTrack mount at the bottom of the yoke. When sliding in the yoke, make sure both sides click into place. When hanging, secure with a safety wire at the safety eyelet on the backside. Make sure the light cannot drop more than 20 cm if primary mounting fails.

Der QuikPunch verfügt über ein Gewinde 3/8" auf der Rückseite und ein Gewinde 3/8" sowie eine Bohrung 1/2" an seinem abnehmbaren Bügel zur Befestigung von diversem Montagezubehör. Darüber hinaus können Zubehörteile mit einzelnem Bolzenanschluss an der AirlineTrack-Halterung an der Unterseite des Bügels befestigt werden. Achten Sie beim Einschieben des Bügels darauf, dass beide Seiten einrasten. Beim Aufhängen immer mit einem Sicherungsseil an der rückwärtigen Sicherungsöse sichern. Stellen Sie sicher, dass die Leuchte nicht mehr als 20 cm frei fallen kann, wenn die primäre Befestigung versagt.

Il QuikPunch ha una filettatura da 3/8" nella sua parte posteriore e una filettatura da 3/8" e un foro da 1/2" sulla sua staffa rimovibile per il fissaggio di vari accessori di montaggio. È inoltre possibile fissare accessori con attacco a slitta singola sull'AirlineTrack nella parte inferiore della staffa. Durante lo scorrimento sulla staffa, accertarsi che entrambi i lati scattino in posizione. Se viene appeso, deve essere fissato con un cavo di sicurezza passato nell'occhiello di sicurezza presente nella parte posteriore. Accertarsi che la luce non possa cadere per più di 20 cm in caso di cedimento del supporto principale.

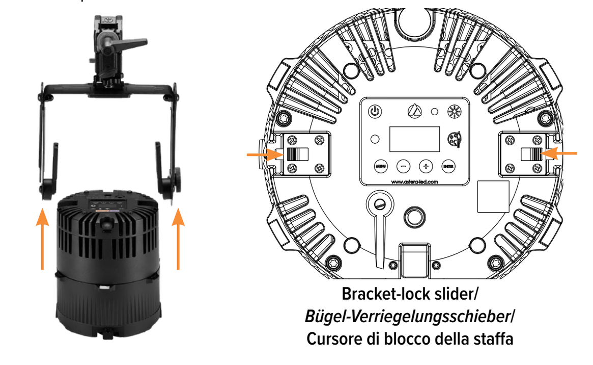


12. Removable Yoke / *Abnehmbarer Bügel* / Staffa rimovibile

Push the bracket-lock sliders inwards to remove the bracket. When sliding in the bracket, make sure both sides click into place.

Schieben Sie die Verriegelungsschieber nach innen, um den Bügel zu entfernen. Achten Sie beim Einschieben des Bügels darauf, dass beide Seiten einrasten.

Premere i cursori di blocco della staffa verso l'interno per rimuovere la staffa. Durante lo scorrimento sulla staffa, accertarsi che entrambi i lati scattino in posizione.



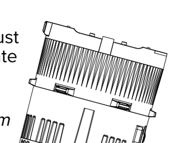
Bracket-lock slider/
Bügel-Verriegelungsschieber/
Cursore di blocco della staffa

13. Kickstand / *Federständer* / Cavalletto

Press the button, the kickstand will jump out.Adjust the kickstand while holding the button pressed. Rotate the kickstand for fine-tuning.

Drücken Sie die Taste, damit der Ständer herausspringt. Justieren Sie den Federständer, indem Sie die Taste gedrückt halten. Drehen Sie den Federständer zur Feinjustierung.

Premere il pulsante per fare fuoriuscire il cavalletto. Regolare il cavalletto tenendo premuto il pulsante. Ruotare il cavalletto per la messa a punto.

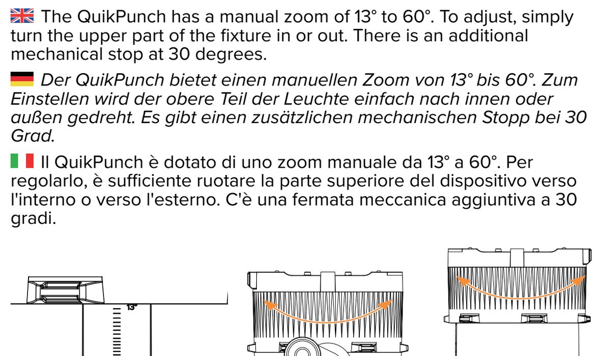


14. Manual Zoom / *Manueller Zoom* / Zoom manuale

The QuikPunch has a manual zoom of 13° to 60°. To adjust, simply turn the upper part of the fixture in or out. There is an additional mechanical stop at 30 degrees.

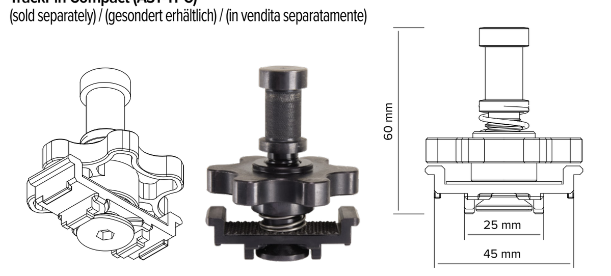
Der QuikPunch bietet einen manuellen Zoom von 13° bis 60°. Zum Einstellen wird der obere Teil der Leuchte einfach nach innen oder außen gedreht. Es gibt einen zusätzlichen mechanischen Stopp bei 30 Grad.

Il QuikPunch è dotato di uno zoom manuale da 13° a 60°. Per regolarlo, è sufficiente ruotare la parte superiore del dispositivo verso l'interno o verso l'esterno. C'è una fermata meccanica aggiuntiva a 30 gradi.

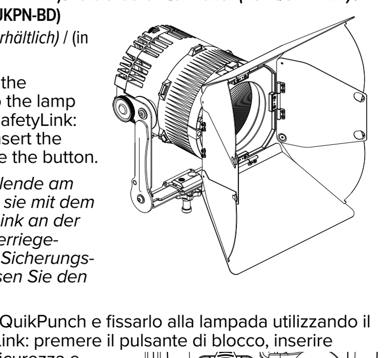


15. Optional Accessories / *Optionales Zubehör* / Accessori opzionali

TrackPin Compact (AST-TPC)
(sold separately) / (gesondert erhältlich) / (in vendita separatamente)



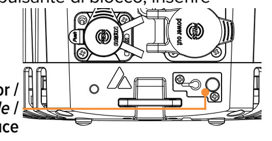
Barndoor for QuikPunch (AST-QUKPN-BD) / *Torblende für QuikPunch (AST-QUKPN-BD)* / Paraluce per QuikPunch (AST-QUKPN-BD)
(sold separately) / *(gesondert erhältlich)* / (in vendita separatamente)



Attach the barndoor to the QuikPunch and secure it to the lamp using the safety wire and SafetyLink: press the locking button, insert the safety wire fully and release the button.

Befestigen Sie die Torblende am QuikPunch und sichern Sie sie mit dem Sicherungsseil und SafetyLink an der Lampe: Drücken Sie den Verriegelungsknopf, führen Sie das Sicherungsseil vollständig ein und lassen Sie den Knopf los.

Collegare il paraluce a QuikPunch e fissarlo alla lampada utilizzando il cavo di sicurezza e SafetyLink: premere il pulsante di blocco, inserire completamente il cavo di sicurezza e rilasciare il pulsante.



SafetyLink for Barndoor /
SafetyLink für Torblende /
SafetyLink per paraluce

EdgeSoftener Filter for QuikPunch (AST-QUKPN-ES) /
EdgeSoftener Filter für QuikPunch (AST-QUKPN-ES) /
Filtro EdgeSoftener per QuikPunch (AST-QUKPN-ES)
(sold separately) / (gesondert erhältlich) /
(in vendita separatamente)

Rotatable Elliptical Filter (17° x 46°) for AX9 (AX9-ROTAD) /
Drehbarer elliptischer Filter (17° x 46°) für AX9 (AX9-ROTAD) /
Filtro ellittico girevole (17° x 46°) per AX9 (AX9-ROTAD)
(sold separately) / (gesondert erhältlich) /
(in vendita separatamente)

--- English ---

INTRODUCTION / INTENDED USE

The QuikPunch by ASTERA is a zoomable Fresnel-based LED spotlight for professional use in the event and film industry. The QuikPunch is designed for direct or indirect lighting of people, objects or scenery. Due to its built-in battery it can be quickly set up at places where traditional lights cannot be mounted easily. The QuikPunch features the Titan LED engine with excellent color rendering. The QuikPunch produces white or colored light and the color temperature can be adjusted in many ways. The QuikPunch can be controlled with the AsteraApp or with wired DMX or wireless CRMX. The device can also be controlled by the integrated display or by infrared remote control. It is also possible to view and change settings via wired and wireless RDM. Thanks to its built-in Bluetooth it can be used as a BluetoothBridge (BTB).
The QuikPunch can be used standing or hanging. For this purpose, the device is equipped with a kickstand and a 3/8" thread. Its removable yoke has a 3/8" thread and a 1/2" hole to attach appropriate mounting accessories.
The QuikPunch can be used indoors and outdoors and has an IP65 rating.

Do not shake the device. Avoid brute force when installing or operating the device.

When choosing the installation spot, please make sure that the device is not exposed to extreme heat or dust. Avoid direct sunlight for longer periods of time.

The specified ambient temperature must be maintained. Keep away from direct insulation (particularly in cars) and heaters.

Never use the device connected to the power mains during thunderstorms. Overvoltage could destroy the device. Always disconnect the device during thunderstorms.

Make sure that the area below the installation place is blocked when rigging, derigging or servicing the fixture.

Always fix the fixture with an appropriate safety wire.

Operate the device only after having become familiarized with its functions.

Please consider that unauthorized modifications on the device are not allowed due to safety reasons! If this device is operated in any way different from what is described in this manual, the device may suffer damages and the warranty may be void. The disclaimer includes all damages, liability or injury resulting from failure to follow the instructions in this manual. Furthermore, any other operation may lead to dangers like short circuit, burns, electric shock, crash etc. This device is not for household use and is not suitable for permanent installation.

SAFETY INFORMATION

Before you operate this unit read the manual carefully. Always make sure to include the manual if you pass/ rent/ sell the unit to another user. Please use your own caution when operating.
This product is for professional use only. It is not for household use.

- Do not operate the unit in areas of high temperature conditions or under direct sunlight. It may cause abnormal behavior or damage the product.
- Always use a suitable safety wire when mounting the light overhead.
- Connect the safety wire only to the intended safety mount.
- Always follow local safety requirements.

LI-ION Battery: A rechargeable lithium ion battery is built into this unit.
- Only authorized personal may service the battery.
- Do not place in fire or heat.
- Do not use or charge the light if it is damaged.
- Avoid bumping or plunging, it may cause fire or explosion.
- Never store the battery when fully drained. Always recharge immediately when empty. Please do not charge unattended.
- Make sure to fully charge all units before storing them.
- Partially charged batteries will lose capacity.
- Fully recharge every 6 months if not used.
- The battery may only be replaced with an original spare part from Astera.
- Follow applicable laws and regulations for transport, shipping, and disposal of batteries. For details on recycling lithium, lithium-phosphate, and lithium-ion batteries, please contact a government recycling agency or your waste-disposal service.
- Always charge with flight case open.
- It is recommended to charge at a temperature between 15°C and 35°C.

Warning: In extreme cases, abuse or misuse of standard/rechargeable batteries can lead to:
- Explosion
- Fire development
- Heat generation or smoke and gas development.

- Do not look directly into the light.
- It can cause harm to your eyes.
- Do not look at the LEDs with a magnifying glass or any other optical instrument that may concentrate the light output.
- Use only Astera approved accessories to diffuse or modify the light beam.

- Do not open the product housing.
- Do not apply power if the light is damaged.
- Do not submerge the light into any liquid.
- Do not replace the LED light source.
- Caution, risk of electric shock.

The QuikPunch shall be installed near a socket-outlet which shall be easily accessible.
Warning: risk of electric shock - Do not open device.

- The exterior surfaces of the light can become hot, up to 70°C (158°F) during normal operation.
- Ensure that accidental physical contact with the device is impossible.
- Install only in ventilated locations.
- Do not cover the light.
- Allow all lights to cool before touching.
- Keep 0.3m (12in) from objects to be illuminated.

CLEANING AND MAINTAINING

Caution: Liquids entering the housing of the device can cause a short circuit and damage the electronics. Do not use any cleaning agents or solvents. Only clean using a soft damp cloth.

SECONDARY SAFETY MOUNTING

The QuikPunch must always be secured by a safety wire when used in a hanging position. If the primary suspension fails, the device must not fall more than 20cm.

Use Safety eyelet on the backside. Please check the safety regulations in your region.

TROUBLESHOOTING

Problem	Possible cause	Solution
The fixture does not turn on.	The battery may be empty.	Connect it to charge and try again.
The fixture turns on and the display is on, but the LEDs do not emit light.	The fixture could be set to BLACKOUT mode. Set to display black color or is operating in DMX mode and doesn't receive a valid signal.	It is good practice to do a RESET SETTINGS.
The fixture is not working correctly - it does not display the color or effect chosen.	The fixture may still be operating under a previous setting.	It is good practice to do a RESET SETTINGS between setups.
The power cable is connected but the fixture is not charging.	The battery may be fully charged.	The fixture will only commence charging when its battery has a temperature of 45° C or less. Turn the fixture off and let it cool down; once cold enough, it will start charging.

DISPOSAL

- The light contains a lithium ion battery.
- Don't throw the unit into the garbage at the end of its lifetime.
- Make sure to dispose of according to your local ordinances and/or regulations, to avoid polluting the environment!
- The packaging is recyclable and can be disposed of accordingly.

MANUFACTURER DECLARATION

Hereby, Astera LED Technology GmbH declares that the type of radio equipment QuikPunch complies with Directive 2014/53 / EU. The full text of the EU Declaration of Conformity is available at the following Internet address: https://astera-led.com/quikpunch.

Astera LED Technology GmbH declares that 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.

FCC Caution:
• Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.
• This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

FCC RF Radiation Exposure Statement Caution: To maintain compliance with the FCC's RF exposure guidelines, place the product at least 20cm from nearby persons.

SPECIFICATIONS - TECHNICAL DATA

Order Code	AST-QUKPN
LED Engine	Titan LED Engine
Colors	RGBMintAmber
OutputGain	Yes
LED Power Draw	75W
CRI (Ra)/ TLCI 3200 - 6500k*	≥96
Strobe	0 - 25Hz
Battery Runtime	up to 20 hours
Battery Runtime (max. Brightness)	4 h 30 m
Battery Lifetime	70 % after 500 cycles
Charging Time (nominal)	5 h 15 m
AC Input	100 - 240 VAC, 50/60 Hertz, 115 VAC - 2 A / 230 VAC - 1 A
AC Connector	PowerCON TRUE1 IN/OUT
Power Consumption (max.)	100 W
Wired DMX	Yes
CRMX Receiver	Built-in
BluetoothBridge BTB	Built-in
Wireless Protocols	CRMX, UHF, Bluetooth, WiFi
Wireless Range	CRMX/UHF up to 300 m / 330 yds Bluetooth up to 3 m / 3.3 yds
RDM Support	Wireless and wired
Infrared Control	Yes
IP Rating unwired	IP65
IP Rating wired	IP65
Ambient Operating Temperature	0 - 40 °C / 32 - 104 °F
Weight	6567 g / 14.48 lbs
Dimensions (L x W x D)	237.5 mm x 195.8 mm x 309 mm / 9.35 " x 7.71 " x 12.17 "

All specifications provided are typical values and may be subject to change without prior notice.

RF CHARACTERISTICS

Wireless Modules	Modulation	ERP (Transmitter)	Channel Count
EU: UHF***(863-870 MHz)	FHSS	< 25 mW	47
USA: UHF (917-922.20 MHz)	FHSS	< 25 mW	53
AUS: UHF (922.30-927.50 MHz)	FHSS	< 25 mW	53
SGP: UHF (920.50-924.50 MHz)	FHSS	< 25 mW	41
KOR: UHF (917.9-921.5 MHz)	FHSS	< 25 mW	10
RUS: UHF (868.75-869.12 MHz)	FHSS	< 25 mW	6
JPN: UHF (922.80-926.40 MHz)	FHSS	< 25 mW	19
CRMX (2402-2480 MHz)	FHSS	-	79
Bluetooth 5.0 LE (2402-2480 MHz)	FHSS	10 mW (BLE)	40
WiFi (2412-2472 MHz)	DSSS, OFDM	< 100 mW	13

*****General allocation of frequencies for use by short-range radio applications Spectrum usage regulations:**

Frequency range in MHz[1)]	Maximum equivalent radiant power (ERP)	Additional parameters / frequency access and interference mitigation techniques
865 - 868	25 mW	Requirements for frequency access and mitigation techniques[3)] Alternatively, a maximum duty cycle[2)] of 1% can be used.
868,0 - 868,6	25 mW	Requirements for frequency access and mitigation techniques[3)] Alternatively, a maximum duty cycle2) of 1% can be used.
868,7 - 869,2	25 mW	Requirements for frequency access and mitigation techniques[3)] Alternatively, a maximum duty cycle[2)] of 0.1% can be used.
869,40 - 869,65	500 mW	Requirements for frequency access and mitigation techniques[3)] Alternatively, a maximum duty cycle[2)] of 10% can be used.
869,7 – 870,0	25 mW	Requirements for frequency access and mitigation techniques[3)] Alternatively, a maximum duty cycle[2)] of 1% can be used.

1) The use of adjacent frequency bands within this table as a single frequency band is permitted, provided that the specific conditions for each of these adjacent frequency bands are met.
2) „duty cycle" means the ratio of $\Sigma(T_{on})/(T_{obs})$ expressed as a percentage, where ‚T_{on}' is the ‚on-time' of a single transmitting device and ‚T_{obs}' is the observation period T_{on} is measured in an observation frequency band (F_{obs}). Unless otherwise specified in this general allocation, T_{obs} is a continuous period of one hour and F_{obs} is the applicable frequency band in this general allocation (table).
3) Frequency access and interference mitigation techniques shall be used whose performance level at least meets the essential requirements of Directive 2014/53/EU or the Radio Equipment Act (FuAG). Where relevant techniques are described in harmonized standards, the references of which have been published in the Official Journal of the European Union pursuant to Directive 2014/53/EU, or parts thereof, performance shall be ensured which is at least equivalent to those techniques.

--- Deutsch ---

EINFÜHRUNG / BESTIMMUNGSGEMÄSSER GEBRAUCH

Der QuikPunch von ASTERA ist ein zoombarer Fresnel-basierter LED-Scheinwerfer für den professionellen Einsatz im Event- und Filmbereich. Der QuikPunch ist für die direkte oder indirekte Beleuchtung von Personen, Objekten oder Bühnenbildern konzipiert. Dank des eingebauten Akkus kann er schnell an Orten angebracht werden, an denen herkömmliche Leuchten nicht ohne weiteres eingesetzt werden können. Der QuikPunch verfügt über die Titan LED-Engine mit exzellenter Farbwiedergabe. Der QuikPunch erzeugt weißes oder farbiges Licht, wobei die Farbtemperatur auf vielfältige Weise eingestellt werden kann. Der QuikPunch kann sowohl mit der AsteraApp als auch mit drahtgebundenen DMX oder drahtlosen CRMX gesteuert werden. Das Gerät kann auch über das integrierte Bedienfeld oder über eine Infrarot-Fernbedienung gesteuert werden. Zudem ist es möglich, Einstellungen über drahtgebundenes oder drahtloses RDM einzusehen und zu ändern. Dank des integrierten Bluetooth kann es als Bluetooth Bridge (BTB) verwendet werden. Der QuikPunch kann sowohl stehend als auch hängend verwendet werden. Dafür ist das Gerät mit einem Federständer und einem Gewinde 3/8" versehen. Der abnehmbare Bügel verfügt über ein Gewinde 3/8" bzw. eine Bohrung 1/2" zur Befestigung des entsprechenden Montagezubehörs.
Der QuikPunch kann sowohl im Innen- als auch im Außenbereich eingesetzt werden und entspricht Schutzart IP65.

Das Gerät nicht schütteln. Vermeiden Sie jegliche Gewaltanwendung bei der Installation oder Bedienung des Geräts.

Achten Sie bei der Wahl des Einsatzortes darauf, dass das Gerät weder extremer Hitze noch Staub ausgesetzt wird. Vermeiden Sie direkte Sonneneinstrahlung über einen längeren Zeitraum.

Die angegebene Umgebungstemperatur muss eingehalten werden. Halten Sie es von direkter Einstrahlung (insbesondere in Autos) und Heizungen fern.

Verwenden Sie das Gerät niemals am Stromnetz während eines Gewitters. Durch Überspannung kann das Gerät zerstört werden. Trennen Sie das Gerät während eines Gewitters immer vom Stromnetz.

Achten Sie darauf, dass der Bereich unterhalb des Einbauortes beim Auf- und Abbau sowie bei der Wartung des Gerätes gesperrt ist.

Sichern Sie die Vorrichtung immer mit einem geeigneten Sicherungsseil.

Bedienen Sie das Gerät erst, nachdem Sie sich mit seinen Funktionen vertraut gemacht haben.

Beachten Sie unbedingt, dass unbefugte Änderungen am Gerät aus Sicherheitsgründen nicht zulässig sind! Falls das Gerät abweichend von der in diesem Handbuch beschriebenen Art und Weise betrieben wird, sind Schäden daran möglich und die Garantie erlischt. Der Haftungsausschluss schließt alle Schäden, Haftungen oder Verletzungen ein, die sich aus der Nichtbeachtung der Anweisungen in diesem Handbuch ergeben. Ferner kann jeder andere Betrieb zu Gefahren wie Kurzschluss, Verbrennungen, Stromschlag, Absturz usw. führen. Dieses Gerät ist nicht für den Hausgebrauch und nicht für die Festinstallation geeignet.

SICHERHEITSHINWEISE

Lesen Sie das Handbuch sorgfältig durch, bevor Sie das Gerät in Betrieb nehmen. Geben Sie das Handbuch immer mit, wenn Sie das Gerät an einen anderen Benutzer weitergeben, vermieten oder verkaufen. Gehen Sie bei der Bedienung bitte mit der gebotenen Vorsicht vor.
Dieses Produkt ist nur für den professionellen Gebrauch bestimmt. Es ist nicht für den Hausgebrauch bestimmt.

- Betreiben Sie das Gerät nicht in Bereichen mit hohen Temperaturen oder unter direkter Sonneneinstrahlung. Dies kann zu Fehlverhalten oder Schäden am Gerät führen.
- Verwenden Sie immer ein geeignetes Sicherungsseil, wenn Sie die Leuchte über Kopfhöhe montieren.
- Befestigen Sie das Sicherungsseil nur an der vorgesehenen Sicherungshalterung.
- Beachten Sie stets die örtlichen Sicherheitsvorschriften.

Lithium-Ionen-Akkumulator: In diesem Gerät ist ein wiederaufladbarer Lithium-Ionen-Akku eingebaut.
- Nur befugtes Personal darf den Akku warten.
- Nicht in offenes Feuer oder Hitze bringen.
- Verwenden und laden Sie die Leuchte nicht, wenn sie beschädigt ist.
- Vermeiden Sie Stöße oder Stürze, da dies zu einem Brand oder einer Explosion führen kann.
- Lagern Sie den Akku niemals in völlig entladenem Zustand. Laden Sie den Akku immer sofort auf, wenn er leer ist. Laden Sie den Akku nie unbeaufsichtigt auf.
- Achten Sie darauf, alle Geräte vor der Lagerung vollständig aufzuladen.
- Nicht vollständig geladene Akkus verlieren an Kapazität.
- Bei Nichtgebrauch alle 6 Monate vollständig aufladen.
- Der Akku darf nur durch ein Originalersatzteil von Astera ersetzt werden.
- Beachten Sie die geltenden Gesetze und Vorschriften für den Transport, den Versand und die Entsorgung von Akkumulatoren. Nähere Informationen zum Recycling von Lithium-, Lithium-Phosphat- und Lithium-Ionen-Akkus erhalten Sie bei einer staatlichen Recyclingstelle oder Ihrem Entsorgungsunternehmen.
- Stets bei geöffnetem Flightcase aufladen.
- Die empfohlene Ladetemperatur liegt zwischen 15 °C und 35 °C.

Warnhinweis: Missbrauch oder Fehlgebrauch von Standardbatterien bzw. Akkus führt im Extremfall zu folgenden Auswirkungen:
- Explosion
- Brandentwicklung
- Wärmeentwicklung oder Rauch- und Gasentwicklung.

- Schauen Sie nicht direkt in das Licht.
- Es kann die Augen schädigen.
- Schauen Sie sich die LEDs nicht mit einer Lupe oder einem anderen optischen Instrument an, das die Lichtleistung konzentrieren könnte.
- Verwenden Sie nur von Astera zugelassenes Zubehör, um den Lichtstrahl zu streuen oder zu verändern.

- Das Gehäuse darf nicht geöffnet werden.
- Schließen Sie die Leuchte nicht an das Stromnetz an, wenn sie beschädigt ist.
- Tauchen Sie die Leuchte nicht in Flüssigkeiten ein.
- Das LED-Leuchtmittel darf nicht ausgetauscht werden.
- Vorsicht, Gefahr eines Stromschlags.

Der QuikPunch muss in der Nähe einer leicht zugänglichen Steckdose installiert werden.
Warnhinweis: Gefahr eines elektrischen Schlages - Gerät nicht öffnen.

- Die Außenflächen der Einheit können bei normalem Betrieb bis zu 70 °C heiß werden.
- Stellen Sie sicher, dass ein versehentlicher Körperkontakt mit dem Gerät ausgeschlossen ist.
- Nur an belüfteten Orten einsetzen.
- Decken Sie die Leuchte nicht ab.
- Lassen Sie alle Leuchten abkühlen, bevor Sie sie berühren.
- Halten Sie einen Abstand von 0,3 m zu den zu beleuchtenden Objekten ein.

REINIGUNG UND PFLEGE

Vorsicht: In das Gerätegehäuse eindringende Flüssigkeiten können einen Kurzschluss verursachen und die Elektronik beschädigen. Verwenden Sie keine Reinigungs- oder Lösungsmittel. Nur mit einem weichen, feuchten Tuch reinigen.

SEKUNDÄRSICHERUNG

Der QuikPunch muss bei hängendem Einsatz immer mit einem Sicherungsseil gesichert werden. Wenn die primäre Aufhängung versagt, darf das Gerät nicht mehr als 20 cm frei fallen.

Verwenden Sie die Sicherheitsöse auf der Rückseite. Beachten Sie bitte die Sicherheitsvorschriften in Ihrer Region.

FEHLERBEHEBUNG

Problem	Mögliche Ursache	Lösung
Die Vorrichtung lässt sich nicht einschalten.	Der Akku ist möglicherweise entladen.	Schließen Sie sie zum Aufladen an und versuchen Sie es erneut.
Die Vorrichtung ist eingeschaltet und das Display leuchtet, aber die LEDs geben kein Licht ab.	Die Vorrichtung könnte auf BLACKOUT-Modus eingestellt sein. Sie ist so eingestellt, dass sie die Farbe Schwarz anzeigt, oder sie arbeitet im DMX-Modus und empfängt kein gültiges Signal.	Es hat sich bewährt, ein RESET der Einstellungen durchzuführen.
Die Vorrichtung arbeitet nicht richtig - sie zeigt nicht die gewählte Farbe oder den gewählten Effekt an.	Die Vorrichtung arbeitet möglicherweise noch mit einer früheren Einstellung.	Es hat sich bewährt, ein RESET der Einstellungen vor Änderungen durchzuführen.
Das Netzkabel ist angeschlossen, aber die Vorrichtung wird nicht aufgeladen.	Der Akku ist möglicherweise vollständig aufgeladen.	Die Vorrichtung beginnt erst dann mit dem Laden, wenn der Akku eine Temperatur von 45 °C oder darunter hat. Schalten Sie die Vorrichtung aus und lassen Sie sie abkühlen. Sobald sie kalt genug ist, wird sie sich aufladen lassen.

ENTSORGUNG

- Die Leuchte enthält einen Lithium-Ionen-Akku.
- Werfen Sie die Einheit am Ende ihrer Produktlebensdauer nicht in den Müll.
- Achten Sie darauf, dass die Entsorgung gemäß den örtlichen Verordnungen bzw. Vorschriften erfolgt, um eine Verschmutzung der Umwelt zu vermeiden!
- Die Verpackung ist wiederverwertbar und kann entsorgt werden.

HERSTELLERERKLÄRUNG

Hiermit erklärt die Astera LED Technology GmbH, dass der Typ der Funkanlage QuikPunch der Richtlinie 2014/53/EU entspricht. Der vollständige Text der EU-Konformitätserklärung ist unter folgender Internetadresse abrufbar: https://astera-led.com/quikpunch

Astera LED Technology GmbH erklärt, dass dieses Gerät getestet wurde und die Grenzwerte für ein digitales Gerät der Klasse B gemäß Teil 15 der FCC-Vorschriften einhält. Diese Grenzwerte sind so ausgelegt, dass sie einen angemessenen Schutz gegen schädliche Störungen in einer Wohnumgebung bieten. Diese Anlage erzeugt, verwendet und strahlt möglicherweise Hochfrequenzenergie ab und kann, wenn sie nicht in Übereinstimmung mit den Anweisungen installiert und verwendet wird, schädliche Störungen des Funkverkehrs verursachen. Allerdings gibt es keine Garantie dafür, dass bei bestimmten Installationen keine Störungen auftreten können. Wenn diese Anlage Störungen des Radio- oder Fernsehempfangs verursacht, was durch Ein- und Ausschalten der Anlage festgestellt werden kann, sollte der Benutzer versuchen, die Störungen durch eine oder mehrere der folgenden Maßnahmen zu beheben:

• Richten Sie die Empfangsantenne neu aus oder verlegen Sie sie.
• Vergrößern Sie den Abstand zwischen Anlage und Empfänger..
• Schließen Sie das Gerät an eine Steckdose an, die nicht mit dem Stromkreis verbunden ist, an dem der Empfänger angeschlossen ist.
• Wenden Sie sich an den Händler oder einen erfahrenen Radio- oder Fernsehtechniker und fragen Sie ihn um Rat.

FCC-Warnhinweis:
• Jegliche Änderungen oder Umbauten, die nicht ausdrücklich von der für die Einhaltung der Vorschriften verantwortlichen Stelle genehmigt wurden, können dazu führen, dass der Benutzer die Berechtigung zum Betrieb dieser Anlage verliert.
• Dieser Transmitter darf nicht in Verbindung mit einer anderen Antenne oder einem anderen Transmitter betrieben werden.

Dieses Gerät erfüllt die Anforderungen von Teil 15 der FCC-Vorschriften. Der Betrieb unterliegt den folgenden zwei Bedingungen:
(1) Dieses Gerät darf keine schädlichen Störungen verursachen, und
(2) dieses Gerät muss alle empfangenen Störsignale annehmen, einschließlich solcher, die einen unerwünschten Betrieb verursachen können.

FCC-Warnhinweis zu RF-Strahlungsexposition: Stellen Sie das Gerät in einem Abstand von mindestens 20 cm zu Personen in der näheren Umgebung auf, um die FCC-Richtlinien zur RF-Exposition einzuhalten.

SPEZIFIKATIONEN - TECHNISCHE DATEN

Bestellcode	AST-QUKPN
LED-Engine	Titan LED-Engine
Farben	RGBMintAmber
OutputGain	Ja
LED-Leistungsaufnahme	75 W
CRI(Ra)/TLCI 3200 - 6500 K*	≥ 96
Blitzrate	0 - 25 Hz
Akkulaufzeit	bis zu 20 Stunden
Akkulaufzeit (bei max. Helligkeit)	4,5 Stunden
Akku-Lebensdauer	70 % nach 500 Zyklen
Aufladezeit (nominal)	5 Stunden 15 Min
Wechselspannungs-Eingang	100 - 240 V, 50/60 Hertz, 115 V - 2 A / 230 V - 1 A
Wechselspannungsanschluss	PowerCON TRUE1 EIN-/AUSGANG
Leistungsaufnahme (max.)	100 W
Wired DMX	Ja
CRMX-Receiver	Integriert
Bluetooth Bridge (BTB)	Integriert
Drahtlosprotokolle	CRMX, UHF, Bluetooth, WiFi
Drahtlos-Reichweite	CRMX/UHF bis zu 300 m Bluetooth bis zu 3 m
RDM-Unterstützung	Drahtlos und drahtgebunden
Infrarotsteuerung	Ja
IP-Schutzart drahtlos	IP65
IP-Schutzart drahtgebunden	IP65
Betriebsumgebungstemperatur	0 - 40 °C
Gewicht	6,567 kg / 14.48 lbs
Abmessungen (L x B x T)	237.5 mm x 195.8 mm x 309 mm / 9.35 " x 7.71 " x 12.17 "

Alle angegebenen Spezifikationen sind Richtwerte und können ohne vorherige Ankündigung geändert werden.

RF-EIGENSCHAFTEN

Drahtlosmodule	Modulation	ERP (Transmitter)	Anzahl Kanäle
EU: UHF*** (863 - 870 MHz)	FHSS	< 25 mW	47
USA: UHF (917 - 922,20 MHz)	FHSS	< 25 mW	53
AUS: UHF (922,30 - 927,50 MHz)	FHSS	< 25 mW	53
SGP: UHF (920,50 - 924,50 MHz)	FHSS	< 25 mW	41
KOR: UHF (917,9 - 921,5 MHz)	FHSS	< 25 mW	10
RUS: UHF (868,75 - 869,12 MHz)	FHSS	< 25 mW	6
JPN: UHF (922,80 - 926,40 MHz)	FHSS	< 25 mW	19
CRMX (2402 - 2480 MHz)	FHSS	-	79
Bluetooth 5.0 LE (2402 - 2480 MHz)	FHSS	10 mW (BLE)	40
WiFi (2412 - 2472 MHz)	DSSS, OFDM	<100 mW	13

*****Allgemeine Zuteilung von Frequenzen für die Nutzung durch Funkanwendungen mit geringer Reichweite Frequenznutzungsvorschriften:**

Frequenzbereich MHz[1)]	Maximale äquivalente Strahlungsleistung (ERP)	Zusätzliche Parameter/Frequenzzugang und Interferenzminderungstechniken
865 - 868	25 mW	Anforderungen an den Frequenzzugang und Störungsminderungstechniken[3)] Alternativ kann auch ein maximaler Arbeitszyklus[2)] von 1 % verwendet werden.
868,0 - 868,6	25 mW	Anforderungen an den Frequenzzugang und Störungsminderungstechniken[3)] Alternativ kann auch ein maximaler Arbeitszyklus[2)] von 1 % verwendet werden.
868,7 - 869,2	25 mW	Anforderungen an den Frequenzzugang und Störungsminderungstechniken[3)] Alternativ kann auch ein maximaler Arbeitszyklus[2)] von 0,1 % verwendet werden.
869,40 - 869,65	500 mW	Anforderungen an den Frequenzzugang und Störungsminderungstechniken[3)] Alternativ kann auch ein maximaler Arbeitszyklus[2)] von 10 % verwendet werden.
869,7 - 870,0	25 mW	Anforderungen an den Frequenzzugang und Störungsminderungstechniken[3)] Alternativ kann auch ein maximaler Arbeitszyklus[2)] von 1 % verwendet werden.

1) Die Nutzung benachbarter Frequenzbänder innerhalb dieser Tabelle als ein einziges Frequenzband ist zulässig, sofern die besonderen Bedingungen für jedes dieser benachbarten Frequenzbänder erfüllt sind.
2) „Arbeitszyklus" ist das Verhältnis $\Sigma(T_{on})/(T_{obs})$ ausgedrückt als Prozentsatz, wobei „T_{on}" die „Einschaltdauer" einer einzelnen Sendeeinrichtung und „T_{obs}" die Beobachtungszeit ist, die T_{on} in einem Beobachtungsfrequenzband (F_{obs}) gemessen wird. Sofern in dieser Rahmenvereinbarung nicht anders angegeben, ist T_{obs} ein fortlaufender Zeitraum von einer Stunde und F_{obs} das anwendbare Frequenzband in dieser Rahmenvereinbarung (Tabelle).
3) Es sind Frequenzzugangs- und Störungsminderungstechniken zu verwenden, deren Leistungsumfang mindestens den grundlegenden Anforderungen der Richtlinie 2014/53/EU oder des Funkanlagengesetzes (FuAG) entspricht. Soweit einschlägige Techniken in harmonisierten Normen oder in Auszügen daraus beschrieben sind, deren Verweise im Amtsblatt der Europäischen Union gemäß der Richtlinie 2014/53/EU veröffentlicht wurden, ist eine Leistung zu gewährleisten, die diesen Techniken mindestens gleichwertig ist.

--- Italiano ---

INTRODUZIONE/USO PREVISTO

Il QuikPunch di ASTERA è un faretto proiettore LED basato su lente Fresnel e dotato di zoom per l'uso professionale nel settore cinematografico e degli eventi. Il QuikPunch è progettato per l'illuminazione diretta o indiretta di persone, oggetti o scenari. Grazie alla batteria integrata, può essere rapidamente installato in luoghi in cui non è possibile montare le luci tradizionali. Il QuikPunch è dotato di motore LED Titan con un eccezionale rendering dei colori. Il QuikPunch produce una luce bianca o colorata ed è possibile regolare la temperatura del colore in numerosi modi. Il QuikPunch può essere controllato con AsteraApp o con un DMX cablato o un CRMX wireless. Il dispositivo può anche essere controllato attraverso il display integrato o il telecomando a infrarossi. È anche possibile visualizzare e modificare le impostazioni attraverso un controllo RDM wireless e cablato. Grazie al Bluetooth integrato può essere utilizzato come Bluetooth Bridge (BTB).
Il QuikPunch può essere utilizzato su un supporto o appeso. A tale scopo il dispositivo è dotato di un cavalletto e di una filettatura da 3/8". La sua staffa rimovibile ha una filettatura di 3/8" o un foro da 1/2" per il fissaggio degli accessori di montaggio appropriati.
Il QuikPunch può essere utilizzato in interni ed esterni e ha un grado di protezione IP65.

Non scuotere il dispositivo. Evitare di esercitare una forza eccessiva durante l'installazione o il funzionamento del dispositivo.

Quando si sceglie il luogo di installazione, accertarsi che il dispositivo non sia esposto a polvere o calore estremo. Evitare la luce diretta del sole per periodi di tempo prolungati.

Rispettare la temperatura ambiente specificata. Tenere lontano da isolamenti diretti (in particolare nelle auto) e riscaldatori.

Durante i temporali non utilizzare mai il dispositivo collegato all'alimentazione di rete. La sovratensione può distruggere il dispositivo. Scollegare sempre il dispositivo durante i temporali.

Accertarsi che l'area sotto il luogo di installazione sia bloccata durante l'installazione, la disinstallazione o la manutenzione dell'apparecchio.

Fissare sempre l'apparecchio con un cavo di sicurezza appropriato.

Azionare il dispositivo solo dopo avere acquisito familiarità con le sue funzioni.

Tenere presente che le modifiche non autorizzate sul dispositivo non sono consentite per motivi di sicurezza! Se il dispositivo verrà azionato in modo diverso da quello descritto in questo manuale, potrebbe riportare danni e la garanzia verrebbe invalidata. Il disclaimer include tutti i danni, la responsabilità o le lesioni derivanti dall'inosservanza delle istruzioni contenute in questo manuale. Qualsiasi altro funzionamento può inoltre comportare pericoli come cortocircuiti, ustioni, scosse elettriche, urti, ecc. Questo dispositivo non è adatto all'uso domestico né per l'installazione fissa.

INFORMAZIONI DI SICUREZZA

Leggere attentamente il manuale prima di azionare l'unità. Accertarsi sempre di includere il manuale se si presta/noleggia/vende l'unità a un altro utente. Prestare attenzione durante l'uso.
Il prodotto è destinato esclusivamente all'uso professionale. Non è adatto all'uso domestico.

- Non utilizzare l'unità in aree caratterizzate da temperature elevate o sotto la luce del sole diretta. Sussiste il rischio di comportamento anomalo o danneggiamento del prodotto.
- Utilizzare sempre un cavo di sicurezza adeguato quando si monta la luce sospendendola.
- Collegare il cavo di sicurezza solo al supporto di sicurezza designato.
- Seguire sempre le normative locali in materia di sicurezza.

Batteria agli IONI DI LITIO: nella presente unità è integrata una batteria ricaricabile agli ioni di litio.
- La batteria può essere sottoposta a manutenzione solo da personale qualificato.
- Non metterla nel fuoco né esporla al calore.
- Non utilizzare né caricare la luce se è danneggiata.
- Evitare di farla urtare contro altri oggetti o farla cadere in quanto potrebbe provocare un incendio o un'esplosione.
- Non riporre la batteria quando è completamente scarica. Ricaricare immediatamente la batteria quando è scarica. Non caricare il prodotto senza sorveglianza.
- Accertarsi di ricaricare completamente tutte le unità prima di riporle.
- Le batterie parzialmente cariche perderanno capacità.
- Ricaricare completamente ogni 6 mesi in caso di mancato utilizzo.
- La batteria può essere sostituita solo con un ricambio originale Astera.
- Seguire le leggi e le normative applicabili in materia di trasporto, spedizione e smaltimento delle batterie. Per informazioni specifiche sul riciclaggio di batterie al litio, al litio-fosfato e agli ioni di litio, contattare un'agenzia governativa per il riciclaggio o il vostro servizio di smaltimento rifiuti.
- Ricaricare sempre con la flightcase aperta.
- Si consiglia di ricaricare la batteria a una temperatura compresa tra 15 °C e 35 °C.

Avvertenza: in casi estremi, abuso o uso improprio di batterie standard/ricaricabili, sussiste il rischio di:

- Non guardare direttamente la luce.
- Può provocare lesioni oculari.
- Non guardare i LED con una lente di ingrandimento o qualsiasi altro strumento ottico che possa concentrare l'emissione luminosa.
- Utilizzare esclusivamente accessori approvati da Astera per diffondere o modificare il fascio luminoso.

- Non aprire l'alloggiamento del prodotto.
- Non accendere la luce se è danneggiata.
- Non immergere la luce in liquidi.
- Non sostituire la fonte luminosa LED.
- Attenzione, rischio di scossa elettrica.

Il QuikPunch essere installato vicino alla presa di corrente, che deve essere facilmente accessibile.
Attenzione: pericolo di scossa elettrica - non aprire il dispositivo.

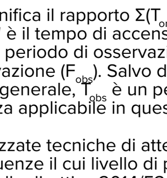
- Durante il normale funzionamento le superfici esterne della luce possono diventare molto calde, fino a 70 °C.
- Accertarsi che il contatto fisico accidentale con il dispositivo sia impossibile.
- Installare solo in luoghi ventilati.
- Non coprire la luce.
- Lasciare sempre raffreddare tutte le luci prima di toccarle.
- Tenere a una distanza di 0,3 m dagli oggetti da illuminare.

PULIZIA E MANUTENZIONE

Avvertenza: l'ingresso di liquidi nell'alloggiamento del dispositivo può provocare un cortocircuito e danneggiare i componenti elettronici. Non utilizzare detergenti o solventi. Pulire esclusivamente utilizzando un panno morbido inumidito.

MONTAGGIO DI SICUREZZA SECONDARIO

Il QuikPunch essere sempre fissato con un cavo di sicurezza se viene utilizzato appeso. In caso di cedimento della sospensione principale, il dispositivo non deve cadere per più di 20 cm.



Utilizzare l'occhiello di sicurezza sul lato posteriore. Controllare le normative di sicurezza della propria regione.

RISOLUZIONE DEI PROBLEMI

Problema	Possibile causa	Soluzione
L'apparecchio non si accende.	La batteria potrebbe essere scarica.	Collegare l'apparecchio alla carica e riprovare.
L'apparecchio e il display si accendono, ma i LED non emettono luce.	L'apparecchio potrebbe essere impostato sulla modalità BLACKOUT. Potrebbe essere impostato sul colore nero o essere in funzione in modalità DMX e non ricevere quindi un segnale valido.	È buona prassi eseguire un RESET DELLE IMPOSTAZIONI.
L'apparecchio non funziona correttamente - non visualizza il colore o l'effetto selezionato.	L'apparecchio potrebbe essere in funzione con un'impostazione precedente.	È buona prassi eseguire un RESET DELLE IMPOSTAZIONI fra i setup.
Il cavo di alimentazione è collegato, ma l'apparecchio non carica.	La batteria potrebbe essere completamente carica.	L'apparecchio inizia la ricarica solo quando la batteria ha una temperatura di 45 °C o inferiore. Spegnere l'apparecchio e lasciarlo raffreddare; una volta che è sufficientemente freddo, la ricarica avrà inizio..

SMALTIMENTO

- La luce contiene una batteria agli ioni di litio.
- Non smaltire l'unità insieme ai rifiuti domestici normali al termine della sua vita utile.
- Accertarsi di smaltirla conformemente alle normative e/o ai regolamenti locali per evitare di inquinare l'ambiente!
- L'imballaggio è riciclabile e può essere smaltito.

DICHIARAZIONE DEL PRODUTTORE

Astera LED Technology GmbH dichiara che il tipo di apparecchiatura radio QuikPunch conforme alla direttiva 2014/53/UE. Il testo completo della dichiarazione di conformità UE è disponibile all'indirizzo Internet: https://astera-led.com/quikpunch.

Astera LED Technology GmbH dichiara che questa apparecchiatura è stata testata e ritenuta conforme ai limiti per un dispositivo digitale di classe B, come specificato nella parte 15 delle normative FCC. Tali limiti sono studiati per fornire una protezione ragionevole rispetto alle interferenze dannose in un'installazione domestica. Questa apparecchiatura genera, utilizza e può irradiare energia in radiofrequenza e, se non viene installata e utilizzata in conformità con le istruzioni, può causare interferenze dannose alle comunicazioni radio. Tuttavia, non vi è garanzia che non si verifichino interferenze in un'installazione particolare. Se l'apparecchiatura causa interferenze alla ricezione radiotelevisiva, verificabili accendendola e spegnendola, si consiglia all'utente di correggere le interferenze in uno dei seguenti modi:

• Riorientare o posizionare altrove l'antenna di ricezione.
• Aumentare la distanza tra l'apparecchiatura e il ricevitore.
• Collegare l'apparecchiatura a una presa su un circuito diverso da quello a cui è connesso il ricevitore.
• Contattare il rivenditore o un tecnico radiotelevisivo qualificato per assistenza.

Avvertenza FCC:
• Qualsiasi modifica o alterazione non espressamente approvata dalla parte responsabile della conformità può invalidare l'autorità dell'utente a utilizzare l'apparecchiatura.
• Questo trasmettitore non deve essere posizionato o azionato insieme a un qualsiasi altro trasmettitore/antenna.

Questo dispositivo è conforme alla parte 15 delle normative FCC. Il funzionamento è soggetto alle due condizioni seguenti:
(1) il dispositivo non deve causare interferenze dannose e
(2) il dispositivo deve tollerare le interferenze ricevute, incluse le interferenze che possano causare un funzionamento indesiderato.

Avvertenza sulla dichiarazione sull'esposizione alle radiazioni RF FCC: per mantenere la conformità alle linee guida FCC sull'esposizione alle radiazioni RF, posizionare il prodotto ad almeno 20 cm dalle persone vicine.

SPECIFICHE - DATI TECNICI

Codice per l'ordinazione	AST-QUKPN
Motore LED	Motore LED Titan
Colori	RGBMintAmber
OutputGain	Sì
Assorbimento potenza LED	75 W
CRI (Ra)/TLCI 3.200-6.500 k*	≥96
Luce stroboscopica	0-25 Hz
Tempo di funzionamento della batteria	Fino a 20 ore
Tempo di funzionamento della batteria alla massima luminosità	4,5 ore
Vita utile batteria	70% dopo 500 cicli
Tempo di ricarica (nominale)	5 ore 15 min
Ingresso CA	100-240 VCA, 50/60 Hertz, 115 VCA - 2 A / 230 VCA - 1 A
Connettore CA	INGRESSO/USCITA PowerCON TRUE1
Potenza assorbita (max)	100 W
DMX cablato	Sì
Ricevitore CRMX	Integrato
BluetoothBridge BTB	Integrato
Protocolli wireless	CRMX, UHF, Bluetooth, WiFi
Campo wireless	CRMX/UHF fino a 300 m Bluetooth fino a 3 m
Supporto RDM	Wireless e cablato
Telecomando a infrarossi	Sì
Grado di protezione IP wireless	IP65
Grado di protezione IP cablato	IP65
Temperatura di esercizio	0-40 °C
Peso	6,567 kg / 14.48 lbs
Dimensioni (L x L x P)	237.5 mm x 195.8 mm x 309 mm / 9.35 " x 7.71 " x 12.17 "

Tutte le specifiche fornite sono valori tipici e possono essere soggette a modifiche senza preavviso.

CARATTERISTICHE RF

Moduli wireless	Modulazione	ERP (Trasmettitore)	Numero canali
EU: UHF*** (863-870 MHz)	FHSS	< 25 mW	47
USA: UHF (917-922,20 MHz)	FHSS	< 25 mW	53
AUS: UHF (922,30-927,50 MHz)	FHSS	< 25 mW	53
SGP: UHF (920,50-924,50 MHz)	FHSS	< 25 mW	41
KOR: UHF (917,9-921,5 MHz)	FHSS	< 25 mW	10
RUS: UHF (868,75-869,12 MHz)	FHSS	< 25 mW	6
JPN: UHF (922,80-926,40 MHz)	FHSS	< 25 mW	19
CRMX (2402-2480 MHz)	FHSS	-	79
Bluetooth 5.0 LE (2402-2480 MHz)	FHSS	10 mW (BLE)	40
WiFi (2412-2472 MHz)	DSSS, OFDM	< 100 mW	13

*****Assegnazione generale delle frequenze per l'uso da parte di applicazioni radio a breve portata**

Norme sull'utilizzo dello spettro:

Gamma di frequenze in MHz[1)]	Potenza equivalente irradiata (ERP) max	Parametri aggiuntivi/tecniche di attenuazione delle interferenze e di accesso alle frequenze
865-868	25 mW	Requisiti per le tecniche di attenuazione e di accesso alle frequenze[3)] In alternativa è possibile utilizzare un ciclo di lavoro[2)] max dell'1%.
868,0-868,6	25 mW	Requisiti per le tecniche di attenuazione e di accesso alle frequenze[3)] In alternativa è possibile utilizzare un ciclo di lavoro[2)] max dell'1%.
868,7-869,2	25 mW	Requisiti per le tecniche di attenuazione e di accesso alle frequenze[3)] In alternativa è possibile utilizzare un ciclo di lavoro[2)] max dello 0,1%.
869,40-869,65	500 mW	Requisiti per le tecniche di attenuazione e di accesso alle frequenze[3)] In alternativa è possibile utilizzare un ciclo di lavoro[2)] max del 10%.
869,7-870,0	25 mW	Requisiti per le tecniche di attenuazione e di accesso alle frequenze[3)] In alternativa è possibile utilizzare un ciclo di lavoro[2)] max dell'1%.

1) È consentito l'uso di bande di frequenza adiacenti all'interno di questa tabella come banda di frequenza singola purché vengano soddisfatte le condizioni specifiche per ciascuna di queste bande di frequenza adiacenti.
2) "Ciclo di lavoro" significa il rapporto $\Sigma(T_{on})/(T_{obs})$ espresso come percentuale, dove 'T_{on}' è il tempo di accensione di un singolo dispositivo trasmittente e 'T_{obs}' è il periodo di osservazione T_{on} misurato in una banda di frequenza di osservazione (F_{obs}). Salvo diversamente specificato in questa assegnazione generale, T_{obs} è un periodo continuo di 1 ora e F_{obs} è la banda di frequenza applicabile in questa assegnazione generale (tabella).
3) Devono essere utilizzate tecniche di attenuazione delle interferenze e di accesso alle frequenze il cui livello di prestazione soddisfi almeno i requisiti essenziali della direttiva 2014/53/UE o della legge sulle apparecchiature radio (FuAG). Laddove vengono descritte tecniche rilevanti nelle norme armonizzate, i riferimenti delle quali siano stati pubblicati nella Gazzetta ufficiale dell'Unione Europea conformemente alla direttiva 2014/53/UE o relative parti, devono essere garantite prestazioni che siano almeno equivalenti a tali tecniche.

DMX Profiles for QuikBeam (AST-QUKBM), QuikPunch (AST-QUKPN), PlutoFresnel (AF80) and LeoFresnel (AF250)

This document has two tables of contents. The first one is based on the pixel count and whether strobe or fan is turned on or off.
The second one is a numeric index where you can locate a DMX table by its number quickly.

Profiles in logical order

Profiles in numerical order

Pixel=1 Strobe=Off

1: RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)

2: RGBW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)

3: RGBAW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)

4: DIM RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)

5: DIM RGBW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)

6: DIM RGBAW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
6	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)

7: RGB CCT DIM IND (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
4	0 - 4 4 - 255	0 - 1.5 1.6-100	**Color Temperature (CCT)** No effect Display color temperature Formular: CCT = 2000 + 20*DMX-Value Example: 50 ➔ 3000K 100 ➔ 4000K 150 ➔ 5000K **CCT overwrites the RGB setting*
5	0..255	0 - 100	**Dimmer** (closed ➔ open)
6	0..1 2..255	0 - 0.4 0.8 - 100	**Index Colors** No effect Display Index Colors (full list at the end of this document) **Index Colors overwrites both, RGB and CCT*

89: D CCT GM CRO RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
6	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)

90: D CCT GM HUE SAT (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Hue** (0° ➔ 360°)
5	0 - 255	0 - 100	**Saturation** (0% ➔ 100%)

91: D16 CCT GM C RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
8	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)

92: D16 CCT GM H SAT (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5 | HI			**Hue**
6 | LO	0 - 65535	0 - 100	0° ➔ 360°
7	0 - 255	0 - 100	**Saturation** (0% ➔ 100%)

93: D16 X Y (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3 | HI			**X**
4 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
5 | HI			**Y**
6 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535

168: D CCT GM CRO XY (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5 | HI			**X**
6 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
7 | HI			**Y**
8 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535

169: D16 CCT GM C XY (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6 | HI			**X**
7 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
8 | HI			**Y**
9 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535

Pixel=1 Strobe=On

8: RGBS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

9: RGBWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
5			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

10: RGBAWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
6			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

11: DIM RGBS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

12: DIM RGBWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
6			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

13: DIM RGBAWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
6	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
7			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

14: RGB CCT DIM IND S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4			**Color Temperature (CCT)**
	0 - 4	0 - 1.5	No effect
	4 - 255	1.6 - 100	Display color temperature
			Formula: CCT = 2000 + 20*DMX-Value
			Example: 50 → 3000K
			100 → 4000K
			150 → 5000K
			**CCT overwrites the RGB setting*
5	0..255	0 - 100	**Dimmer** (closed → open)
6			**Index Colors**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors (full list at the end of this document)
			**Index Colors overwrites both, RGB and CCT*
7			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)

94: D CCT GM CRO RGB S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
3	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
6	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
7	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
8	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz → 25Hz)

95: D CCT GM HUE SAT S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
3	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Hue** (0° → 360°)
5	0 - 255	0 - 100	**Saturation** (0% → 100%)
6	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz → 25Hz)

96: D16 CCT GM H SAT S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			Dimmer
2 | LO	0 - 65535	0 - 100	closed → open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
4	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5 | HI			**Hue**
6 | LO	0 - 65535	0 - 100	0° → 360°
7	0 - 255	0 - 100	**Saturation** (0% → 100%)
8	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz → 25Hz)

97: D16 X Y S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3 | HI			**X**
4 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
5 | HI			**Y**
6 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
7			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz ➔ 25Hz)

137: D16 CCT GM C RGB S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4			**Green / Magenta Point**
	0 - 4	0 - 1.5	No effect
	5 - 255	2.0 - 100	-96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
8	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
9			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz ➔ 25Hz)

170: D CCT GM CRO XY S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3			**Green / Magenta Point**
	0 - 4	0 - 1.5	No effect
	5 - 255	2.0 - 100	-96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5 | HI			**X**
6 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
7 | HI			**Y**
8 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
9			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz ➔ 25Hz)

171: D16 CCT GM C XY S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4			**Green / Magenta Point**
	0 - 4	0 - 1.5	No effect
	5 - 255	2.0 - 100	-96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6 | HI			**X**
7 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
8 | HI			**Y**
9 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
10			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz ➔ 25Hz)

Pixel=1 Strobe=Off Fan=On

144: RGB FAN(PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

145: RGBW FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
5	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

146: RGBAW FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
6	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

147: DIM RGB FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

148: DIM RGBW FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% ➔ 100%)
6	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

149: DIM RGBAW FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
5	0 - 255	0 - 100	**Intensity Amber** (0% ➔ 100%)
6	0 - 255	0 - 100	**Intensity Emulated White** (0% ➔ 100%)
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

150: RGB CCT DIM IND FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
4	0 - 4 4 - 255	0 - 1.5 1.6-100	**Color Temperature (CCT)** No effect Display color temperature Formular: CCT = 2000 + 20*DMX-Value Example: 50 ➔ 3000K 100 ➔ 4000K 150 ➔ 5000K **CCT overwrites the RGB setting*
5	0..255	0 - 100	**Dimmer** (closed ➔ open)
6	0..1 2..255	0 - 0.4 0.8 - 100	**Index Colors** No effect Display Index Colors (full list at the end of this document) **Index Colors overwrites both, RGB and CCT*
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

151: D CCT GM CRO RGB FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
6	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
7	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
8	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

152: D CCT GM HUE SAT FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Hue** (0° → 360°)
5	0 - 255	0 - 100	**Saturation** (0% → 100%)
6	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

153: D16 CCT GM C RGB FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
8	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
9	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

154: D16 CCT GM H SAT FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5 | HI			**Hue**
6 | LO	0 - 65535	0 - 100	0° ➔ 360°
7	0 - 255	0 - 100	**Saturation** (0% ➔ 100%)
8	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

155: D16 X Y FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed ➔ open
3 | HI			**X**
4 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
5 | HI			**Y**
6 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

172: D CCT GM CRO XY FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5 | HI 6 | LO	0 - 65535	0 - 100	**X** Formular: x-Coordinate = 0.8 * DMX-Value / 65535
7 | HI 8 | LO	0 - 65535	0 - 100	**Y** Formular: y-Coordinate = 0.8 * DMX-Value / 65535
9	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

173: D16 CCT GM CRO XY FAN (PIXEL = 1; STROBE = OFF; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI 2 | LO	0 - 65535	0 - 100	**Dimmer** closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6 | HI 7 | LO	0 - 65535	0 - 100	**X** Formular: x-Coordinate = 0.8 * DMX-Value / 65535
8 | HI 9 | LO	0 - 65535	0 - 100	**Y** Formular: y-Coordinate = 0.8 * DMX-Value / 65535
10	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

Pixel=1 Strobe=On Fan=On

156: RGBS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
5	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

157: RGBWS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
5			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
6	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

158: RGBAWS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
6			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

159: DIM RGBS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
6	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

160: DIM RGBWS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
6			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

161: DIM RGBAWS FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed → open)
2	0 - 255	0 - 100	**Intensity Red** (0% → 100%)
3	0 - 255	0 - 100	**Intensity Green** (0% → 100%)
4	0 - 255	0 - 100	**Intensity Blue** (0% → 100%)
5	0 - 255	0 - 100	**Intensity Amber** (0% → 100%)
6	0 - 255	0 - 100	**Intensity Emulated White** (0% → 100%)
7			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
8	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

162: RGB CCT DIM IND S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
2	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
3	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
4	 0 - 4 4 - 255	 0 - 1.5 1.6 - 100	**Color Temperature (CCT)** No effect Display color temperature Formula: CCT = 2000 + 20*DMX-Value Example: 50 ➔ 3000K 100 ➔ 4000K 150 ➔ 5000K **CCT overwrites the RGB setting*
5	0..255	0 - 100	**Dimmer** (closed ➔ open)
6	 0..1 2..255	 0 - 0.4 0.8 - 100	**Index Colors** No effect Display Index Colors (full list at the end of this document) **Index Colors overwrites both, RGB and CCT*
7	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
8	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

163: D CCT GM CRO RGB S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
6	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
8	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
9	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

164: D CCT GM HUE SAT S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Hue** (0° ➔ 360°)
5	0 - 255	0 - 100	**Saturation** (0% ➔ 100%)
6	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
7	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

165: D16 CCT GM C RGB S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 I HI			**Dimmer**
2 I LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	**Intensity Red** (0% ➔ 100%)
7	0 - 255	0 - 100	**Intensity Green** (0% ➔ 100%)
8	0 - 255	0 - 100	**Intensity Blue** (0% ➔ 100%)
9	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
10	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

166: D16 CCT GM H SAT S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed → open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 → 3190K 70 → 3990K 117 → 5494K
4			**Green / Magenta Point**
	0 - 4	0 - 1.5	No effect
	5 - 255	2.0 - 100	-96.1% → 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5 | HI			**Hue**
6 | LO	0 - 65535	0 - 100	0° → 360°
7	0 - 255	0 - 100	**Saturation** (0% → 100%)
8			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
9	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

167: D16 X Y S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 | HI			**Dimmer**
2 | LO	0 - 65535	0 - 100	closed → open
3 | HI			**X**
4 | LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
5 | HI			**Y**
6 | LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
7			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
8	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

174: D CCT GM CRO XY S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	**Dimmer** (closed ➔ open)
2	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
3	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
4	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
5 I HI			**X**
6 I LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
7 I HI			**Y**
8 I LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
9	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
10	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

175: D16 CCT GM CRO XY S FAN (PIXEL = 1; STROBE = ON; FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 I HI			**Dimmer**
2 I LO	0 - 65535	0 - 100	closed ➔ open
3	0 - 255	0 - 100	**Color Temperature (CCT)** Formular: CCT = 1750 + 32*DMX-Value Example: 45 ➔ 3190K 70 ➔ 3990K 117 ➔ 5494K
4	 0 - 4 5 - 255	 0 - 1.5 2.0 - 100	**Green / Magenta Point** No effect -96.1% ➔ 100% Formular: G/M = 100% * (DMX-Value/128 - 1)
5	0 - 255	0 - 100	**Crossfade** (0 full CCT, 255 full RGB, smooth fade)
6 I HI			**X**
7 I LO	0 - 65535	0 - 100	Formular: x-Coordinate = 0.8 * DMX-Value / 65535
8 I HI			**Y**
9 I LO	0 - 65535	0 - 100	Formular: y-Coordinate = 0.8 * DMX-Value / 65535
10	 0 - 3 4 5 6 7 - 255	 0 - 1.2 1,6 2.0 2,4 2.7 - 100	**Strobe** Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz ➔ 25Hz)
11	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

Effect Modes Fan=Off

15: EFFECT MODE FIX

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	**Dimmer of Pixel 1** (closed → open)
2			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
3			**Program**
	0 - 7	0 - 2.7	One Color Static
	8 - 15	3.1 - 5.9	Two Color Static
	16 - 23	6.3 - 9.0	Three Color Static
	24 - 31	9.4 - 12.2	Four Color Static
	32 - 39	12.5 - 15.3	One Color Fade
	40 - 47	15.7 - 18.4	Two Color Fade
	48 - 55	18.8 - 21.6	Three Color Fade
	56 - 63	22.0 - 24.7	Four Color Fade
	64 - 71	25.1 - 27.8	Simple Running
	72 - 79	28.2 - 31.0	Double Running
	80 - 87	31.4 - 34.1	Two Col Running
	88 - 95	34.5 - 37.3	Flag Running
	96 - 101	37.6 - 39.6	Double Flag Running
	102 - 109	40.0 - 42.7	Spiral 4 Color
	110 - 117	43.1 - 45.9	Spiral 2 Color
	118 - 125	46.3 - 49.0	Rainbow
	126 - 133	49.4 - 52.2	Fire
	134 - 141	52.5 - 55.3	Rotor
	142 - 149	55.7 - 58.4	Rotor Split 2
	150 - 157	58.8 - 61.6	Rotor Split 4
4	0..255	0 - 100	**Speed** (slow → fast)
5	0..255	0 - 100	**Crossfade** (no fade → smooth fade)
6			**Direction**
	0 - 63	0 - 24.7	Forward with Loop
	64 - 127	25.1 - 49.8	Forward one time and stop
	128 - 190	50.2 - 74.5	Reverse one time and stop
	191 - 255	74.9 - 100	Reverse with Loop
7			**Size** *Defines the virtual size of the program in groups* *E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.*
	0 - 63	0 - 24.7	1 Group
	64 - 127	25.1 - 49.8	2 Groups
	128 - 190	50.2 - 74.5	3 Groups
	191 - 255	74.9 - 100	4 Groups
8	0..255	0 - 100	**Offset** *If SIZE is set to >1 group, the units' pixels can be shifted within the virtually larger program.* *Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.*
9	0..255	0 - 100	**Restart Program** *If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).*
10			**Index Colors 1**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
11			**Index Colors 2**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
12			**Index Colors 3**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
13			**Index Colors 4**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)

*Index Colors for 15: EFFECT MODE FIX

CHANNEL	VALUE	PERCENTAGE	FUNCTION
	0..1	0 - 0.4	No effect
	2	0,8	Rose Pink
	3	1,2	Lavender Tint
	4	1,6	Medium Bastard Amber
	7	2,7	Pale Yellow
	8	3,1	Dark Salmon
	9	3,5	Pale Amber Gold
	10	3,9	Medium Yellow
	13	5,1	Straw Tint
	15	5,9	Deep Straw
	17	6,7	Surprise Peach
	19	7,5	Fire
	20	7,8	Medium Amber
	21	8,2	Gold Amber
	22	8,6	Dark Amber
	24	9,4	Scarlet
	25	9,8	Sunset Red
	26	10,2	Bright Red
	27	10,6	Medium Red
	29	11,4	Plasa Red
	35	13,7	Light Pink
	36	14,1	Medium Pink
	46	18,0	Dark Magenta
	48	18,8	Rose Purple
	49	19,2	Medium Purple
	52	20,4	Light Lavender
	53	20,8	Paler Lavender
	58	22,7	Lavender
	61	23,9	Mist Blue
	63	24,7	Pale Blue
	68	26,7	Sky Blue
	71	27,8	Tokyo Blue
	75	29,4	Evening Blue
	79	31,0	Just Blue
	85	33,3	Deeper Blue
	88	34,5	Lime Green
	89	34,9	Moss Green
	90	35,3	Dark Yellow Green
	100	39,2	Spring Yellow
	101	39,6	Yellow
	102	40,0	Light Amber
	103	40,4	Straw
	104	40,8	Deep Amber
	105	41,2	Orange
	106	41,6	Primary Red
	107	42,0	Light Rose
	108	42,4	English Rose
	109	42,7	Light Salmon
	110	43,1	Middle Rose
	111	43,5	Dark Pink
	113	44,3	Magenta
	115	45,1	Peacock Blue
	116	45,5	Medium Blue-Green
	117	45,9	Steel Blue
	118	46,3	Light Blue
	119	46,7	Dark Blue
	120	47,1	Deep Blue
	121	47,5	LEE Green
	122	47,8	Fern Green
	124	48,6	Dark Green
	126	49,4	Mauve
	127	49,8	Smokey Pink
	128	50,2	Bright Pink
	129	50,6	Heavy Frost
	130	51,0	Clear
	131	51,4	Marine Blue

	132	51,8	Medium Blue
	134	52,5	Golden Amber
	135	52,9	Deep Golden Amber
	136	53,3	Pale Lavender
	137	53,7	Special Lavender
	138	54,1	Pale Green
	139	54,5	Primary Green
	140	54,9	Summer Blue
	141	55,3	Bright Blue
	142	55,7	Pale Violet
	143	56,1	Pale Navy Blue
	144	56,5	No Color Blue
	147	57,6	Apricot
	148	58,0	Bright Rose
	151	59,2	Gold Tint
	152	59,6	Pale Gold
	153	60,0	Pale Salmon
	154	60,4	Pale Rose
	156	61,2	Chocolate
	157	61,6	Pink
	158	62,0	Deep Orange
	159	62,4	No Color Straw
	161	63,1	Slate Blue
	162	63,5	Bastard Amber
	164	64,3	Flame Red
	165	64,7	Daylight Blue
	169	66,3	Lilac Tint
	170	66,7	Deep Lavender
	172	67,5	Lagoon Blue
	174	68,2	Dark Steel Blue
	176	69,0	Loving Amber
	179	70,2	Chrome Orange
	180	70,6	Dark Lavender
	181	71,0	Congo Blue
	182	71,4	Light Red
	183	71,8	Moonlight Blue
	184	72,2	Cosmetic Peach
	186	72,9	Cosmetic Silver Rose
	187	73,3	Cosmetic Rouge
	188	73,7	Cosmetic Highlight
	189	74,1	Cosmetic Silver Moss
	191	74,9	Cosmetic Aqua Blue
	192	75,3	Flesh Pink
	194	76,1	Surprise Pink
	195	76,5	Zenith Blue
	196	76,9	True Blue
	197	77,3	Alice Blue
	198	77,6	Palace Blue
	199	78,0	Regal Blue
	200	78,4	Double CT Blue
	201	78,8	Full CT Blue
	202	79,2	1/2 CT Blue
	203	79,6	1/4 CT Blue
	204	80,0	Full CT Orange
	205	80,4	1/2 CT Orange
	206	80,8	1/4 CT Orange
	207	81,2	Full CT Orange +
	208	81,6	Full CT Orange +
	209	82,0	0.3 Neutral Density
	210	82,4	0.6 Neutral Density
	211	82,7	0.9 Neutral Density
	212	83,1	LCT Yellow
	213	83,5	White Flame Green
	216	84,7	White Diffusion
	217	85,1	Blue Diffusion
	218	85,5	1/8 CT Blue
	219	85,9	LEE Fluorescent Green
	220	86,3	White Frost
	221	86,7	Blue Frost
	223	87,5	1/8 CT Orange

	224	87,8	Daylight Blue Frost
	225	88,2	LEE N.D. Frost
	226	88,6	LEE U.V.
	228	89,4	Brushed Silk
	229	89,8	1/4 Tough Spun
	230	90,2	Super Correction
	232	91,0	Super White Flame Green
	236	92,5	H.M.I (To Tungsten)
	237	92,9	C.I.D. (To Tungsten)
	238	93,3	C.S.I. (To Tungsten)
	239	93,7	Polarizer
	241	94,5	LEE Fluorescent 5700 K
	242	94,9	LEE Fluorescent 4300 K
	243	95,3	LEE Fluorescent 3600 K
	244	95,7	LEE Plus Green
	245	96,1	1/2 Plus Green
	246	96,5	1/4 Plus Green
	247	96,9	LEE Minus Green
	248	97,3	1/2 Minus Green
	249	97,6	1/4 Minus Green
	250	98,0	1/2 White Diffusion
	251	98,4	1/4 White Diffusion
	252	98,8	1/8 White Diffusion
	253	99,2	Hampshire Frost
	254	99,6	New Hampshire Frost
	255	100,0	Hollywood Frost

16: EFFECT MODE RGB

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	**Dimmer of Pixel 1** (closed → open)
2			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
3			**Program**
	0 - 7	0 - 2.7	One Color Static
	8 - 15	3.1 - 5.9	Two Color Static
	16 - 23	6.3 - 9.0	Three Color Static
	24 - 31	9.4 - 12.2	Four Color Static
	32 - 39	12.5 - 15.3	One Color Fade
	40 - 47	15.7 - 18.4	Two Color Fade
	48 - 55	18.8 - 21.6	Three Color Fade
	56 - 63	22.0 - 24.7	Four Color Fade
	64 - 71	25.1 - 27.8	Simple Running
	72 - 79	28.2 - 31.0	Double Running
	80 - 87	31.4 - 34.1	Two Col Running
	88 - 95	34.5 - 37.3	Flag Running
	96 - 101	37.6 - 39.6	Double Flag Running
	102 - 109	40.0 - 42.7	Spiral 4 Color
	110 - 117	43.1 - 45.9	Spiral 2 Color
	118 - 125	46.3 - 49.0	Rainbow
	126 - 133	49.4 - 52.2	Fire
	134 - 141	52.5 - 55.3	Rotor
	142 - 149	55.7 - 58.4	Rotor Split 2
	150 - 157	58.8 - 61.6	Rotor Split 4
4	0..255	0 - 100	**Speed** (slow → fast)
5	0..255	0 - 100	**Crossfade** (no fade → smooth fade)
6			**Direction**
	0 - 63	0 - 24.7	Forward with Loop
	64 - 127	25.1 - 49.8	Forward one time and stop
	128 - 190	50.2 - 74.5	Reverse one time and stop
	191 - 255	74.9 - 100	Reverse with Loop
7			**Size** *Defines the virtual size of the program in groups* *E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.*
	0 - 63	0 - 24.7	1 Group
	64 - 127	25.1 - 49.8	2 Groups
	128 - 190	50.2 - 74.5	3 Groups
	191 - 255	74.9 - 100	4 Groups
8	0..255	0 - 100	**Offset** *If SIZE is set to >1 group, the units' pixels can be shifted within the virtually larger program.* *Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.*
9	0..255	0 - 100	**Restart Program** *If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).*
10	0 - 255	0 - 100	**Intensity Red of Color 1** (0% → 100%)
11	0 - 255	0 - 100	**Intensity Green of Color 1** (0% → 100%)
12	0 - 255	0 - 100	**Intensity Blue of Color 1** (0% → 100%)
13	0 - 255	0 - 100	**Intensity Red of Color 2** (0% → 100%)
14	0 - 255	0 - 100	**Intensity Green of Color 2** (0% → 100%)
15	0 - 255	0 - 100	**Intensity Blue of Color 2** (0% → 100%)
16	0 - 255	0 - 100	**Intensity Red of Color 3** (0% → 100%)
17	0 - 255	0 - 100	**Intensity Green of Color 3** (0% → 100%)
18	0 - 255	0 - 100	**Intensity Blue of Color 3** (0% → 100%)
19	0 - 255	0 - 100	**Intensity Red of Color 4** (0% → 100%)
20	0 - 255	0 - 100	**Intensity Green of Color 4** (0% → 100%)
21	0 - 255	0 - 100	**Intensity Blue of Color 4** (0% → 100%)

Effect Modes Fan=On

176: EFFECT MODE FIX FAN (FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	**Dimmer of Pixel 1** (closed ➔ open)
2			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz ➔ 25Hz)
3			**Program**
	0 - 7	0 - 2.7	One Color Static
	8 - 15	3.1 - 5.9	Two Color Static
	16 - 23	6.3 - 9.0	Three Color Static
	24 - 31	9.4 - 12.2	Four Color Static
	32 - 39	12.5 - 15.3	One Color Fade
	40 - 47	15.7 - 18.4	Two Color Fade
	48 - 55	18.8 - 21.6	Three Color Fade
	56 - 63	22.0 - 24.7	Four Color Fade
	64 - 71	25.1 - 27.8	Simple Running
	72 - 79	28.2 - 31.0	Double Running
	80 - 87	31.4 - 34.1	Two Col Running
	88 - 95	34.5 - 37.3	Flag Running
	96 - 101	37.6 - 39.6	Double Flag Running
	102 - 109	40.0 - 42.7	Spiral 4 Color
	110 - 117	43.1 - 45.9	Spiral 2 Color
	118 - 125	46.3 - 49.0	Rainbow
	126 - 133	49.4 - 52.2	Fire
	134 - 141	52.5 - 55.3	Rotor
	142 - 149	55.7 - 58.4	Rotor Split 2
	150 - 157	58.8 - 61.6	Rotor Split 4
4	0..255	0 - 100	**Speed** (slow ➔ fast)
5	0..255	0 - 100	**Crossfade** (no fade ➔ smooth fade)
6			**Direction**
	0 - 63	0 - 24.7	Forward with Loop
	64 - 127	25.1 - 49.8	Forward one time and stop
	128 - 190	50.2 - 74.5	Reverse one time and stop
	191 - 255	74.9 - 100	Reverse with Loop
7			**Size** *Defines the virtual size of the program in groups* *E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.*
	0 - 63	0 - 24.7	1 Group
	64 - 127	25.1 - 49.8	2 Groups
	128 - 190	50.2 - 74.5	3 Groups
	191 - 255	74.9 - 100	4 Groups
8	0..255	0 - 100	**Offset** *If SIZE is set to >1 group, the units' pixels can be shifted within the virtually larger program.* *Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.*
9	0..255	0 - 100	**Restart Program** *If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).*
10			**Index Colors 1**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
11			**Index Colors 2**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
12			**Index Colors 3**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
13			**Index Colors 4**
	0..1	0 - 0.4	No effect
	2..255	0.8 - 100	Display Index Colors* (full list below)
14	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

*Index Colors for 176: EFFECT MODE FIX FAN (FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
	0..1	0 - 0.4	No effect
	2	0,8	Rose Pink
	3	1,2	Lavender Tint
	4	1,6	Medium Bastard Amber
	7	2,7	Pale Yellow
	8	3,1	Dark Salmon
	9	3,5	Pale Amber Gold
	10	3,9	Medium Yellow
	13	5,1	Straw Tint
	15	5,9	Deep Straw
	17	6,7	Surprise Peach
	19	7,5	Fire
	20	7,8	Medium Amber
	21	8,2	Gold Amber
	22	8,6	Dark Amber
	24	9,4	Scarlet
	25	9,8	Sunset Red
	26	10,2	Bright Red
	27	10,6	Medium Red
	29	11,4	Plasa Red
	35	13,7	Light Pink
	36	14,1	Medium Pink
	46	18,0	Dark Magenta
	48	18,8	Rose Purple
	49	19,2	Medium Purple
	52	20,4	Light Lavender
	53	20,8	Paler Lavender
	58	22,7	Lavender
	61	23,9	Mist Blue
	63	24,7	Pale Blue
	68	26,7	Sky Blue
	71	27,8	Tokyo Blue
	75	29,4	Evening Blue
	79	31,0	Just Blue
	85	33,3	Deeper Blue
	88	34,5	Lime Green
	89	34,9	Moss Green
	90	35,3	Dark Yellow Green
	100	39,2	Spring Yellow
	101	39,6	Yellow
	102	40,0	Light Amber
	103	40,4	Straw
	104	40,8	Deep Amber
	105	41,2	Orange
	106	41,6	Primary Red
	107	42,0	Light Rose
	108	42,4	English Rose
	109	42,7	Light Salmon
	110	43,1	Middle Rose
	111	43,5	Dark Pink
	113	44,3	Magenta
	115	45,1	Peacock Blue
	116	45,5	Medium Blue-Green
	117	45,9	Steel Blue
	118	46,3	Light Blue
	119	46,7	Dark Blue
	120	47,1	Deep Blue
	121	47,5	LEE Green
	122	47,8	Fern Green
	124	48,6	Dark Green
	126	49,4	Mauve
	127	49,8	Smokey Pink
	128	50,2	Bright Pink
	129	50,6	Heavy Frost
	130	51,0	Clear
	131	51,4	Marine Blue

	132	51,8	Medium Blue
	134	52,5	Golden Amber
	135	52,9	Deep Golden Amber
	136	53,3	Pale Lavender
	137	53,7	Special Lavender
	138	54,1	Pale Green
	139	54,5	Primary Green
	140	54,9	Summer Blue
	141	55,3	Bright Blue
	142	55,7	Pale Violet
	143	56,1	Pale Navy Blue
	144	56,5	No Color Blue
	147	57,6	Apricot
	148	58,0	Bright Rose
	151	59,2	Gold Tint
	152	59,6	Pale Gold
	153	60,0	Pale Salmon
	154	60,4	Pale Rose
	156	61,2	Chocolate
	157	61,6	Pink
	158	62,0	Deep Orange
	159	62,4	No Color Straw
	161	63,1	Slate Blue
	162	63,5	Bastard Amber
	164	64,3	Flame Red
	165	64,7	Daylight Blue
	169	66,3	Lilac Tint
	170	66,7	Deep Lavender
	172	67,5	Lagoon Blue
	174	68,2	Dark Steel Blue
	176	69,0	Loving Amber
	179	70,2	Chrome Orange
	180	70,6	Dark Lavender
	181	71,0	Congo Blue
	182	71,4	Light Red
	183	71,8	Moonlight Blue
	184	72,2	Cosmetic Peach
	186	72,9	Cosmetic Silver Rose
	187	73,3	Cosmetic Rouge
	188	73,7	Cosmetic Highlight
	189	74,1	Cosmetic Silver Moss
	191	74,9	Cosmetic Aqua Blue
	192	75,3	Flesh Pink
	194	76,1	Surprise Pink
	195	76,5	Zenith Blue
	196	76,9	True Blue
	197	77,3	Alice Blue
	198	77,6	Palace Blue
	199	78,0	Regal Blue
	200	78,4	Double CT Blue
	201	78,8	Full CT Blue
	202	79,2	1/2 CT Blue
	203	79,6	1/4 CT Blue
	204	80,0	Full CT Orange
	205	80,4	1/2 CT Orange
	206	80,8	1/4 CT Orange
	207	81,2	Full CT Orange +
	208	81,6	Full CT Orange +
	209	82,0	0.3 Neutral Density
	210	82,4	0.6 Neutral Density
	211	82,7	0.9 Neutral Density
	212	83,1	LCT Yellow
	213	83,5	White Flame Green
	216	84,7	White Diffusion
	217	85,1	Blue Diffusion
	218	85,5	1/8 CT Blue
	219	85,9	LEE Fluorescent Green
	220	86,3	White Frost
	221	86,7	Blue Frost
	223	87,5	1/8 CT Orange

	224	87,8	Daylight Blue Frost
	225	88,2	LEE N.D. Frost
	226	88,6	LEE U.V.
	228	89,4	Brushed Silk
	229	89,8	1/4 Tough Spun
	230	90,2	Super Correction
	232	91,0	Super White Flame Green
	236	92,5	H.M.I (To Tungsten)
	237	92,9	C.I.D. (To Tungsten)
	238	93,3	C.S.I. (To Tungsten)
	239	93,7	Polarizer
	241	94,5	LEE Fluorescent 5700 K
	242	94,9	LEE Fluorescent 4300 K
	243	95,3	LEE Fluorescent 3600 K
	244	95,7	LEE Plus Green
	245	96,1	1/2 Plus Green
	246	96,5	1/4 Plus Green
	247	96,9	LEE Minus Green
	248	97,3	1/2 Minus Green
	249	97,6	1/4 Minus Green
	250	98,0	1/2 White Diffusion
	251	98,4	1/4 White Diffusion
	252	98,8	1/8 White Diffusion
	253	99,2	Hampshire Frost
	254	99,6	New Hampshire Frost
	255	100,0	Hollywood Frost

177: EFFECT MODE RGB FAN (FAN = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	**Dimmer of Pixel 1** (closed → open)
2			**Strobe**
	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz → 25Hz)
3			**Program**
	0 - 7	0 - 2.7	One Color Static
	8 - 15	3.1 - 5.9	Two Color Static
	16 - 23	6.3 - 9.0	Three Color Static
	24 - 31	9.4 - 12.2	Four Color Static
	32 - 39	12.5 - 15.3	One Color Fade
	40 - 47	15.7 - 18.4	Two Color Fade
	48 - 55	18.8 - 21.6	Three Color Fade
	56 - 63	22.0 - 24.7	Four Color Fade
	64 - 71	25.1 - 27.8	Simple Running
	72 - 79	28.2 - 31.0	Double Running
	80 - 87	31.4 - 34.1	Two Col Running
	88 - 95	34.5 - 37.3	Flag Running
	96 - 101	37.6 - 39.6	Double Flag Running
	102 - 109	40.0 - 42.7	Spiral 4 Color
	110 - 117	43.1 - 45.9	Spiral 2 Color
	118 - 125	46.3 - 49.0	Rainbow
	126 - 133	49.4 - 52.2	Fire
	134 - 141	52.5 - 55.3	Rotor
	142 - 149	55.7 - 58.4	Rotor Split 2
	150 - 157	58.8 - 61.6	Rotor Split 4
4	0..255	0 - 100	**Speed** (slow → fast)
5	0..255	0 - 100	**Crossfade** (no fade → smooth fade)
6			**Direction**
	0 - 63	0 - 24.7	Forward with Loop
	64 - 127	25.1 - 49.8	Forward one time and stop
	128 - 190	50.2 - 74.5	Reverse one time and stop
	191 - 255	74.9 - 100	Reverse with Loop
7			**Size** *Defines the virtual size of the program in groups* *E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.*
	0 - 63	0 - 24.7	1 Group
	64 - 127	25.1 - 49.8	2 Groups
	128 - 190	50.2 - 74.5	3 Groups
	191 - 255	74.9 - 100	4 Groups
8	0..255	0 - 100	**Offset** *If SIZE is set to >1 group, the units' pixels can be shifted within the virtually larger program.* *Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.*
9	0..255	0 - 100	**Restart Program** *If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).*
10	0 - 255	0 - 100	**Intensity Red of Color 1** (0% → 100%)
11	0 - 255	0 - 100	**Intensity Green of Color 1** (0% → 100%)
12	0 - 255	0 - 100	**Intensity Blue of Color 1** (0% → 100%)
13	0 - 255	0 - 100	**Intensity Red of Color 2** (0% → 100%)
14	0 - 255	0 - 100	**Intensity Green of Color 2** (0% → 100%)
15	0 - 255	0 - 100	**Intensity Blue of Color 2** (0% → 100%)
16	0 - 255	0 - 100	**Intensity Red of Color 3** (0% → 100%)
17	0 - 255	0 - 100	**Intensity Green of Color 3** (0% → 100%)
18	0 - 255	0 - 100	**Intensity Blue of Color 3** (0% → 100%)
19	0 - 255	0 - 100	**Intensity Red of Color 4** (0% → 100%)
20	0 - 255	0 - 100	**Intensity Green of Color 4** (0% → 100%)
21	0 - 255	0 - 100	**Intensity Blue of Color 4** (0% → 100%)
22	0 - 255	0 - 100	**Fan Control**
	0 - 4	0 - 1.6	Fan Auto Speed
	5 - 35	2 - 13.7	Fan Slow Speed
	36 - 70	14 - 27.5	Fan Medium Speed
	71 - 100	28 - 39	Fan Fast Speed
	101 - 128	40 - 50	Fan Off
	129 - 255	51 - 100	Not Defined

Index Colors

CHANNEL	VALUE	PERCENTAGE	FUNCTION
	0..3	0 - 1,2	No effect
	4	1,6	Medium Bastard Amber
	7	2,7	Pale Yellow
	8	3,1	Dark Salmon
	9	3,5	Pale Amber Gold
	10	3,9	Medium Yellow
	13	5,1	Straw Tint
	15	5,9	Deep Straw
	17	6,7	Surprise Peach
	19	7,5	Fire
	20	7,8	Medium Amber
	21	8,2	Gold Amber
	22	8,6	Dark Amber
	24	9,4	Scarlet
	25	9,8	Sunset Red
	26	10,2	Bright Red
	27	10,6	Medium Red
	29	11,4	Plasa Red
	35	13,7	Light Pink
	36	14,1	Medium Pink
	46	18,0	Dark Magenta
	48	18,8	Rose Purple
	49	19,2	Medium Purple
	52	20,4	Light Lavender
	53	20,8	Paler Lavender
	58	22,7	Lavender
	61	23,9	Mist Blue
	63	24,7	Pale Blue
	68	26,7	Sky Blue
	71	27,8	Tokyo Blue
	75	29,4	Evening Blue
	79	31,0	Just Blue
	85	33,3	Deeper Blue
	88	34,5	Lime Green
	89	34,9	Moss Green
	90	35,3	Dark Yellow Green
	100	39,2	Spring Yellow
	101	39,6	Yellow
	102	40,0	Light Amber
	103	40,4	Straw
	104	40,8	Deep Amber
	105	41,2	Orange
	106	41,6	Primary Red
	107	42,0	Light Rose
	108	42,4	English Rose
	109	42,7	Light Salmon
	110	43,1	Middle Rose
	111	43,5	Dark Pink
	113	44,3	Magenta
	115	45,1	Peacock Blue
	116	45,5	Medium Blue-Green
	117	45,9	Steel Blue
	118	46,3	Light Blue
	119	46,7	Dark Blue
	120	47,1	Deep Blue
	121	47,5	LEE Green
	122	47,8	Fern Green
	124	48,6	Dark Green
	126	49,4	Mauve
	127	49,8	Smokey Pink
	128	50,2	Bright Pink
	129	50,6	Heavy Frost
	130	51,0	Clear
	131	51,4	Marine Blue
	132	51,8	Medium Blue
	134	52,5	Golden Amber

	135	52,9	Deep Golden Amber
	136	53,3	Pale Lavender
	137	53,7	Special Lavender
	138	54,1	Pale Green
	139	54,5	Primary Green
	140	54,9	Summer Blue
	141	55,3	Bright Blue
	142	55,7	Pale Violet
	143	56,1	Pale Navy Blue
	144	56,5	No Color Blue
	147	57,6	Apricot
	148	58,0	Bright Rose
	151	59,2	Gold Tint
	152	59,6	Pale Gold
	153	60,0	Pale Salmon
	154	60,4	Pale Rose
	156	61,2	Chocolate
	157	61,6	Pink
	158	62,0	Deep Orange
	159	62,4	No Color Straw
	161	63,1	Slate Blue
	162	63,5	Bastard Amber
	164	64,3	Flame Red
	165	64,7	Daylight Blue
	169	66,3	Lilac Tint
	170	66,7	Deep Lavender
	172	67,5	Lagoon Blue
	174	68,2	Dark Steel Blue
	176	69,0	Loving Amber
	179	70,2	Chrome Orange
	180	70,6	Dark Lavender
	181	71,0	Congo Blue
	182	71,4	Light Red
	183	71,8	Moonlight Blue
	184	72,2	Cosmetic Peach
	186	72,9	Cosmetic Silver Rose
	187	73,3	Cosmetic Rouge
	188	73,7	Cosmetic Highlight
	189	74,1	Cosmetic Silver Moss
	191	74,9	Cosmetic Aqua Blue
	192	75,3	Flesh Pink
	194	76,1	Surprise Pink
	195	76,5	Zenith Blue
	196	76,9	True Blue
	197	77,3	Alice Blue
	198	77,6	Palace Blue
	199	78,0	Regal Blue
	200	78,4	Double CT Blue
	201	78,8	Full CT Blue
	202	79,2	1/2 CT Blue
	203	79,6	1/4 CT Blue
	204	80,0	Full CT Orange
	205	80,4	1/2 CT Orange
	206	80,8	1/4 CT Orange
	207	81,2	Full CT Orange +
	208	81,6	Full CT Orange +
	209	82,0	0.3 Neutral Density
	210	82,4	0.6 Neutral Density
	211	82,7	0.9 Neutral Density
	212	83,1	LCT Yellow
	213	83,5	White Flame Green
	216	84,7	White Diffusion
	217	85,1	Blue Diffusion
	218	85,5	1/8 CT Blue
	219	85,9	LEE Fluorescent Green
	220	86,3	White Frost
	221	86,7	Blue Frost
	223	87,5	1/8 CT Orange
	224	87,8	Daylight Blue Frost
	225	88,2	LEE N.D. Frost

	226	88,6	LEE U.V.
	228	89,4	Brushed Silk
	229	89,8	1/4 Tough Spun
	230	90,2	Super Correction
	232	91,0	Super White Flame Green
	236	92,5	H.M.I (To Tungsten)
	237	92,9	C.I.D. (To Tungsten)
	238	93,3	C.S.I. (To Tungsten)
	239	93,7	Polarizer
	241	94,5	LEE Fluorescent 5700 K
	242	94,9	LEE Fluorescent 4300 K
	243	95,3	LEE Fluorescent 3600 K
	244	95,7	LEE Plus Green
	245	96,1	1/2 Plus Green
	246	96,5	1/4 Plus Green
	247	96,9	LEE Minus Green
	248	97,3	1/2 Minus Green
	249	97,6	1/4 Minus Green
	250	98,0	1/2 White Diffusion
	251	98,4	1/4 White Diffusion
	252	98,8	1/8 White Diffusion
	253	99,2	Hampshire Frost
	254	99,6	New Hampshire Frost
	255	100,0	Hollywood Frost