



LEAHUA



Raptor Max 300

LH-R040

This manual contains important information.
Please read before operating fixture.

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Accessories

Name	Quantity	Remark
User manual	1pc	
Power cable	1pc	
DMX signal cable	1pc	
Safety cord	1pc	Optional

1. Safety Instructions

WARNING!!! To reduce the risk of fire, electric shock, or injury to persons, follow these important safety instructions:

- Check before use

Before operation, inspect the fixture for transportation damage. Do not use it if damaged. Unauthorized modification or improper use is not covered by warranty.

- Environment

The fixture is IP65-rated, suitable for indoor/outdoor use, and can operate in humid or dusty areas. Keep it away from excessive heat, fire, vibration, electrical surges, and strong light.

- Personnel & operation

Installation and operation must be performed by qualified personnel. Ensure all covers are securely in place, wear protective gear, and do not open the housing or attempt self-maintenance.

- Optical safety

Do not look directly into the light source. Do not use with dimmer packs. Maintain a minimum distance of 20 m from illuminated surfaces, and replace damaged optical components immediately.

- Electrical safety

Ensure correct voltage, proper grounding, and compliant power cords. Do not use damaged cables, and unplug by holding the plug. Avoid operating under heavy rain or extreme humidity, and avoid frequent on/off switching.

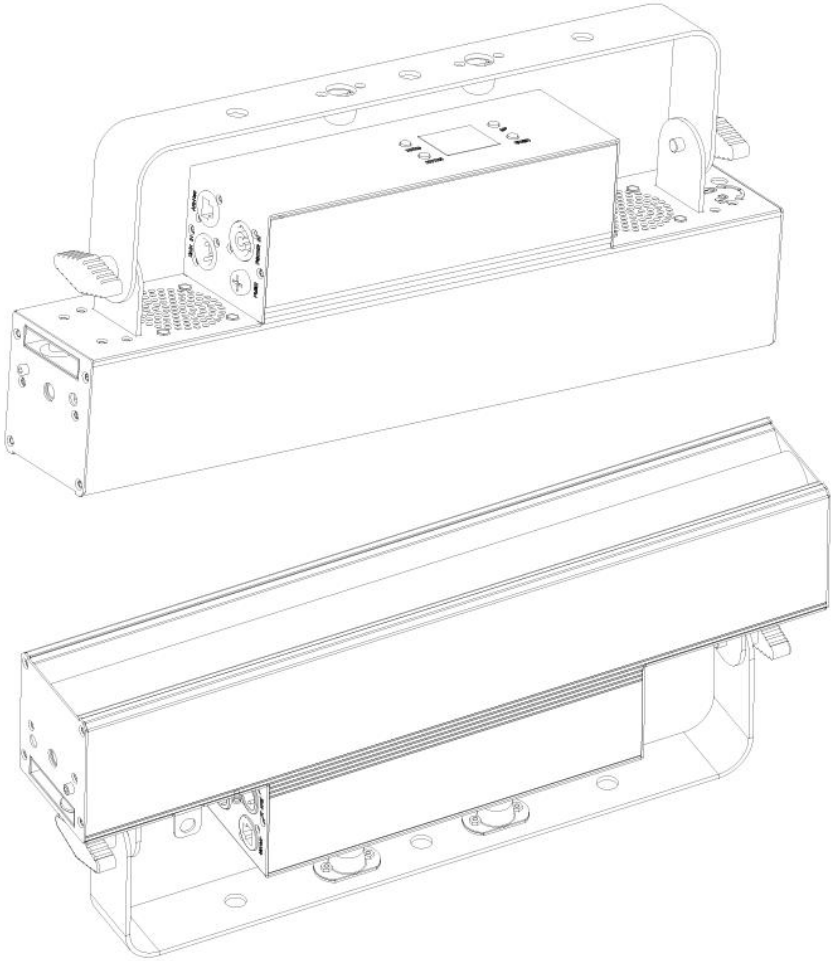
- Installation

Use the safety cord through the provided safety holes. Keep at least 50 cm ventilation clearance and do not mount on flammable surfaces or aim the beam at combustible objects (minimum 20 m).

- Temperature & normal conditions

Housing temperature may reach 45 – 75° C during operation. Slight smoke or odor may occur at first ignition and is considered normal.

2. Appearance



3. Technical Specifications

Power

Input Voltage Range: AC100-240V 50/ 60Hz

Power Consumption: 800W

Light Source

Main Light Section: 100 × 5W white LED

Strip Light Section: 200 × 1.5W RGB LED

Color Temperature Output of Fixture: 8000K

CRI>70

Life Expectancy: 50000 hours (factory rated)

Field Angle

Field Angle for White LED: 57°

Field Angle for RGB LED: 77°

Control

Display: LCD display

Control Mode: DMX512, master-slave, auto, sound, Art-Net, RDM

Control Channel: 16 / 34 / 84 / 47 / 98 / 158 / 38CH

Other Function

Dimming: 16bit 0-100% linear dimming system

Strobe: 1-25 F.P.S, speed adjustable

Seamless splicing and multiple mounting

Housing

Housing: Metal

Working Environment: -10°C- 45°C

Protection Rate: IP20

Connection

Power Connection: Powercon in/ out

Signal Connection: DMX 3-pin + RJ45 in/ out

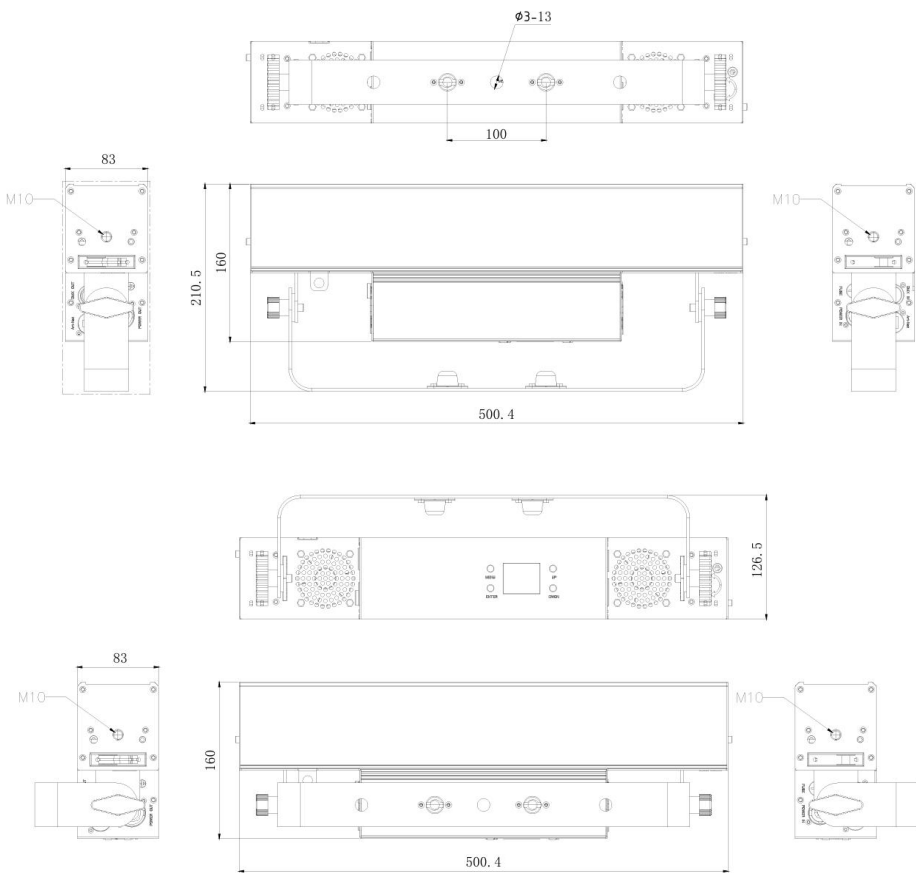
Physical Information

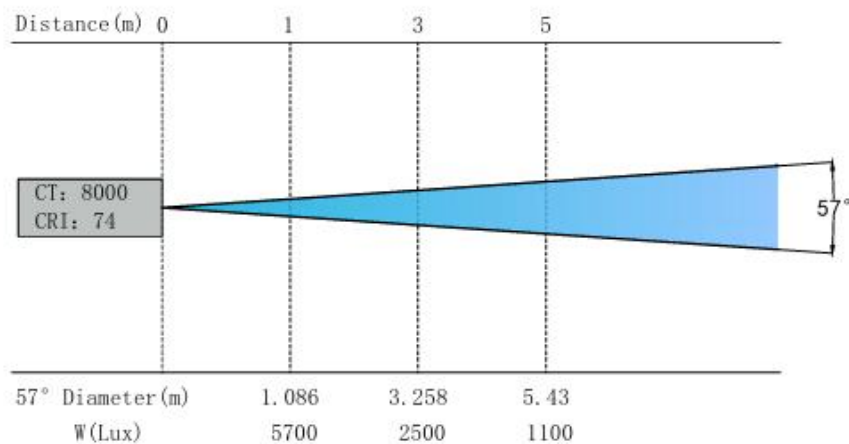
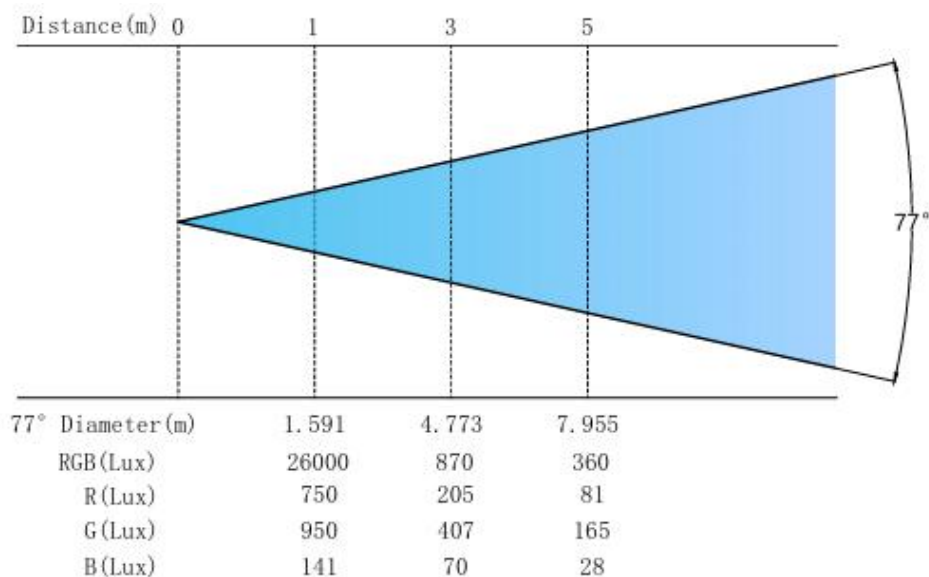
Product Dimensions : 500.4×83×210.5mm

Net weight

5.3kg

Dimensions:



Light output:**Key Light****Fill Light**

4. Operation

4.1 Front panel operation:



MENU	To enter into move backward or leave the menu
UP	To go backward to move up in the menu
DOWN	To go forward to move down in the menu
ENTER	To perform the desired functions

Pressing any button from the home screen will show the selectable menu items from the menu map. When a menu function is selected, the display will immediately show the first available option for the selected menu function. To select a menu item, press <ENTER>.

Use the <UP> and <DOWN> buttons to navigate the menu options. Press the <ENTER> button to select the menu function currently displayed, or to enable a menu option. To return to the previous option or menu without changing the value, press the <MENU> button.

4.2 Board instruction:

DMX SETTINGS	DMX Address	1-512
	DMX Channel Mode	58CH
		16CH
		34CH
		84CH
		47CH

		98CH		
		158CH		
		38CH		
	No DMX Status	Blackout	Takes all traits to 0 when DMX signal is lost or interrupted.	
		Hold	Holds all traits at last received value when DMX signal is lost or interrupted.	
		Manual	Defaults to values set in Manual Mode when DMX signal is lost or interrupted.	
	Connect	DMX		
		ArtNet		
		sACN		
	Network	IP address	xxx.xxx.xxx.xxx	
		Subnet Mask	xxx.xxx.xxx.xxx	
	Art-Net Settings	Net 000		
		Sub-Net 00		
Universe 00				

	sACN Settings	Universe 00001		
		Priority 100		
PERSONALITY	Dim Modes	Standard		
		Stage		
		TV		
		Architectural		
		Theatre		
		Stage 2		
	Dimmer Curve	Linear		
		Square		
		Inv. Sq.		
		S-Curve		
	Display	Display Backlight	Off - 30sec	
		Display Lock	Off - 30sec	
		Display Invert	No / Yes	
		Language	English 中文	
	Temperature Unit	°C / °F		
Fan Speed	Low			
	High			
	Auto			
MANUAL	Red	000 - 255		
	Green	000 - 255		
	Blue	000 - 255		
	White	000 - 255		
	Dimmer	000 - 255		
	Strobe	000 - 255		
FIXTURE TEST	All Test	()		
	Main Test			
	Line Test			

FIXTURE INFO	Fixture Use Hour	xxxxH	
	LED Use Hour	xxxxH	
	Temperature	°C	
		°F	
	Fan State		
	RDM UID	xxxxxx	
	Error Logs	Fixture Errors	LED Fan Error
		Reset Error Log (Passcode = 011)	Temperature Error
Firmware Version	x.xx	No / Yes	
RESET	All Reset	No	
		Yes	

5. DMX Protocol

98CH;158CH

98 CH	158 CH		Command	DMX		Percent		Fade
				range		%		
1	1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	Fade
2	2	White intensity fine						
3	3	White duration	Flash duration short → long	0	255	0	100	Fade
4	4	White flash rate (Shutter)	Closed	0	4	0	1.6	Snap
			Flash rate slow → fast	5	250	2	97.6	Fade
			Open	251	255	98	100	Snap
5	5	White intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	Snap
			Single flash if change on flash rate channel	15	29	5.9	11.4	
			Pulse	30	44	11.8	17.3	
			Pulse opening	45	59	17.6	23.1	
			Pulse closing	60	74	23.5	29	
			Pulse random	75	89	29.4	34.9	
			Pulse opening random	90	104	35.3	40.8	
			Pulse closing	105	119	41.3	46.7	

			random			2		
			Double flash	120	134	47. 1	52.5	
			Double flash random	135	149	52. 9	58.4	
			Triple flash	150	164	58. 8	64.3	
			Triple flash random	165	179	64. 7	70.2	
			Spikes	180	194	70. 6	76.1	
			Lightning	195	209	76. 5	82	
			Random pixel flash	210	224	82. 4	87.8	
			Random fixture flash	225	239	88. 2	93.7	
			Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94. 1	100	
6	6	Control /Settings						
7	7	RGB intensity coarse	RGB intensity 0 → 100%	0	65535	0	100	Fade
8	8	RGB intensity fine	(16-bit)					
9	9	RGB flash duration	Flash duration short → long	0	255	0	100	Fade
10	10	RGB flash rate (Shutter)	Closed	0	4	0	1.6	Snap
			Flash rate slow → fast	5	250	2	97.6	Fade

			Open	251	255	98	100	Snap
11	11	RGB intensity effects / Strobe mode	Off (normal sync flashes)	0	14	0	5.5	Snap
			Single flash if change on flash rate channel	15	29	5.9	11.4	
			Pulse	30	44	11.8	17.3	
			Pulse opening	45	59	17.6	23.1	
			Pulse closing	60	74	23.5	29	
			Pulse random	75	89	29.4	34.9	
			Pulse opening random	90	104	35.3	40.8	
			Pulse closing random	105	119	41.2	46.7	
			Double flash	120	134	47.1	52.5	
			Double flash random	135	149	52.9	58.4	
			Triple flash	150	164	58.8	64.3	
			Triple flash random	165	179	64.7	70.2	
			Spikes	180	194	70.6	76.1	
			Lightning	195	209	76.5	82	
			Random pixel flash	210	224	82.4	87.8	
Random fixture flash	225	239	88.2	93.7				

			Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94.1	100	
12	12	RGB CTC	Open	0	10	0	3.9	Snap
			10 000 K	11	11	4.3	4.3	Fade
			...	12	254	4.7	99.2	
			2 500 K	255	255	10	100	
13	13	RGB strobe phase	RGB strobe phase shift 0 → 359°	0	255	0	100	Fade
			offset relative to White strobe					
14	14	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	Fade
15	15	Red background	Intensity 0 → 100%	0	255	0	100	Fade
16	16	Green background	Intensity 0 → 100%	0	255	0	100	Fade
17	17	Blue background	Intensity 0 → 100%	0	255	0	100	Fade
18	18	White background	Intensity 0 → 100%	0	255	0	100	Fade
19	19	White segment 01	White intensity 0 → 100%	0	255	0	100	Fade
20	20	White segment 02	White segments in order:	0	255	0	100	Fade

...	intensity 0 → 100%					
37	37	White segment 19						
38	38	White segment 20	White intensity 0 → 100%	0	255	0	100	Fade
39	39	Red segment 01	Red intensity 0 → 100%	0	255	0	100	Fade
40	40	Green segment u01	Green intensity 0 → 100%	0	255	0	100	Fade
41	41	Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	Fade
42	42	Red segt. 02	RGB segments upper halves in order, intensity 0-100%	0	255	0	100	Fade
...						
98	98	Blue segt. 20						
*	99	Red segt. lower 21	RGB segments lower halves in order, intensity 0-100%	0	255	0	100	Fade
*						
*	155	Blue segt. lower 39						
*	156	Red segment lower 40	Red intensity 0-100%	0	255	0	100	Fade
*	157	Green segment lower 40	Green intensity 0-100%	0	255	0	100	Fade
*	158	Blue segment lower 40	Blue intensity 0-100%	0	255	0	100	Fade

47CH

47Channel		Command	DMX range		Percent %		Default DMX	Fade
<i>White segments overall control</i>								
1	Global intensity coarse	Overall intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	Global intensity fine							
3	Global duration	Flash duration short → long	0	255	0	100	0	Fade
4	Global flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	Global intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		

		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
		Random fixture flash	225	239	88.2	93.7		
		Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94.1	100		
6	Control /Settings	<i>See 'Control / Settings channel' at the end of this chapter.</i>						
RGB strobe with FX patterns								
7	RGB intensity coarse	RGB intensity 0 → 100%	0	65535	0	100	0	Fade
8	RGB	(16-bit)						

	intensity fine							
9	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
10	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
11	RGB intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		

		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
		Random fixture flash	225	239	88.2	93.7		
		Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94.1	100		
12	CTC	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	Red	Intensity 0 → 100%	0	255	0	100	0	Fade
14	Green	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Blue	Intensity 0 → 100%	0	255	0	100	0	Fade
16	RGB FX pattern select	Off (all white patterns inactive)	0	11	0	4.3	0	Snap
		Pattern 01	12	15	4.7	5.9		
		Patterns 02 ... 49		
		Pattern 50	208	211	81.6	82.8		

		<i>No function</i>	212	247	83.1	100		
17	RGB pattern step select / speed	Pattern step 01	0	2	0	0.8	0	Snap
		Pattern steps 02 ... 39		Snap
		Pattern step 40	117	119	45.9	46.7		Snap
		<i>No function</i>	120	127	47.1	49.8		Snap
		CW fast → slow (run pattern step 1 ... n)	128	190	50.2	74.5		Fade
		Stop	191	192	74.9	75.3		Snap
		CCW slow → fast (run pattern step n ... 1)	193	255	75.7	100		Fade
18	RGB pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	0	Snap
		Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49.0		Fade
		No crossfading, snap from one step to	128	133	49.4	51.0		Snap

		next						
		Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100		Fade
19	RGB pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	0	Snap
		Snap → 15 sec. transition time	11	68	4.3	26.7		Fade
		No transition time, snap from one pattern to next	69	73	27.1	28.6		Snap
		FOB (Fade Over Blackout) transition, Snap → 15 sec. transition	74	130	29.0	51.0		Fade

		time						
		No transition time, snap from one pattern to next	131	135	51.4	52.9		Snap
		FOF (Fade Over Full) transition, Snap → 15 sec. transition time	136	193	53.3	75.7		Fade
		<i>No function</i>	194	255	76.1	100		
20	RGB pattern chain length	Off (no chain)	0	0	0	0	0	Snap
		Total length of pattern chain: 1 → 255 fixtures	1	255	0.4	100		Fade
21	Position in chain	Off (no chain)	0	0	0	0	0	Snap
		Fixture is number 1 → number 255 in the chain	1	255	0.4	100		Fade
22	RGB strobe phase	RGB strobe timing shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade
Background color								

23	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
24	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
25	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
27	White background	Intensity 0 → 100%	0	255	0	100	0	Fade
<i>White segments individual control</i>								
28	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
29 ... 46	White segment 02 ... White segment 19	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
47	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

16CH;84CH;34CH

16 CH	84 CH	34 CH		Command	DMX		Percent		Fade
					range		%		
White strobe with FX									
1	1	1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	Fade
2	2	2	White intensity fine						
3	3	3	White flash duration	Flash duration short → long	0	255	0	100	Fade
4	4	4	White flash rate (Shutter)	Closed	0	4	0	1.6	Snap
				Flash rate slow → fast	5	250	2	97.6	Fade
				Open	251	255	98	100	Snap
5	5	5	White intensity effects (Strobe mode)	Off: normal sync flashes	0	14	0	5.5	Snap

			Single flash if change on flash rate channel	15	29	5.9	11.4
			Pulse	30	44	11.8	17.3
			Pulse opening	45	59	17.6	23.1
			Pulse closing	60	74	23.5	29
			Pulse random	75	89	29.4	34.9
			Pulse opening random	90	104	35.3	40.8
			Pulse closing random	105	119	41.2	46.7
			Double flash	120	134	47.1	52.5
			Double flash random	135	149	52.9	58.4
			Triple flash	150	164	58.8	64.3

				Triple flash random	165	179	64.7	70.2
				Spikes	180	194	70.6	76.1
				Lightning	195	209	76.5	82
				Random pixel flash	210	224	82.4	87.8
				Random fixture flash	225	239	88.2	93.7
				Flash offset between fixtures (adjust offset on Global flash rate channel)	240	247	94.1	96.9
*				Random pattern	248	251	97.3	98.4
*				Random pixel	252	255	98.8	100
6	6	6	Control /Settings	<i>See 'Control / Settings channel' at the end of this chapter.</i>				

7	7	White FX pattern select	Off (White patterns inactive)	0	11	0	4.3	Snap
			Pattern 01	12	15	4.7	5.9	
			Patterns 02 ... 49	
			Pattern 50	208	211	81.6	82.8	
			<i>No function</i>	212	247	83.1	100	
8	8	White pattern step select / speed	Pattern step 01	0	2	0	0.8	Snap
			Pattern steps 02 ... 39	Snap
			Pattern step 40	117	119	45.9	46.7	Snap
			<i>No function</i>	120	127	47.1	49.8	Snap
			CW fast → slow	128	190	50.2	74.5	Fade
			(run pattern step 1 ... n)					
			Stop	191	192	74.9	75.3	Snap

			CCW slow → fast	193	255	75.7	100	Fade
			(run pattern step n ... 1)					
9	9	White pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	Snap
			Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49	Fade
			No crossfading, snap from one step to next	128	133	49.4	51	Snap

				Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100	Fade
10	10	White pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	Snap	
			Snap → 15 sec. transition time	11	68	4.3	26.7	Fade	

			No transition time, snap from one pattern to next	69	73	27.1	28.6	Snap
			FOB (Fade Over Blackout) transition,	74	130	29	51	Fade
			Snap → 15 sec. transition time					
			No transition time, snap from one pattern to next	131	135	51.4	52.9	Snap
			FOF (Fade Over Full) transition,	136	193	53.3	75.7	Fade

				Snap → 15 sec. transition time					
				<i>No function</i>	194	255	76.1	100	
11	11	White pattern chain length	Off (no chain)	0	0	0	0	Snap	
			Total length of pattern chain: 1 → 255 fixtures	1	255	0.4	100	Fade	
12	12	White pattern position in chain	Off (no chain)	0	0	0	0	Snap	
			Fixture is number 1 → number 255 in the chain	1	255	0.4	100	Fade	
RGB strobe with FX									
	13	13	RGB intensity coarse	RGB intensity 0 → 100%	0	65535	0	100	Fade

14	14	RGB intensity fine	(16-bit)					
15	15	RGB duration	Flash duration short → long	0	255	0	100	Fade
16	16	RGB flash rate (Shutter)	Closed	0	4	0	1.6	Snap
			Flash rate slow → fast	5	250	2	97.6	Fade
			Open	251	255	98	100	Snap
17	17	RGB intensity effects (Strobe mode)	Off: normal sync flashes	0	14	0	5.5	Snap
			Single flash if change on flash rate channel	15	29	5.9	11.4	
			Pulse	30	44	11.8	17.3	
			Pulse opening	45	59	17.6	23.1	

			Pulse closing	60	74	23.5	29
			Pulse random	75	89	29.4	34.9
			Pulse opening random	90	104	35.3	40.8
			Pulse closing random	105	119	41.2	46.7
			Double flash	120	134	47.1	52.5
			Double flash random	135	149	52.9	58.4
			Triple flash	150	164	58.8	64.3
			Triple flash random	165	179	64.7	70.2
			Spikes	180	194	70.6	76.1
			Lightning	195	209	76.5	82

				Random pixel flash	210	224	82.4	87.8	
				Random fixture flash	225	239	88.2	93.7	
				Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94.1	100	
7	18	18	CTC (RGB)	Open	0	10	0	3.9	Snap
				10 000 K	11	11	4.3	4.3	Fade
				...	12	254	4.7	99.2	
				2 500 K	255	255	100	100	
8			Red intensity	Intensity 0 → 100%	0	255	0	100	Fade
9			Green intensity	Intensity 0 → 100%	0	255	0	100	Fade

10		Blue intensity	Intensity 0 → 100%	0	255	0	100	Fade
11		White intensity	Intensity 0 → 100%	0	255	0	100	Fade
	19	Red	Intensity 0 → 100%	0	255	0	100	Fade
	20	Green	Intensity 0 → 100%	0	255	0	100	Fade
	21	Blue	Intensity 0 → 100%	0	255	0	100	Fade
	22	RGB FX pattern select	Off (all white patterns inactive)	0	11	0	4.3	Snap
			Pattern 01	12	15	4.7	5.9	
			Patterns 02 ... 49	
			Pattern 50	208	211	81.6	82.8	
			<i>No function</i>	212	247	83.1	100	

23	RGB pattern step select / speed	Pattern step 01	0	2	0	0.8	Snap
		Pattern steps 02 ... 39	Snap
		Pattern step 40	117	119	45.9	46.7	Snap
		<i>No function</i>	120	127	47.1	49.8	Snap
		CW fast → slow	128	190	50.2	74.5	Fade
		(run pattern step 1 ... n)					
		Stop	191	192	74.9	75.3	Snap
		CCW slow → fast	193	255	75.7	100	Fade
		(run pattern step n ... 1)					
24	RGB pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	Snap

				Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49	Fade
				No crossfadin g, snap from one step to next	128	133	49.4	51	Snap
				Snap → longest crossfade with tail	134	255	51.4	100	Fade
				(fade-in time is shorter than fade out time, creates a shadow effect)					

		25	RGB pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	Snap
				Snap → 15 sec. transition time	11	68	4.3	26.7	Fade
				No transition time, snap from one pattern to next	69	73	27.1	28.6	Snap
				FOB (Fade Over Blackout) transition,	74	130	29	51	Fade
				Snap → 15 sec. transition time					

			No transition time, snap from one pattern to next	131	135	51.4	52.9	Snap	
			FOF (Fade Over Full) transition,	136	193	53.3	75.7	Fade	
			Snap → 15 sec. transition time						
			<i>No function</i>	194	255	76.1	100		
		26	RGB pattern chain length	Off (pattern length: normal)	0	0	0	0	Snap
			Pattern length: 1 → 255 steps	1	255	0.4	100	Fade	
		27	RGB pattern position in chain	Off (pattern starts at Step 1)	0	0	0	0	Snap

				Pattern starts at Step 1 → Step 255	1	255	0.4	100	Fade
	19	28	RGB strobe phase	RGB strobe timing shift 0° → 359° relative to White strobe	0	255	0	100	Fade
	*	29	RGB pattern phase	RGB pattern timing shift 0° → 359° relative to White strobe	0	255	0	100	Fade
Background color									
12	20	30	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	Fade
13	21	31	Red background	Intensity 0 → 100%	0	255	0	100	Fade
14	22	32	Green background	Intensity 0 → 100%	0	255	0	100	Fade

15	23	33	Blue background	Intensity 0 → 100%	0	255	0	100	Fade
16	24	34	White background	Intensity 0 → 100%	0	255	0	100	Fade
<i>RGB segments individual control (upper and lower halves controlled as one pixel)</i>									
	25		Red segment 01	Red intensity 0 → 100%	0	255	0	100	Fade
	26		Green segment 01	Green intensity 0 → 100%	0	255	0	100	Fade
	27		Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	Fade
	28		Red segment 02	RGB segments in order,	0	255	0	100	Fade
	intensity 0 → 100%					
	81		Blue segment 19						

82		Red segment 20	Red intensity 0 → 100%	0	255	0	100	Fade
83		Green segment 20	Green intensity 0 → 100%	0	255	0	100	Fade
84		Blue segment 20	Blue intensity 0 → 100%	0	255	0	100	Fade

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Channel	Command		DMX range		Percent %	Default DMX	Fade	
<i>White segments overall control</i>								
1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	White intensity fine							
3	White duration	Flash duration short → long	0	255	0	100	0	Fade
4	White flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	White intensity effects	Off (normal sync flashes)	0	14	0	5.5	0	Snap

(Strobe mode)	Single flash if change on flash rate channel	15	29	5.9	11.4
	Pulse	30	44	11.8	17.3
	Pulse opening	45	59	17.6	23.1
	Pulse closing	60	74	23.5	29.0
	Pulse random	75	89	29.4	34.9
	Pulse opening random	90	104	35.3	40.8
	Pulse closing random	105	119	41.2	46.7
	Double flash	120	134	47.1	52.5
	Double flash random	135	149	52.9	58.4
	Triple flash	150	164	58.8	64.3
	Triple flash random	165	179	64.7	70.2
	Spikes	180	194	70.6	76.1
	Lightning	195	209	76.5	82.0
	Random pixel flash	210	224	82.4	87.8
	Random fixture flash	225	239	88.2	93.7
	Flash offset between	240	255	94.1	100

		fixtures (adjust offset on Global flash rate channel)						
6	Control / Settings	<i>See 'Control / Settings channel' at the end of this chapter.</i>						
RGB segments overall control								
7	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
8	RGB intensity fine							
9	RGB flash duration	Flash duration short → long	0	255	0	100	0	Fade
10	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
11	RGB intensity effects / Strobe mode	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse	45	59	17.6	23.1		

		opening						
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
		Random fixture flash	225	239	88.2	93.7		
		Flash offset between fixtures (adjust offset on Global flash rate channel)	240	255	94.1	100		
12	RGB CTC	Open	0	10	0	3.9	0	Snap

		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade
Background color								
14	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
16	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
17	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
18	White background	Intensity 0 → 100%	0	255	0	100	0	Fade
White quad segments								
19	White quad segment 1	Segments 1-4 White intensity 0 → 100%	0	255	0	100	0	Fade
20	White quad segment 2	Segments 5-8	0	255	0	100	0	Fade

		White intensity 0 → 100%						
21	White quad segment 3	Segments 9-12 White intensity 0 → 100%	0	255	0	100	0	Fade
22	White quad segment 4	Segments 13-16 White intensity 0 → 100%	0	255	0	100	0	Fade
23	White quad segment 5	Segments 17-20 White intensity 0 → 100%	0	255	0	100	0	Fade
RGB quad segments								
24	Red quad segment 1	Segments 1-4 Red intensity 0 → 100%	0	255	0	100	0	Fade
25	Green quad segment 1	Segments 1-4 Green intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue quad segment 1	Segments 1-4 Blue intensity 0 → 100%	0	255	0	100	0	Fade

27	Red quad segment 2	Segments 5-8 Red intensity 0 → 100%	0	255	0	100	0	Fade
28	Green quad segment 2	Segments 5-8 Green intensity 0 → 100%	0	255	0	100	0	Fade
29	Blue quad segment 2	Segments 5-8 Blue intensity 0 → 100%	0	255	0	100	0	Fade
30	Red quad segment 3	Segments 9-12 Red intensity 0 → 100%	0	255	0	100	0	Fade
31	Green quad segment 3	Segments 9-12 Green intensity 0 → 100%	0	255	0	100	0	Fade
32	Blue quad segment 3	Segments 9-12 Blue intensity 0 → 100%	0	255	0	100	0	Fade
33	Red quad segment 4	Segments 13-16 Red intensity 0	0	255	0	100	0	Fade

		→ 100%						
34	Green quad segment 4	Segments 13-16 Green intensity 0 → 100%	0	255	0	100	0	Fade
35	Blue quad segment 4	Segments 13-16 Blue intensity 0 → 100%	0	255	0	100	0	Fade
36	Red quad segment 5	Segments 17-20 Red intensity 0 → 100%	0	255	0	100	0	Fade
37	Green quad segment 5	Segments 17-20 Green intensity 0 → 100%	0	255	0	100	0	Fade
38	Blue quad segment 5	Segments 17-20 Blue intensity 0 → 100%	0	255	0	100	0	Fade

6. Maintenance & Cleaning

Regular maintenance is essential to ensure optimal performance and extend the service life of the fixture.

6.1 Cleaning

Disconnect the unit from power before any cleaning work.

Use a soft, lint-free cloth slightly dampened with mild detergent to clean the exterior surfaces.

Gently remove dust from ventilation slots, optical lenses, and cooling components using compressed air or a soft brush.

Avoid using solvents, alcohol, or abrasive materials that may damage the housing or optical elements.

6.2 Lubrication

This fixture is designed with sealed or maintenance-free moving parts. Under normal operating conditions, no additional lubrication is required.

If abnormal noise or movement resistance is observed, contact qualified service personnel before applying any lubricant.

6.3 Troubleshooting

If the fixture does not power on, verify the power supply, cables, and connectors.

For control issues, check DMX addressing, cable integrity, and ensure proper 3-pin/5-pin XLR connections.

Overheating or unexpected shutdown may indicate blocked ventilation; inspect and clean air inlets and outlets.

If problems persist after basic checks, discontinue use and contact authorized service technicians.



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