



HaluStrip Duo

USER MANUAL

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Any other use, if not expressly indicated, could compromise the good condition/operation of the product and/or be a source of danger.

This product is meant for professional use. Therefore, commercial use of this equipment is subject to the respectively applicable national accident prevention rules and regulations.

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Product user manual can be downloaded from the website www.prolights.it , or can be inquired to the official PROLIGHTS distributors of your territory (https://www.prolights.it/sales_network.html).

Scanning the below **QR Code**, you will access the download area of the product page, where you can find a broad set of always updated technical documentation: specifications, user manual, technical drawings, photometrics, personalities, fixture firmware updates.



**Visit the download area
of the product page**



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SAFETY INFORMATION



WARNING!

- See <https://www.prolights.it/product/HALUSTRIPDUO#download> for installation instructions.
- Please read carefully the instruction reported in this section before installing, powering, operating or servicing the product and observe the indications also for its future handling.



This unit is not for household and residential use, only professional applications.



Connection to mains supply

- The Connection to the mains supply must be carried out by a qualified electrical installer.
- Use only AC supplies 100-240V 50-60 Hz, the fixture must be electrically connected to ground (earth).
- Select the cable cross section in according with the maximum current draw of the product and the possible number of products connected at the same power line.
- The AC mains power distribution circuit must be equipped with magnetic+residual current circuit breaker protection.
- Do not connect it to a dimmer system; doing so may damage the product.
- The product has XLR sockets for DMX input and output.
- Connection of the control signal: DMX LINE.
- Notice: this control circuit is not isolated.
- Cumulative leakage current of less than 3.5mA on the control circuit.



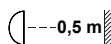
Protection and Warning against electrical shock

- Do not remove any cover from the product, always disconnect the product from AC power before servicing.
- Ensure that the fixture is electrically connected to ground (earth). And use only a source of AC power that complies with local building and electrical codes and has both overload and ground-fault (earth-fault) protection.
- Before using the fixture, check that all power distribution equipment and cables are in perfect condition and rated for the current requirements of all connected devices.
- Isolate the fixture from power immediately if the power plug or any seal, cover, cable, or other components are damaged, defective, deformed or showing signs of overheating.
- Do not reapply power until repairs have been completed.
- Refer any service operation not described in this manual to PROLIGHTS Service team or an authorized PROLIGHTS service center.



Installation

- Make sure that all visible parts of the product are in good visible condition before its use or installation.
- Make sure the point of anchorage is stable before positioning the projector.
- When suspending the fixture above ground level, secure it against failure of primary attachments by attaching a safety cable that is approved as a safety attachment for the weight of the fixture to the attachment point on the main frame of the product. In case the safety cable, enter in action, it needs to be replaced with a new one.
- Install the product only in well ventilated places.
- For non temporary installations, ensure that the fixture is securely fastened to a load-bearing surface with suitable corrosionresistant hardware.
- For a temporary installation with clamps, ensure that the quarter-turn fastener and/or screws are turned fully, and secured with a suitable safety cable.



Minimum distance of illuminated objects

- The projector needs to be positioned so that the objects hit by the beam of light are at least 0.5 m (1.64 ft) from the lens of the projector.

T_a 45 °C

Max operating ambient temperature (T_a)

- Do not operate the fixture if the ambient temperature (T_a) exceeds 45 °C (113 °F).

T_a -20 °C

Minimum operating ambient temperature (T_a)

- Do not operate the fixture if the ambient temperature (T_a) is below -20 °C (-4 °F).



Protection from burns and fire

- The exterior of the fixture becomes hot during use. Avoid contact by persons and materials.
- Ensure that there is free and unobstructed airflow around the fixture.
- Keep flammable materials well away from the fixture
- Do not expose the front glass to sunlight or any other strong light source from any angle. Lenses can focus the sun's rays inside the fixture, creating a potential fire hazard.
- Do not attempt to bypass thermostatic switches or fuses.

IP65

Permanent Outdoor use

- This product is rated with an IP (Ingress protection) for permanent outdoor use when used and serviced according to the instruction contained in this document.
- Never use the fixture in places subject to vibrations or bumps.
- Make certain that no inflammable liquids, water or metal objects enter the fixture.
- Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture.
- Damages caused by inadequate cleaning or maintenance are not covered by the product warranty.

T_c 70 °C

Temperature of the external surface

- The surface of the fixture can reach up to 70.0 °C (158.0 °F) during operation. Avoid contact with people and materials.



Maintenance

- Warning! Disconnect the fixture from AC mains power and allow to cool for at least 10 minutes before handling.
- Only technicians who are authorized by PROLIGHTS or Authorised service partners are permitted to open the fixture.
- Users may carry out external cleaning, following the warnings and instructions provided, but any service operation not described in this manual must be referred to a qualified service technician.
- Important! Excessive dust, smoke fluid, and particle build up degrades performance, causes overheating and will damage the fixture. Damages caused by inadequate cleaning or maintenance is not covered by the product warranty.



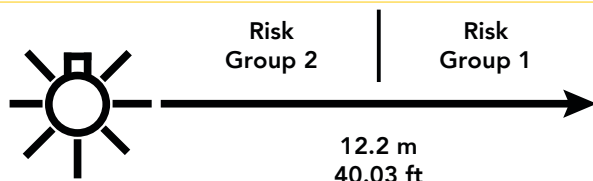
Photobiological safety

- This device emits potentially dangerous optical radiation and is identified in the category of Risk Group 2 according to EN 62471.



Do not stare at the operating light source

- Do not look directly at the LED source during operation. It can be harmful to the eyes and skin.
- During Installation, operation and maintenance, be prepared for the fixture to light or move suddenly when connected to power.
- The device should be positioned so that prolonged staring into the luminaire at a distance closer than 12.20 m (40,03 ft) is not expected.



Disposal

- This product is supplied in compliance with European Directive 2012/19/EU – Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/ recycle this product at the end of its life according to the local regulation.



The products to which this manual refers comply with:

- 2014/35/EU - Safety of electrical equipment supplied at low voltage (LVD).
- 2014/30/EU - Electromagnetic Compatibility (EMC).
- 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS).



The products to which this manual refers comply with:

- UL 1573 + CSA C22.2 No. 166 - Stage and Studio Luminaires and Connector Strips.
- UL 1012 + CSA C22.2 No. 107.1 - Standard for power units other than class 2.



FCC Compliance:

- 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.



Other approvals

- The product meets the safety requirements of the certification procedures of the market in which it is placed and sold.

1 PRODUCT OVERVIEW

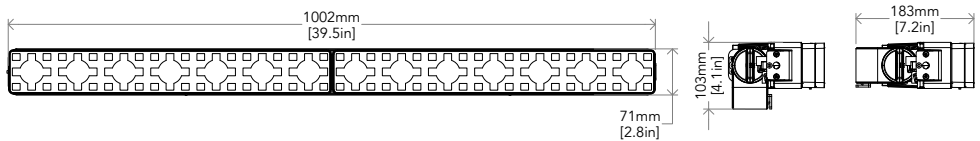
1.1 PACKAGE CONTENT

- 1x HALUSTRIPDUO;
- 1 x 1,5 meters 3G1,5mmq power cable (BARE END - SEETRONIC IP65 power connector);
- User Manual.

OPTIONAL ACCESSORIES

Check the updated accessories list, description and informations of the product at the following link:
<https://www.prolights.it/product/HALUSTRIPDUO#accessories>

1.2 TECHNICAL DRAWING



Weight: 8,0 kg - 17,64 lbs

Fig. 01

1.3 HARDWARE OVERVIEW

1. POWER IN: for connection to the Mains 100-240V~/50-60Hz.
2. DMX IN (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C.
3. POWER OUT: for connection to the Mains 100-240V~/50-60Hz.
4. DMX OUT (5-p XLR): 1 = GND, 2 = sign-, 3 = sign+, 4 N/C, 5 N/C.
5. ETHERCON CONNECTORS IN / OUT signal.
6. ANTENNA of Wireless DMX Receiver internal module. (Optional, code: HDWK)
7. GORE VALVE.
8. GROUND SCREW.
9. LED MODULE A (2x).
10. SAFETY HOLES: for safety cable insertion.
11. ADJUSTABLE YOKE: Included tiltable bracket for installations and retractable feet.

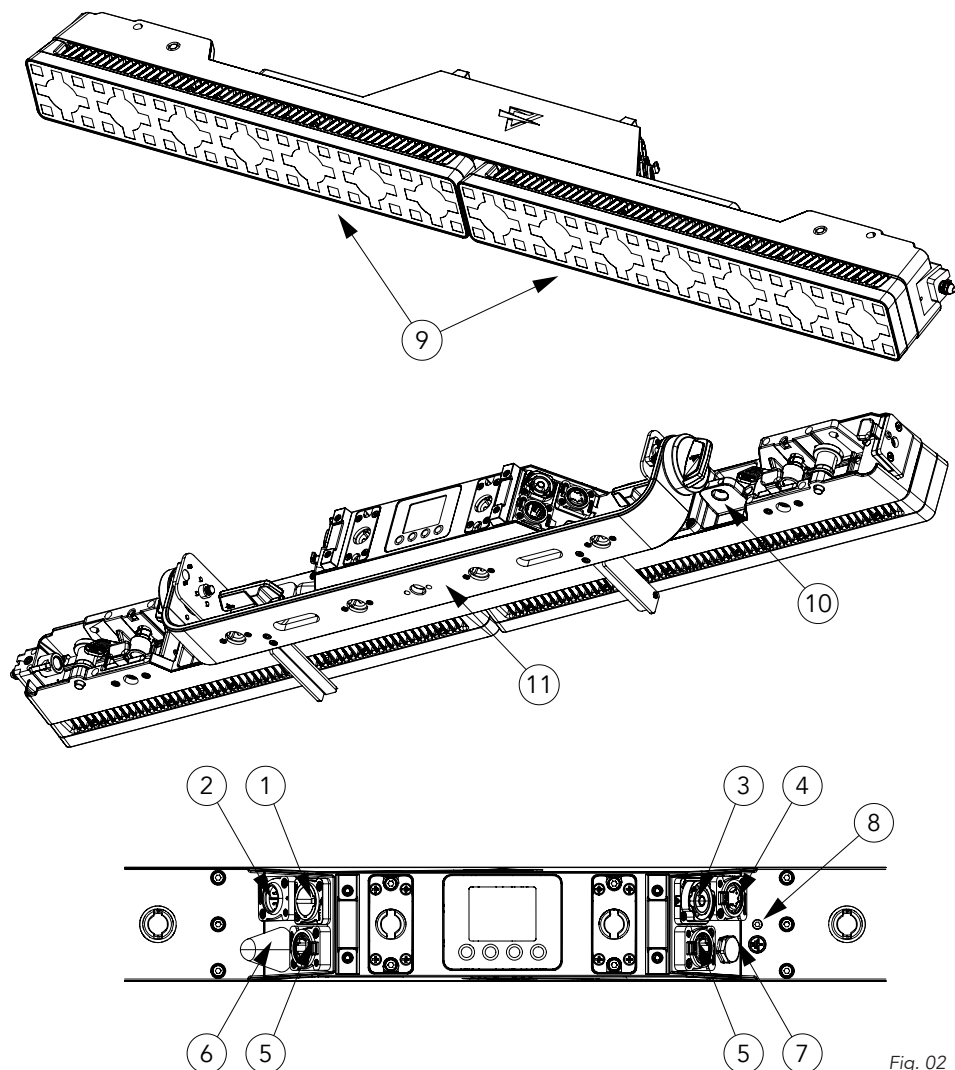


Fig. 02

1.4 MOUNTING

Ensure the supporting structure can safely bear the combined weight of all installed fixtures, clamps, cables, auxiliary equipment, etc., and complies with local regulations.

When suspending the fixture above ground level, secure it with a safety wire rated for the fixture's weight, attaching it to an anchor point on the main frame. Do not use removable parts or weak anchors for secondary attachment.

Warning: When clamping the fixture to a truss or other structure at any angle, use half-coupler clamps only. Do not use clamps that do not fully encircle the structure when fastened.

NOTE: for vertical and horizontal intallations secure each HALUSTRIPDUO to the back side.

NOTE: Hanging installations using the stanard yoke are limited to a maximum of 4 units.

NOTE: for further installations, please check page 45 for all the optional accessories instructions.

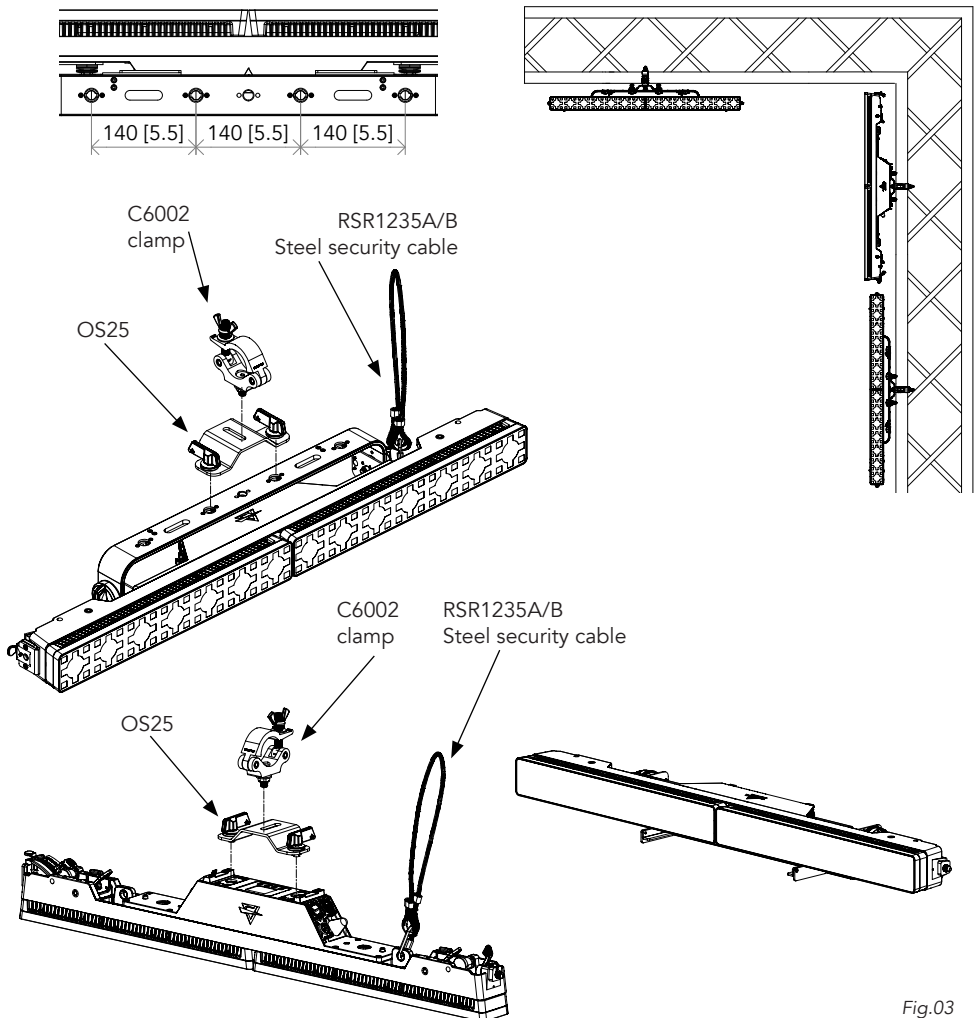


Fig.03

1.5 CONNECTION TO THE MAINS SUPPLY

WARNING: For protection from electric shock, the fixture must be earthed!
The product is equipped with auto-switching power supply that automatically adjusts to any 50-60Hz AC power source from 100-240 Volts.
If you need to install a power plug on the power cable to allow connection to power outlets, install a grounding-type (earthed) plug, following the plug manufacturer's instructions. If you have any doubts about proper installation, consult a qualified electrician.
The max power consumption is: 170W.

Core (EU)	Core (US)	Connection	Plug terminal marking
Brown	Black	Live	L
Blue	White	Neutral	N
Yellow+green	Green	Earth	

START UP

Connecting power

- Make sure the fixture is securely installed as described in the **Safety Information** section.
- Check that no one is exposed to risk when the fixture powers on.
- Insert the power connector into the mains input socket (**100–240V AC, 50/60Hz**).
- The fixture is now ready for use and can be controlled via the available input signals.

Disconnecting power

- To switch the fixture off, unplug the mains connector from the socket.
- To disconnect power from the product, disconnect the Mains from the socket.

2 CONNECTIONS AND CONTROL PROTOCOLS

2.1 DMX CONNECTION

This fixture provides XLR connectors for DMX input and output. Use only RS-485 compliant, shielded, twisted-pair DMX cable. Standard microphone cable is not suitable for long data runs. 24-AWG DMX cable is reliable up to approx. 300 m (1000 ft).

**DMX - INPUT
XLR plug**



Pin1 : GND - Shield
Pin2 : - Signal
Pin3 : + Signal
Pin4 : N/C
Pin5 : N/C

**DMX - OUTPUT
XLR socket**



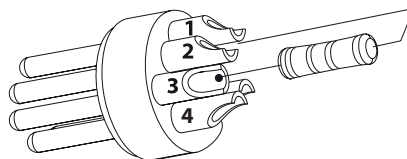
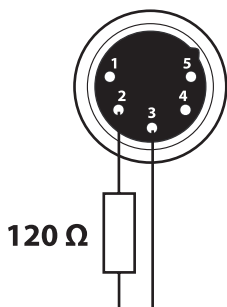
Fig. 04

DAISY CHAIN CONNECTION - RELIABLE DMX LINK

- Use 120 Ω impedance, low-capacitance DMX cable.
- Daisy-chain devices: DMX OUT > DMX IN of the next device (no star wiring without active splitters).
- Do not overload the bus: up to 32 devices per DMX segment without repeaters is standard practice for RS-485.
- To branch the line, use DMX splitter-amplifiers (one terminator per branch end).

CONSTRUCTION OF THE DMX TERMINATION

Always terminate the last device on each DMX run with a 120 Ω resistor between pins 2 and 3 (Data - and Data +). Use a DMX termination plug on the last device of the link.



Example:
5 pin XLR connector

Fig. 06

DMX ADDRESSING

To control this fixture via DMX, assign a start address (1–512). Devices with the same address behave identically; use unique addresses to control fixtures individually. The number of channels depends on the selected DMX Mode, so check the MENU before addressing.

Set the DMX address

1. Press MENU.

- 2. Open the Addressing menu and select DMX ADDRESS.
- 3. Choose 1–512 with the navigation keys and press ENTER.
- 4. Press MENU to return to Home.

2.2 WIRELESS DMX (OPTIONAL)

HALUSTRIPDUO supports wireless DMX communication through the integrated CRMX module. The fixture can operate either as a transmitter (TX) or a receiver (RX), with access to a full set of features including linking, protocol selection, and data routing.

RX MODE			LINK STATUS	TX MODE	
SIGNAL QUALITY	DMX PRESENCE	ICON		DMX PRESENCE	ICON
N/A	N/A		NOT LINKED / OFF	-	
N/A	N/A		LINKING / READY TO PAIR	N/A	
< 25%	Yes		LINKED	Yes	
25% to 50%	Yes		LINKED	-	
50% to 75%	Yes		LINKED	-	
> 75%	Yes		LINKED	-	
< 25%	No		LINKED	No	
25% to 50%	No		LINKED	-	
50% to 75%	No		LINKED	-	
> 75%	No		LINKED	-	

OPERATION AS A WIRELESS TRANSMITTER (TX MODE)

HALUSTRIPDUO can transmit DMX wirelessly to compatible CRMX receivers

- 5. Enter the **CONNECT** menu, navigate to **WIRELESS** and press **ENTER**.
- 6. Set **CRMX ON/OFF to ON** and **CRMX MODE to TX** (Transmitter).
- 7. To initiate linking, set **TX LINK to ON** (available only in TX mode).

The fixture will scan for unlinked receivers for ~5 seconds and attempt connection. Ensure receivers are not already linked. If the connection fails, check the position of the receiver.

TX UNLINK

To disconnect all receivers linked to HALUSTRIPDUO:

- 1. Enter the **CONNECT** menu, navigate to **WIRELESS** and press **ENTER**.
- 2. Set **TX UNLINK to ON**.

TX PROTOCOL SELECTION

To change the CRMX transmission protocol (G3, G4S, CRMX):

1. Perform **TX UNLINK** on the device and an **RX RESET** on the receiver.
2. Select the desired protocol in CRMX MODE (G3, G4S, CRMX).
3. Execute **TX LINK** again.

IN TO CRMX (TX ONLY)

Allows the fixture to transmit any incoming signal (DMX, Art-Net, or sACN) via wireless.

- If HALUSTRIPDUO receives Art-Net/sACN, these take priority over DMX.
- Do not use IN TO CRMX and ETH TO DMX simultaneously to avoid data conflicts.

OPERATION AS A WIRELESS RECEIVER (RX MODE)

HALUSTRIPDUO can receive a wireless DMX signal from a CRMX transmitter.

1. Enter the **CONNECT** menu.
2. Navigate to **WIRELESS** and press ENTER.
3. Set **CRMX ON/OFF to ON**.
4. Set **CRMX MODE to RX** (Receiver).
5. Set **RX RESET to ON** to clear previous links.

Then, from the transmitter, execute **TX LINK**.

Once linked:

- The display will show the DMX address if signal is present.
- It will show "No Signal" if no DMX input is detected, but the link remains active.

CRMX TO DMX (RX ONLY)

Allows retransmission of the received wireless DMX signal to the physical DMX output port of the receiver.

LINKING KEY & UNIVERSE CONFIGURATION

The CRMX system allows secure pairing and logical organization of wireless DMX communication through the use of Linking Keys, Universes, and optional Metadata.

RX MODE (RECEIVER)

When HALUSTRIPDUO is set to RX mode, the following options are available:

- **Linking Key:** An 8-digit numeric code that uniquely identifies the transmitter. The receiver will only connect to transmitters using the same key, ensuring secure and intentional linking.
- **Linking Universe:** Defines the receiver's wireless universe. Universes are labeled A to H, with extended universe options (B, D, F, H) available only on devices with CRMX2 hardware.

TX MODE (TRANSMITTER)

In addition to the options above, when HALUSTRIPDUO is configured as a CRMX transmitter, it also provides access to:

- **Universe Metadata:** Allows assigning a name and a color tag to the universe. This visual indicator is shown on the display of connected receivers, helping users quickly identify which transmitter a fixture is linked to.

2.3 ETHERNET CONNECTION

The product features two 8-pin RJ-45 ports (Ethernet IN/OUT) for network control via Art-Net or sACN. Use Category 5 (or better) twisted-pair cables with standard RJ-45 connectors.

1. TD+

2. TD-

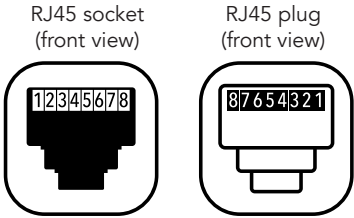
3. RX+

4. Not connected
5. Not connected

6. RX-

7. Not connected

8. Not connected



CABLING

- Use straight-through (1:1) patch cables when connecting through a hub/switch or between fixtures.
- If you connect directly from a computer to a fixture without a switch, use a crossover cable.
- The fixture includes an Ethernet pass-through switch that preserves network connectivity even when the fixture is unpowered.

DAISY-CHAIN OVER ETHERNET (IN-OUT)

- For Ethernet IN–OUT daisy-chain, connect **up to 10 fixtures per line**. For more than 10, use an Ethernet switch and a star topology.
- **Technical note:** the practical limit depends on total Layer-2 hops (each IN–OUT pass-through behaves like a 2-port switch). Keep the path from controller to the last fixture to ≤ 7 hops.
- With **sACN multicast**, use switches with **IGMP snooping** and keep daisy-chains short.

NOTE

In a daisy-chain, the first HALUSTRIPDUO defines which port is used as input and which as output, then sends this configuration to the following devices. For this reason, **always use the same input port on every fixture in the chain**. If a port is reversed on a fixture in the middle of the line, the configuration will not be detected correctly and that panel will not receive any signal.

NETWORK CONFIGURATION (ON FIXTURE MENU)

- **Protocol:** select Art-Net or sACN.
- **IP addressing:** recommended ranges 002.xxx.xxx.xxx or 010.xxx.xxx.xxx.
- **Subnet mask:** 255.0.0.0.
- Set Universe (DMX frame of 512 channels) and Start Channel as required. See MENU STRUCTURE for paths (Protocol, Net, Subnet, Universe, Start Channel, IP Address, Ethernet to DMX).

ARTNET SETUP

We warmly suggest **avoiding Broadcast** transmission mode for any use, as this is usually the cause that may lead to unwanted lags and freezings, especially when using Pixel Engine due to the high amount of data.

Unicast is the transmission mode we’d recommend for any use with this protocol, as packets will be listened only from the specified receivers, not overflowing the whole network.

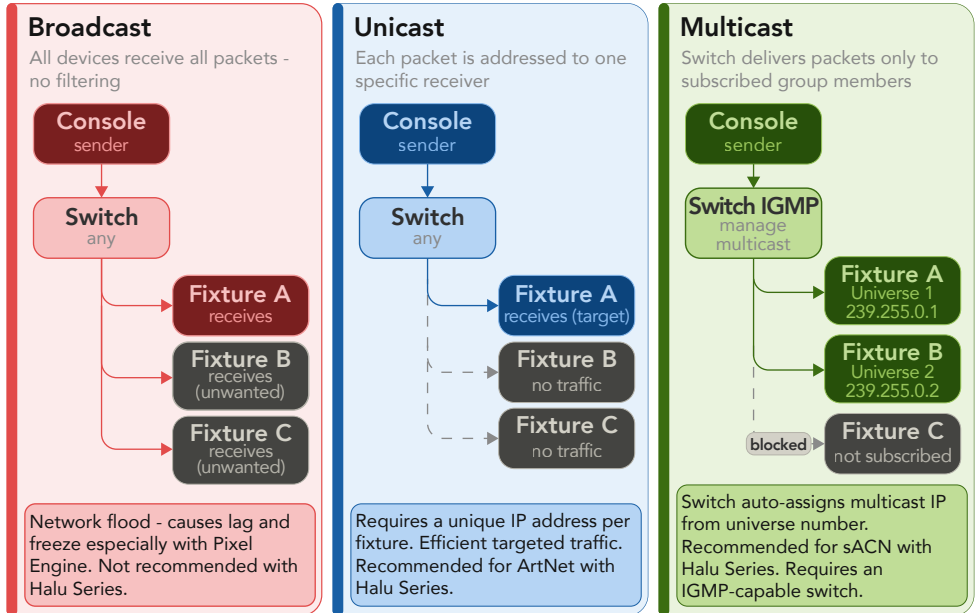
Keep in mind that by using Unicast with ArtNet, you’ll need to set an individual IP Address for every fixture in the network. To avoid this workflow, you can alternatively choose to use sACN Multicast.

SACN SETUP

In order to establish a proper sACN Multicast environment, between HALUSTRIPDUO (receiver) and the console or software (sender), there must be a switch that is IGMP capable.

In this way, all the traffic (from the sender) will be automatically directed to the specific receivers by the switch (using IGMPv2 protocol), avoiding the overflow of Ethernet ports with unwanted data, freezing or lags.

If you are sure that there are no conflicting IP Addresses in your HALUSTRIPDUO network configuration, you can directly set only the Universes, as the switch will manage all the traffic automatically giving them a Multicast IP Address.



2.4 SYNCHRONIZATION

The HALUSTRIPDUO supports both ArtSync packets and the sACN Sync universe.

It currently listens to **sACN universe 8024 (multicast IP 239.255.31.88) for sACN Sync**.

We'd strongly recommend setting up a "Sync capable" network infrastructure when dealing with HALUSTRIPDUO's most demanding modes in terms of channels. This means that also the sender (console or software) needs to correctly output ArtSync or sACN Sync.

Below you can find some examples of the supported protocols and sync capabilities for the most common Pixel Mapping software with the proper settings for sACN / ArtNet and sACN Sync / ArtSync we suggest using with HALUSTRIPDUO.

	sACN	ArtNet	sACN Sync	ArtSync
MadMapper	Multicast	Unicast	Supported	Supported
MADRIX 5	Multicast	Unicast	Not Documented	Supported
Resolume Arena	No	Unicast	Not Documented	Supported
TouchDesigner	Multicast	Unicast	Not Documented	Supported
Pharos 2.8	Multicast	Unicast	Supported	Supported
Disguise	Multicast	Unicast	Supported	Not Documented
Hipnotizer	Multicast	Unicast	Supported	Not Documented

Update 04/2026

Below you can find some examples of the supported protocols and sync capabilities for the most common lighting desks with the proper settings for sACN / ArtNet we suggest using with HALUSTRIPDUO.

	sACN	ArtNet	sACN Sync	ArtSync
GrandMA3	Multicast	Unicast	Not Documented	Not Documented
ChamSys	Multicast	Unicast	Supported	Supported
Avolites	Multicast	Unicast	Supported	Not Documented
Hog 4	Multicast	Unicast	Not Documented	Not Documented
ETC EOS	Multicast	Unicast	Not Documented	Not Documented
Vista	Multicast	Unicast	Not Documented	Not Documented
Onyx	Multicast	Unicast	Supported	Supported

Update 04/2026.

2.5 UPDATE BY ETHERNET

This product supports firmware updates over Ethernet by sending the firmware .alf file using DMX Workshop (Art-Net) or compatible softwares. Ensure the fixture and your PC are on the same network, then use DMX Workshop's firmware upload function to transfer the .alf file to the fixture. Keep power and network connected until the update completes; the fixture may reboot at the end. For the correct firmware package and detailed instructions, please contact Prolights Technical Support.

3 CONTROL PANEL

The product has a display, buttons and pushable encoders for access to the control panel functions.

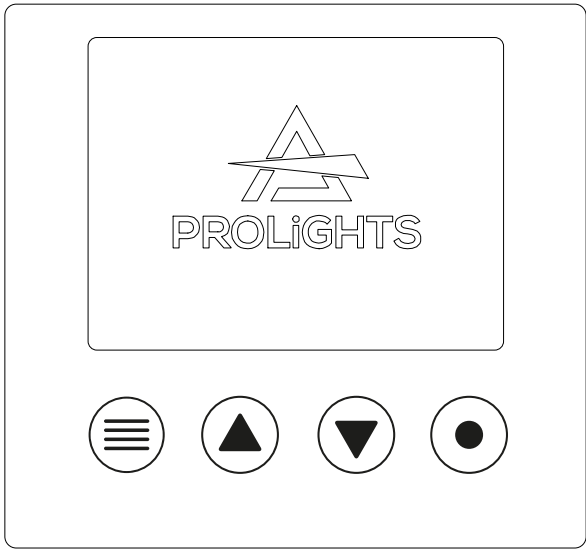


Fig. 07

3.1 DISPLAY AND BUTTONS LAYOUT

The product has a display and buttons for access to the control panel functions:

	MENU - Used to access the menu tree and to return to the upper level. Hold to go back to the home screen.
	UP - Browse upwards through the menu list and increases the numeric value displayed.
	DOWN - Browse downwards through the menu list and decreases the numeric value displayed.
	ENTER - Used to confirm the displayed value, or activate the displayed function.

3.2 SHORTCUT

Keys	Mode	Description
UP + DOWN after power on	Flip Display	Directly flip display without enter inside menu
ENTER (3 sec)	Standalone Mode	Direct access to Standalone menu (when no DMX signal)
MENU + UP then power on	Factory Reload	Factory Default

3.3 MAIN SCREEN VIEW

The main view of the HALUSTRIPDUO shows the key personality and control settings at a glance. The header is always visible and reports the fixture ID and the current internal temperature.

The layout changes depending on the active mode.

MAIN + BEAM AND PIXELS MODE

When both engines are active, the settings are split across two screens. Use the UP / DOWN keys to move from screen 1 to screen 2.

Screen 1

#65535		36°C	
MAIN + BEAM		PIXELS	
MODES			
EXTENDED		PIXELS + BEAM	
49S			
PROTOCOL			
ArtNet		ArtNet+sACN	
ADDRESS			
001		001	

Shows, for each engine (MAIN + BEAM and PIXELS):

- **MODES** - the selected personality/channel mode (e.g. EXTENDED 49S for MAIN + BEAM, PIXELS + BEAM for PIXELS).
- **PROTOCOL** - the control protocol in use (e.g. ArtNet, or ArtNet + sACN).
- **ADDRESS** - the DMX start address.

Screen 2

#65535		36°C	
MAIN + BEAM		PIXELS	
IP ADDRESS			
2.123.145.012		2.123.145.015	
UNIVERSE			
ArtNet 00018		ArtNet 00023 → 00026	
		sACN 13451 → 13454	

Shows, for each engine:

- **IP ADDRESS** - the network address of the engine.
- **UNIVERSE** - the assigned universe(s). For ArtNet a single value or a range is shown (e.g. 00023 to 00026); when sACN is also active, its universe range appears below (e.g. 13451 to 13454).

PIXEL ONLY MODE

When the fixture runs in pixel only mode, all the information fits on a single screen, showing:

#13		42°C	
ONLY PIXELS			
MODES		ADDRESS	
PIXELS + BEAM		001	
IP ADDRESS		UNIVERSE	
2.123.145.015		ArtNet 00023 → 00026	

Shows, for each engine:

- **MODES** - the selected pixel mode.
- **ADDRESS** - the DMX start address.
- **IP ADDRESS** - the network address.
- **UNIVERSE** - the assigned ArtNet universe range.

4 MENU STRUCTURE

The following chart describes the MENU tree of the product, the terms shown in **BOLD** indicate the default settings.

MENU: CONNECT

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
MAIN & BEAM + PIXELS	MAIN + BEAM	MODE	OFF	
			BASIC	
			BASIC + 14 BEAM	
			STANDARD	
			STANDARD + 14 BEAM	
			FX 1	
			FX 1 + 14 BEAM	
			FX 2	
			FX 2 + 14 BEAM	
			FX 3	
			FX 3 + 14 BEAM	
			EXTENDED	
			EXTENDED + 14 BEAM	
			BASIC SECTORS	
			SINGLE BEAM	
			14 BEAM	
			14 BEAM + STROBE	
		SOURCE PROTOCOL	DMX	
			ARTNET	
			sACN	
		DMX ADDRESS	1 - 512	Set DMX Address for Main fixture
		IP ADDRESS	2.x.x.x	Set IP Address.
		SUBNET MASK	255.0.0.0	Set SubNet Mask
		ABSOLUTE UNIVERSE	If ArtNet: 0 - 32767 If sACN: 1-63999	
		sACN MERGE MODE	HTP	Toggle and Set Merge mode for sACN.
			LTP	
	PIXELS	MODE	OFF	
			PIXELS 3x3	
			PIXELS 3X1	
			PIXELS	
			PIXELS RGB	
			PIXELS+BEAM	
			PIXELS RGB + BEAM	
		SOURCE PROTOCOL	DMX	
			ARTNET	
			sACN	
		DMX ADDRESS	1 - 512	Set DMX Address for Pixel Engine
		IP ADDRESS	2.X.X.X	Set IP Address.
		SUBNET MASK	255.0.0.0	Set SubNet Mask

MENU: CONNECT

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION	
MAIN & BEAM + PIXELS	PIXELS	ABSOLUTE UNIVERSE	If ArtNet: 0 - 32767 If sACN: 1-63999	Toggle and Set Merge mode for sACN.	
		sACN MERGE MODE	HTP		
		LTP			
ONLY PIXEL	MODE	OFF			
		PIXELS 3x3			
		PIXELS 3X1			
		PIXELS			
		PIXELS RGB			
		PIXELS+BEAM			
		PIXELS RGB + BEAM			
		SOURCE PROTOCOL	DMX		
	ARTNET				
	sACN				
	DMX ADDRESS	1 - 512		Set DMX Address for Pixel Engine	
	IP ADDRESS	2.x.x.x		Set IP Address.	
	SUBNET MASK	255.x.x.x		Set SubNet Mask	
	ABSOLUTE UNIVERSE	If ArtNet: 0 - 32767 If sACN: 1-63999			
	sACN MERGE MODE	HTP		Toggle and Set Merge mode for sACN.	
		LTP			
	ETH TO CRMX	ON			Enables retransmission of the Ethernet signal over CRMX. (only first universe)
OFF					
ETH TO DMX	ON			Enables retransmission of the Ethernet signal over a standard DMX cable. (only the first universe)	
	OFF				
WIRELESS	CRMX ON/OFF	ON			Enable/Disable the wireless card.
		OFF			
	CRMX MODE	TX CRMX			Allows configuration of the wireless card as either a Transmitter or Receiver. G4s and G3 are supported protocols for connection with Wireless Solution products.
		TX G4S			
		TX G3			
		RX			
	TX LINK	ON			Enables the transmission link when the unit is set as a Transmitter.
		OFF			
	TX UNLINK	ON			Disconnects the transmitter from all connected receivers.
		OFF			
	RX RESET	ON			Disconnects the CRMX card, set as a Receiver, from any connected transmitters.
		OFF			
	IN TO CRMX (TX)	ON			Enable/Disable the transmission of the DMX from the cable to CRMX
		OFF			
	CRMX TO DMX (RX)	ON			Enable/Disable the retransmission of the DMX from the receiver to the other units connected by cable to the receiver itself
		OFF			
	LINKING KEY	ON	SET LINKING KEY		RX MODE: Linking key section available only in RX mode. TX MODE: When in TX mode, message on screen: "Linking Key available only in RX Mode"
OFF					

MENU: CONNECT

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
WIRELESS	UNIVERSE METADATA	NAME	xxx	Mode@TX, Universe Name = device name. Mode@RX, Universe Name = set on the TX.
		COLOR	RED	Universe Color can be set only if CRMX Mode@TX; If CRMX Mode@RX, Universe Color shows the one set on the TX
			FIRE	
			YELLOW	
			GREEN	
			EMERALD	
			OCEAN	
			BLUE	
			DEEP PURPLE	
			COOL WHITE	
	LINK STRENGTH	** %		Show Wireless quality by percentage
	CRMX CARD VERSION	TimoFX: Vx.x.xx		Show firmware version of TimoFX module

MENU: SETUP

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
SCREEN	BACKLIGHT	ALWAYS ON		Sets the time after which the display will automatically turn off when inactive.
		10S		
		20S		
		30S		
	FLIP DISPLAY	ON		Enables the display to be rotated by 180°.
		OFF		
	KEY LOCK	ON		Lock the buttons on the control panel with a password. (UP, DOWN, UP, DOWN, ENTER).
		OFF		
	DISPLAY VALUE	RAW DATA		Choose how to show datas on Stand Alone Modes: - Percentage 0-100%. - Raw Data 0-255.
		PERCENTAGE		
TEMP. UNIT	°C			
	°F			
DIMMER	DIMMER CURVE MAIN	PIXELS	LINEAR	"DIMMER CURVES" on page 25
			S-CURVE	
			SQUARE LAW	
			INVERSE SQUARE LAW	
			HIGH RES@LOW	
		BEAM	LINEAR	
			S-CURVE	
			SQUARE LAW	
			INVERSE SQUARE LAW	
			HIGH RES@LOW	
TUNGSTEN				

MENU: SETUP

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
DIMMER	DIMMER SPEED MAIN	PIXELS	AUTO	"DIMMER SPEEDS" on page 26
			FAST	
			MEDIUM	
			SLOW	
			OFF	
		BEAM (available only when TUNGSTEN CURVE is not selected)	AUTO	
			FAST	
			MEDIUM	
			SLOW	
			OFF	
	DIMMER END	FADE OFF@END SNAP OFF@END		Defines how the light turns off: FADE OFF@END for a smooth fade-out, or SNAP OFF@END for an instant off.
	FIXTURE	DMX FAULT	HOLD	Select behaviour in case of Signal fault.
BLACKOUT				
STAND ALONE				
EMERGENCY				
INVERT MAPPING		OFF	Normal pixel mapping	
		CW 180 °	Invert 180 ° clockwise (upside down)	
POWER MANAGEMENT	DYNAMIC		"POWER MANAGEMENT" on page 26	
	CONSTANT	50% PIXEL - 50% BEAM		
		70% PIXEL - 30% BEAM		
		30% PIXEL - 70% BEAM		
USER SETTINGS	NO PRESET	SAVE RECALL DELETE		Allows users to store all fixture settings, similar to a configuration file. Up to 5 presets can be saved.
	PRESET 1			
	PRESET 2			
	PRESET 3			"USER SETTINGS" on page 27
	PRESET 4			
	PRESET 5			
	TRANSFER SETTING	WITHOUT DMX ADDRESS		
WITH DMX ADDRESS				
CHAIN POSITION	VALUE	1-65535		
	DELETE	OFF		
		ON		

MENU: ADVANCED

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
WHITE POINT	3200K			This setting defines the target white balance of the fixture by allowing selection of a specific white point, ranging from 3200K to 8000K, or OFF. Selecting a white point ensures a consistent white tone when all color channels are at full intensity, adjusting for any potential color cast. When set to OFF, the white may appear uncalibrated, reflecting the natural balance of the LEDs.
	4000K			
	5600K			
	6000K			
	8000K			
	OFF			
LED FREQUENCY	600HZ			Select PWM frequency. NOTE: Using higher LED Frequency color accuracy may be slightly compromised at low level of dimmer.
	1200HZ			
	2000HZ			
	4000HZ			
	6000HZ			
	25KHZ			
TEST	ALL			Perform a test to identify not working LEDs or a wrong assembly. A color scroll sequence, vertical line and horizontal line will be displayed to check the fixture.
	BEAM LED			
	PIXELS LED			
FACTORY RELOAD	BASIC	OFF		Default of all parameters excepted Ethernet Settings
		ON		
	STANDARD	OFF		Default of all parameters
		ON		
	USER SETTINGS	OFF		Delete all USER PRESETS stored
		ON		

MENU: INFORMATIONS

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
FIXTURE TIME	FIXTURE HOURS	TOTAL	<65535H>	View informations about product operating lifetime. Fixture Hours is countered based on general operation time. Hours are countered since Power is plugged in. Source Hours is countered based on LED Activity time
		PARTIAL	<65535H>	
	CURRENT HOURS	TOTAL	<65535H>	
		PARTIAL	<65535H>	
	SOURCE HOURS	TOTAL	<65535H>	
		PARTIAL	<65535H>	
	AC POWER ON CYCLE	TOTAL	<65535H>	
		PARTIAL	<65535H>	
	MAINTENANCE TIME	ELAPSED TIME		
		ALERT PERIOD	10 - 1000	
POWER CONS.	** W			Show estimated power consumption
TEMP.	LED1 Temp1 xx C°			
	LED1 Temp2 xx C°			
	[...]			
	LED7 Temp1 xx C°			
	LED7 Temp2 xx C°			
CHANNEL VALUE				Show all Channel values as a list, value shown depends on DMX Mode
ERROR MESSAGE				Show error messages
DEVICE LABEL	HALUPIXDUO			Show RDM Label.
DEVICE MODEL	HALUPIXDUO			Show RDM fixture model
RDM UID	15D0*****			Show RDM UID of the fixture.
SOFTWARE VERSION	V1.0.00...			Show firmware version of the fixture

MENU: STAND ALONE

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
MASTER/SLAVE	MASTER DMX			"MASTER/SLAVE" on page 27
	MASTER NO DMX			
	SLAVE			
PIXELS LAYER	OFF			
	TOUR FX	FX 1-23	PATTERN SPEED	Default value: 128
			PATTERN FADE	
			F.G. INTENSITY	
			F.G. STROBE	
			F.G. RED	
			F.G. GREEN	
			F.G. BLUE	
			F.G. W. WHITE	
			B.G. INTENSITY	
			B.G. STROBE	
			B.G. RED	
			B.G. GREEN	
			B.G. BLUE	
			B.G. W. WHITE	
	CCT	DIMMER	0-255	
		CCT	2800K-10000K	
		GMP	-0.25 to +0.25	
	HSI	Hue	0-255	
		Saturation	0-255	
		Intensity	0-255	
	FIXED COLORS	R	DIMMER	Default value: RGBW @Dimmer: 255
		G		
		B		
		W		
		RG		
		RB		
		RW		
		GB		
		GW		
		BW		
		RGB		
		RGW		
		RBW		
		GBW		
		RGBW		

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	DESCRIPTION
PIXELS LAYER	WHITE PRESETS	2800K	DIMMER I GMP	Default value: DIMMER: 255 GMP: 128
		3200K		
		3500K		
		4000K		
		4500K		
		5000K		
		5600K		
		6000K		
		6500K		
		7000K		
		8000K		
		9000K		
		10000K		
	COLOR MACRO	DIMMER	0-255	
		COLOR MACRO		"Color Macro" on page 35
	MANUAL COLORS	DIMMER	0-255	Default value: 255
		RED	0-255	Default value: 255
		GREEN	0-255	Default value: 255
		BLUE	0-255	Default value: 255
		WHITE	0-255	Default value: 255
BEAM LAYER	OFF			
	TOUR FX	FX 1-XX	PATTERN SPEED	Default value: 128
			PATTERN FADE	Default value: 0
			FOREGROUND INTENSITY	Default value: 255
			FOREGROUND STROBE	Default value: 255
			BACKGROUND INTENSITY	Default value: 255
			BACKGROUND STROBE	Default value: 255
	STATIC	DIMMER	0-255	Default value: 255

DIMMER CURVES

Five dimming modes are available:

1. **LINEAR** - Light intensity increases proportionally to the DMX value, creating a linear perception.
2. **S-CURVE** - Light intensity is finer at low and high levels, with coarser control at mid-levels.
3. **SQUARE LAW** - Light intensity is finer at low levels and becomes coarser at higher levels.
4. **INVERSE SQUARE LAW** - Light intensity is coarser at low levels and finer at higher levels.
5. **HIGHRES@LOW** - Provides very fine control at low light intensities, with coarser control at medium and high levels.
6. **TUNGSTEN** - Emulates the behaviour of an incandescent lamp.

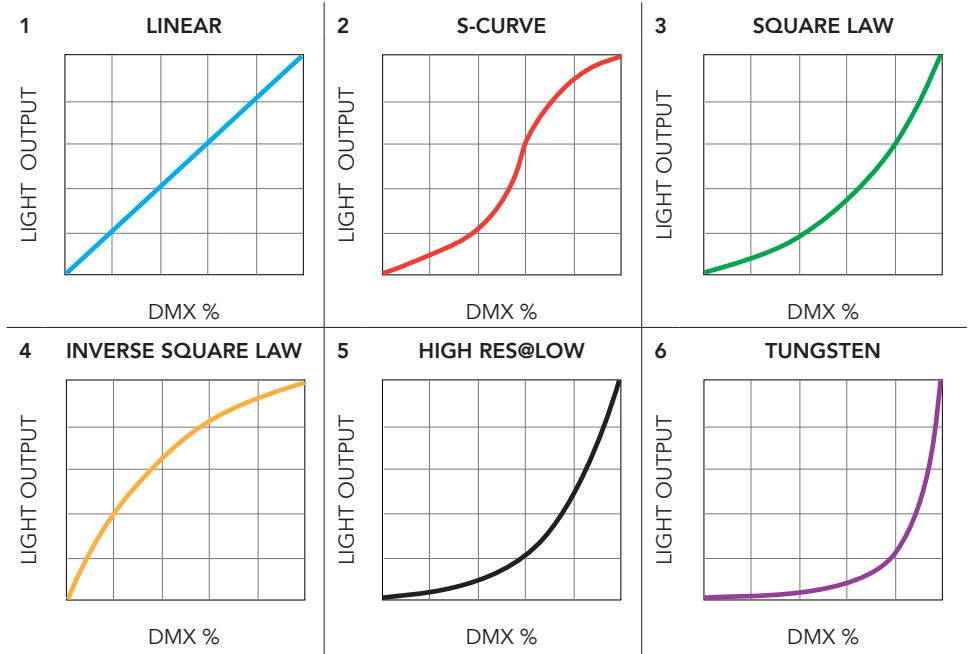


Fig. 08

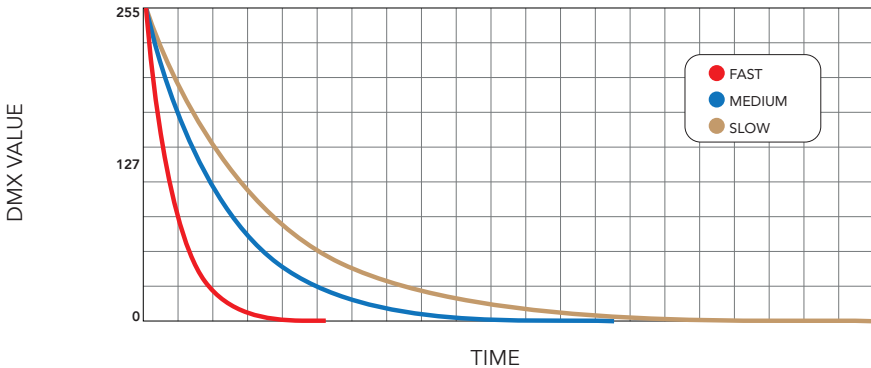
DIMMER SPEEDS

Five dimming speeds are available:

1. **AUTO** - When the DMX value changes by more than 50 DMX values, the intensity will instantly adjust to the new value. For changes less than 50 DMX values, the fast dimming curve will be applied.
2. **FAST** - Indicates the fast speed dimming curve. Refer to the diagram.
3. **MEDIUM** - Indicates the medium speed dimming curve. Refer to the diagram for reference.
4. **SLOW** - Indicates the slow dimming curve. Refer to the diagram for reference.
5. **OFF** - The intensity will immediately adjust to the new value (essentially no delay effect).

NOTE: When setting the dimmer curve @tungsten, the dimmer speed settings are not available.

DIMMER SPEED BEHAVIOUR



DMX FAULT

This function defines how the fixture behaves when the DMX signal is lost. The available modes are:

- **HOLD** - The fixture keeps the last received DMX frame, freezing its current output until the signal returns.
- **BLACKOUT** - The fixture switches off, turning all output to zero until the DMX signal is restored.
- **STAND ALONE** - The fixture switches to the configured standalone mode. If no standalone mode has been set, it runs the default one.
- **EMERGENCY** - The fixture turns on in full white, acting as an emergency light until the DMX signal returns.

POWER MANAGEMENT

This function allows control over how power is distributed between the fixture's two different LED sources: Beam LEDs and Pixel LEDs. Since the total available power is limited, this setting determines how it is allocated when both sources are active.

Available Modes:

- **DYNAMIC** - The fixture automatically adjusts power distribution based on the active LED sources. If only the Beam Layer is fully on, it will receive 100% of the available power. Similarly, if only the Pixel Layer is on, it will also receive 100%. However, when both layers are active, power is dynamically allocated between them to optimize performance.

- **CONSTANT** - The power allocation between Beam and Pixel LEDs remains fixed, ensuring that activating one source does not reduce the intensity of the other. This mode prevents power shifting and maintains a consistent balance according to the selected ratio:
 - 70% Pixel – 30% Beam
 - 50% Pixel – 50% Beam
 - 30% Pixel – 70% Beam

USER SETTINGS

This function allows the fixture to store and manage custom settings, which are saved as user presets. Factory default settings will not overwrite these saved presets, preserving each user's configuration.

- **SAVE** - Available when a preset slot is empty, enabling users to save the current fixture settings into that slot. Up to five presets can be saved for quick recall of different configurations.
- **RECALL** - Loads the settings stored in a selected preset slot, applying them to the fixture and making it easy to switch between saved configurations as needed.
- **DELETE** - Clears the selected preset slot, freeing it up for a new save. Deleting a preset does not impact any other saved presets or factory settings.

WHITE POINT

This function sets the target white point (CCT) the fixture aims for when all color channels (RGBW) are at full, producing a calibrated full-white output. The available values are 3200K, 4000K, 5600K, 6000K and 8000K. Selecting OFF disables the calibration and the fixture outputs the raw, uncalibrated white of its native LEDs.

LED FREQUENCY

Adjusts the PWM refresh frequency of the LEDs. Higher frequencies help eliminate flickering on camera, which is useful for film and broadcast applications. The available values are 600HZ, 1200HZ, 2000HZ, 4000HZ, 6000HZ and 25KHZ.

MASTER/SLAVE

The MASTER/SLAVE function lets one fixture control others in a daisy-chain setup, ensuring synchronized operation. To use it, the controlling fixture must run in standalone mode and be set as MASTER. The available modes are:

- **MASTER DMX** - The fixture runs in standalone mode and transmits its standalone behaviour via DMX to the other fixtures in the daisy chain.
- **MASTER NO DMX** - The fixture works as master but does not transmit the DMX signal to the other fixtures in the daisy chain.
- **SLAVE** - The fixture stays in standby, waiting for a signal from a fixture set to MASTER DMX. If a standalone mode is selected while in SLAVE, the fixture automatically switches to MASTER NO DMX.

5 DMX CHARTS

DMX Mode	Footprint	DMX Mode	Footprint
OFF	0 ch	FX 3 + 14 BEAM	53 ch
BASIC	12 ch	EXTENDED	42 ch
BASIC + 14 BEAM	26 ch	EXTENDED + 14 BEAM	56 ch
STANDARD	21 ch	BASIC SECTORS	81 ch
STANDARD + 14 BEAM	35 ch	SINGLE BEAM	1 ch
FX 1	28 ch	14 BEAM	14 ch
FX 1 + 14 BEAM	42 ch	14 BEAM + STROBE	15 ch
FX 2	32 ch		
FX 2 + 14 BEAM	46 ch		
FX 3	39 ch		

5.1 DMX MAIN&BEAM - BASIC MODES

	PARAMETER	BASIC (12ch)	STANDARD (21ch)
PIXELS LED _s	DIMMER	1	1
	DIMMER FINE	-	2
	STROBE	2	3
	RED	3	4
	RED FINE	-	5
	GREEN	4	6
	GREEN FINE	-	7
	BLUE	5	8
	BLUE FINE	-	9
	WHITE	6	10
	WHITE FINE	-	11
BEAM LED _s	DIMMER	7	12
	DIMMER FINE	-	13
	STROBE	8	14
COLORS	COLOR MACRO	9	15
	CCT	-	16
	GMT	-	17
XFADE	XFADE PROTOCOL	10	18
	XFADE TO PIXEL ENGINE	11	19
	XFADE WHITE TO COLOR	-	20
	CONTROL	12	21
	HARD LED PIXELS If selected, hard led main dimmer works as master	(if choosed on menu) +14 dimmer channels	(if choosed on menu) +14 dimmer channels

5.2 DMX MAIN&BEAM - ADVANCED MODES

	PARAMETER	FX 1 (28ch)	FX 2 (32ch)	FX 3 (39ch)	EXTENDED (42ch)
MASTER	DIMMER	1	1	1	1
	DIMMER FINE	2	2	2	2
	STROBE	3	3	3	3
PIXELS LAYER	DIMMER	4	4	4	4
	DIMMER FINE	5	5	5	5
	STROBE	6	6	6	6
	RED	7	7	7	7
	RED FINE	8	8	8	8
	GREEN	9	9	9	9
	GREEN FINE	10	10	10	10
	BLUE	11	11	11	11
	BLUE FINE	12	12	12	12
	WHITE	13	13	13	13
	WHITE FINE	14	14	14	14
BEAM LAYER	DIMMER	15	15	15	15
	DIMMER FINE	16	16	16	16
	STROBE	17	17	17	17
PIXELS LAYER FX	PATTERN SELECTOR	-	18	18	18
	PATTERN SPEED	-	19	19	19
	PATTERN FADE	-	20	20	20
	PATTERN TRANSITION	-	21	21	21
	PATTERN XFADE	-	22	22	22
	DIMMER	-	23	23	23
	STROBE	-	24	24	24
	RED	-	25	25	25
	GREEN	-	26	26	26
	BLUE	-	27	27	27
	WHITE	-	28	28	28
BEAM LAYER FX	PATTERN SELECTOR	18	-	29	29
	PATTERN SPEED	19	-	30	30
	PATTERN FADE	20	-	31	31
	PATTERN TRANSITION	21	-	32	32
	PATTERN XFADE	22	-	33	33
	DIMMER	23	-	34	34
	STROBE	24	-	35	35
COLORS	COLOR MACRO	25	29	36	36
	CCT	-	-	-	37
	GMP	-	-	-	38
XFADE	XFADE PROTOCOL	26	30	37	39
	XFADE TO PIXEL ENGINE	27	31	38	40
	XFADE WHITE TO COLOR	-	-	-	41
	CONTROL	28	32	39	42
	BEAM LAYER If selected, hard led main dimmer works as master	(if choosed on menu) +14 dimmer ch	(if choosed on menu) +14 dimmer ch	(if choosed on menu) +14 dimmer ch	(if choosed on menu) +14 dimmer ch

5.3 DMX MAIN&BEAM - BASIC SECTORS

	PARAMETER	BASIC SECTORS (81ch)
PIXELS LAYER	DIMMER	1
	DIMMER FINE	2
	STROBE	3
SECTORS	SECTOR 1 RGBW	4
	[...]	...
	SECTOR 14 RGBW	56
BEAM LAYER	DIMMER	60
	DIMMER FINE	61
	STROBE	62
SECTORS	LED 1	63
	[...]	...
	LED 14	76
COLORS	CCT	77
	GMP	78
XFADE	XFADE TO PIXEL ENGINE	79
	XFADE WHITE TO COLOR	80
	CONTROL	81

5.4 DMX MAIN&BEAM - BEAM ONLY

PARAMETER	SINGLE BEAM (1ch)	14 BEAM (14ch)	14 BEAM + STROBE (15ch)
BEAM 1 DIMMER	1	1	1
BEAM 2 DIMMER	1	2	2
BEAM 3 DIMMER	1	3	3
BEAM 4 DIMMER	1	4	4
[...]	[...]	[...]	[...]
BEAM 11 DIMMER	1	11	11
BEAM 12 DIMMER	1	12	12
BEAM 13 DIMMER	1	13	13
BEAM 14 DIMMER	1	14	14
STROBE	-	-	15

5.5 PIXEL DEFINITION

BEAM LAYER SINGLE

14x1 grid · 14 WW LEDs



No direction needed

DMX channels

1

1 ch / LED

Channel type

WW

BEAM LAYER 14 BEAM

14x1 grid · 14 WW LEDs



Left to Right →

DMX channels

14

1 ch / LED

Channel type

WW

PIXELS LAYER RGBW

42x3 grid · 144 RGBW LEDs



Left to Right - Top to Bottom →

DMX channels

504

4 ch / LED

Channel type

R G B WW

PIXELS LAYER RGB

42x3 grid · 144 RGB LEDs



Left to Right - Top to Bottom →

DMX channels

378

3 ch / LED

Channel type

R G B

SECTORS - PIXELS 3x3

14x1 grid · 14 RGBW sector LEDs



Left to Right →

DMX channels

56

4 ch / Sector

Channel type

R G B WW

SECTORS - PIXELS 3x1

42x1 grid · 42 RGBW sector LEDs



Left to Right →

DMX channels

168

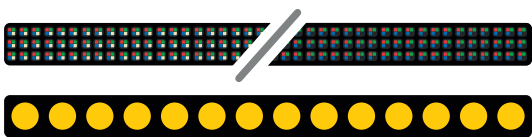
4 ch / Sector

Channel type

R G B WW

PIXELS + BEAM MODE

42x3 RGBW LEDs grid + 14x1 WW LEDs



126 RGBW PIXELS

ch 1 to 504

49 WW BEAM

ch 505 to 518

RGBW

Pixels

DMX channels

518

126 RGB PIXELS

ch 1 to 378

49 WW BEAM

ch 379 to 392

RGB

Pixels

DMX channels

392

Mode	Pixel layout	Pixel ch	Beam ch	Total ch
PIXELS 3x3	14 RGBW sectors, 3x3 pixels each	56	/	56
PIXELS 3x1	42 RGBW sectors, 3x1 pixels each	168	/	168
PIXELS	126 RGBW pixels	504	/	504
PIXELS + BEAM	126 RGBW pixels + 14 WW beams	504	14	518
PIXELS RGB	126 RGB pixels	378	/	378
PIXELS RGB + BEAM	126 RGB pixels + 14 WW beams	378	14	392

5.6 PIXEL ENGINE CROSSFADE AND DIMMER SPEED

When the Pixel Engine is combined with a Main Engine mode, the transition between the Main Engine output and the Pixel Engine output is controlled by the **Pixel Engine Crossfade** channel.

- **At 0%**, the fixture output follows the Main Engine.
- **At 100%**, the Pixel Engine output takes over.

By default, the Main Engine works with **Dimmer Speed AUTO**, while the Pixel Engine is forced to **Dimmer Speed OFF**.

When crossfading from Main Engine to Pixel Engine, the change in dimmer speed happens when the Pixel Engine reaches full control. This may cause visible stepping during the transition. For smoother operation, set the Main Engine **Dimmer Speed to OFF** as well, either from the fixture menu or through the dedicated control channel.

PARAMETER	OFF	3x3	3X1	PIXELS	PIXELS +BEAM	PIXELS RGB	PIXELS RGB +BEAM
RED 1	-	1	1	1	1	1	1
GREEN 1	-	2	2	2	2	2	2
BLUE 1	-	3	3	3	3	3	3
WARM WHITE 1	-	4	4	4	4	-	-
RED 2	-	5	5	5	5	4	4
GREEN 2	-	6	6	6	6	5	5
BLUE 2	-	7	7	7	7	6	6
WARM WHITE 2	-	8	8	8	8	-	-
RED 3	-	9	9	9	9	7	7
GREEN 3	-	10	10	10	10	8	8
BLUE 3	-	11	11	11	11	9	9
WARM WHITE 3	-	12	12	12	12	-	-
[...]	-	[...]	[...]	[...]	[...]	[...]	[...]
RED 14	-	53	53	53	53	40	40
GREEN 14	-	54	54	54	54	41	41
BLUE 14	-	55	55	55	55	42	42
WARM WHITE 14	-	56	56	56	56	-	-
[...]	-	-	[...]	[...]	[...]	[...]	[...]
RED 42	-	-	165	[...]	[...]	124	124
GREEN 42	-	-	166	[...]	[...]	125	125
BLUE 42	-	-	167	[...]	[...]	126	126
WARM WHITE 42	-	-	168	[...]	[...]	-	-
[...]	-	-	-	[...]	[...]	[...]	[...]
RED 126	-	-	-	501	[...]	376	376
GREEN 126	-	-	-	502	[...]	377	377
BLUE 126	-	-	-	503	[...]	378	378
WARM WHITE 126	-	-	-	504	504	-	-
WW BEAM 1	-	-	-	-	505	-	379
WW BEAM 2	-	-	-	-	506	-	380
WW BEAM 3	-	-	-	-	507	-	381
[---]	-	-	-	-	[...]	-	[...]
WW BEAM 12	-	-	-	-	516	-	390
WW BEAM 13	-	-	-	-	517	-	391
WW BEAM 14	-	-	-	-	518	-	392

5.7 CHANNEL DEFINITION

Dimmer

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Dimmer	0	255	0	65535	Default @ 0 (Linear Dimmer 0 - 100%)

Strobe

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Open	0	4	-	-	Default @ 255
Strobe (slow to fast)	5	44	-	-	
Open	45	46	-	-	
Pulse In (slow to fast)	47	86	-	-	
Open	87	88	-	-	
Pulse Out (slow to fast)	89	128	-	-	
Close	129	130	-	-	Random flash on all fixture
Random (slow to fast)	131	170	-	-	
Open	171	172	-	-	
Random single pixels (slow to fast)	173	212	-	-	Flash on random pixels
Open	213	214	-	-	
Spikers (slow to fast)	215	254	-	-	Flash on low light
Open	255	255	-	-	

Colors (RED - GREEN - BLUE - WHITE)

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Color	0	255	0	65535	Linear 0 - 100% Default @ 255 (8bit) / 65535 (16bit)

Pattern Selector

Function	8 bit value		16 bit value		Note
	From	To	From	To	
No pattern	0	9	-	-	Default @ 0
Pattern 1	10	14	-	-	
Pattern 2	15	19	-	-	
Pattern 3	20	24	-	-	
Pattern 4	25	29	-	-	
[...]	30	34	-	-	
Pattern 21	110	114	-	-	
Pattern 22	115	119	-	-	
Pattern 23	120	124	-	-	
RESERVED	125	255	-	-	

Pattern Speed

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Indexing	0	127	-	-	Default @ 0
CW from fast to slow	128	190	-	-	
Stop	191	192	-	-	
CCW from slow to fast	193	255	-	-	

Pattern Fade

Function	8 bit value		16 bit value		Note
	From	To	From	To	
0% - 100% (From 0 ms to 5000 ms)	0	255	-	-	Default @ 0 Sets the fade time for LEDs in an effect. For example, with the channel set to 1 second, pixels transitioning from on to off will fade out over 1 second.

Pattern Transition

Function	8 bit value		16 bit value		Note
	From	To	From	To	
No fade	0	0	-	-	Default @ 0 Sets the fade time for transitions between effects. For example, with the channel set to 1 second, transitioning from one effect to another will take 1 second to fade.
0% - 100% (From 0 ms to 5000 ms)	1	255	-	-	

Pattern Xfade

Function	8 bit value		16 bit value		Note
	From	To	From	To	
FX opacity 0%	0	0	-	-	Default @ 0 At 0, only the background color is visible. At 255, the pixel effect fully overlays the background. Values between 0 and 255 gradually blend the pixel effect with the background color.
Fx opacity 0% - 100%	1	255	-	-	

Color Macro

Function	8 bit value		Note
	From	To	
No function	0	1	Default @ 0
Red	2	3	
Green	4	5	
Blue	6	7	
Cyan	8	9	
Magenta	10	11	
Yellow	12	13	
Dirty white	14	15	
Alice blue	16	17	
Congo blue	18	19	
Dark steel blue	20	21	
Deep lavender	22	23	
Lilac ting	24	25	
Daylight blue	26	27	
Flame red	28	29	
Bastard amber	30	31	
Deep orange	32	33	
Pale gold	34	35	
Apricot	36	37	
Bright blue	38	39	
Primary green	40	41	
Special lavender	42	43	
Pale lavender	44	45	
Deep golden amber	46	47	
Medium blue	48	49	
Bright pink	50	51	
Mauve	52	53	
Dark green	54	55	
Lee green	56	57	
Dark blue	58	59	
Light blue	60	61	
Steel blue	62	63	
Medium blue-green	64	65	
Peacock blue	66	67	
Magenta	68	69	
Dark pink	70	71	
Middle rose	72	73	
Light salmon	74	75	
English rose	76	77	
Light rose	78	79	
Orange	80	81	
Deep amber	82	83	
Straw	84	85	
Light amber	86	87	
Spring yellow	88	89	
Dark yellow green	90	91	
Just blue	92	93	
Sky blue	94	95	
Lavender	96	97	
Light lavender	98	99	

Color Macro

Function	8 bit value		Note
	From	To	
Pink carnation	100	101	
Medium pink	102	103	
Light pink	104	105	
Sunset red	106	107	
Dark amber	108	109	
Gold amber	110	111	
Medium amber	112	113	
Fire	114	115	
Surprise peach	116	117	
Straw tint	118	119	
Medium yellow	120	121	
Lee minus green	122	123	
Pale gold	124	125	
Orange	126	127	
Deep straw	128	129	
Rose purple	130	131	
Deep purple	132	133	
Soft green	134	135	
Reserved	136	209	
2700k	210	211	
2800k	212	213	
3000k	214	215	
3200k	216	217	
3400k	218	219	
3600k	220	221	
3800k	222	223	
4000k	224	225	
4200k	226	227	
4400k	228	229	
4600k	230	231	
4800k	232	233	
5000k	234	235	
5200k	236	237	
5400k	238	239	
5600k	240	241	
6000k	242	243	
6500k	244	245	
7000k	246	247	
8000k	248	249	
9000k	250	251	
10000k	252	253	
Full on	254	255	

CCT (2800K - 10000K)						
Function		8 bit value		16 bit value		Note
CCT(K) From	CCT(K) To	From	To	From	To	
2800	2900	0	4	0	910	
2900	3000	4	7	910	1820	
3000	3100	7	11	1820	2731	
3100	3200	11	14	2731	3641	
3200	3300	14	18	3641	4551	
3300	3400	18	21	4551	5461	
3400	3500	21	25	5461	6371	
3500	3600	25	28	6371	7282	
3600	3700	28	32	7282	8192	
3700	3800	32	35	8192	9102	
3800	3900	35	39	9102	10012	
3900	4000	39	43	10012	10923	
4000	4100	43	46	10923	11833	
4100	4200	46	50	11833	12743	
4200	4300	50	53	12743	13653	
4300	4400	53	57	13653	14563	
4400	4500	57	60	14563	15474	
4500	4600	60	64	15474	16384	
4600	4700	64	67	16384	17294	
4700	4800	67	71	17294	18204	
4800	4900	71	74	18204	19114	
4900	5000	74	78	19114	20025	
5000	5100	78	81	20025	20935	
5100	5200	81	85	20935	21845	
5200	5300	85	89	21845	22755	
5300	5400	89	92	22755	23665	
5400	5500	92	96	23665	24576	
5500	5600	96	99	24576	25486	
5600	5700	99	103	25486	26396	
5700	5800	103	106	26396	27306	
5800	5900	106	110	27306	28216	
5900	6000	110	113	28216	29127	
6000	6100	113	117	29127	30037	
6100	6200	117	120	30037	30947	
6200	6300	120	124	30947	31857	
6300	6400	124	128	31857	32768	
6400	6500	128	131	32768	33678	
6500	6600	131	135	33678	34588	
6600	6700	135	138	34588	35498	
6700	6800	138	142	35498	36408	
6800	6900	142	145	36408	37319	
6900	7000	145	149	37319	38229	
7000	7100	149	152	38229	39139	
7100	7200	152	156	39139	40049	
7200	7300	156	159	40049	40959	

CCT (2800K - 10000K)

Function		8 bit value		16 bit value		Note
CCT(K) From	CCT(K) To	From	To	From	To	
7300	7400	159	163	40959	41870	Default @ 0
7400	7500	163	166	41870	42780	
7500	7600	166	170	42780	43690	
7600	7700	170	174	43690	44600	
7700	7800	174	177	44600	45510	
7800	7900	177	181	45510	46421	
7900	8000	181	184	46421	47331	
8000	8100	184	188	47331	48241	
8100	8200	188	191	48241	49151	
8200	8300	191	195	49151	50061	
8300	8400	195	198	50061	50972	
8400	8500	198	202	50972	51882	
8500	8600	202	205	51882	52792	
8600	8700	205	209	52792	53702	
8700	8800	209	213	53702	54613	
8800	8900	213	216	54613	55523	
8900	9000	216	220	55523	56433	
9000	9100	220	223	56433	57343	
9100	9200	223	227	57343	58253	
9200	9300	227	230	58253	59164	
9300	9400	230	234	59164	60074	
9400	9500	234	237	60074	60984	
9500	9600	237	241	60984	61894	
9600	9700	241	244	61894	62804	
9700	9800	244	248	62804	63715	
9800	9900	248	251	63715	64625	
9900	10000	251	255	64625	65535	

GMP

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Neutral / No Effect	0	1	-	-	Default @ 128
Full Minus Green	2	3	-	-	
-99% to -1%	4	126	-	-	ΔUV from -0.025 to 0.00
Neutral / No Effect	127	128	-	-	
1% to 99%	129	253	-	-	ΔUV from 0.00 to +0.025
Full Plus Green	254	255	-	-	

Crossfade Hierarchy

Following order must be read from bottom to top. First Level is CCT, Second level is Color Mix, Third level is Pixel Engine (ETH1 in case of double Protocol used), Fourth level is Pixel Engine (ETH2)

ETH1 to ETH2	Fixture must be running a Pixel Engine using two protocols (Pixel Address -> Artnet+sAcn) Crossfade is inhibited in any other case.
Main to Pixel Engine	Fixture must be running a Pixel Engine. Pixel Engine is allocated on separated DMX Address. Crossfade is inhibited in any other case.
CCT to Color Mix	Crossfade running on Fixture Engine. Crossfades from CCT to Color Mix level. FXs and Tour FXs are running on Color Mix level.

Crossfade from ETH1 to ETH2

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Linear Crossfade	0	255	0	65535	Default @ 0 Crossfade from Pixel Engine running on first ETH protocol to second Pixel Engine running on second ETH protocol

ETH1 = ArtNet

ETH2 = sACN

Crossfade from Main to Pixel Engine

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Linear Crossfade	0	255	0	65535	Default @ 0 Crossfade from Main to Pixel Engine

This channel allows smooth crossfade (0–100%) between Main control and the Pixel Engine.
At 0%, all pixels respond to the Main DMX channels (global RGBW or DIMMER, strobe, effects, etc.).
At 100%, pixel-level control is delegated to an external Pixel Engine, behaving as a separate fixture with its own DMX or protocol input (e.g., media server over DMX, Art-Net, or CRMX).

Depending on the source type, pixels will expose either RGBW or DIMMER control only.

Crossfade from CCT to ColorMix

Function	8 bit value		16 bit value		Note
	From	To	From	To	
Linear Crossfade	0	255	0	65535	Default @ 255 Crossfade from CCT Layer to ColorMix

Control Channel

Function		8 bit value		Note
		From	To	
	No Function / Safe	0	1	Default @ 0
DISPLAY	ON	2	3	Hold 3s to take function
	10s	4	5	
	20s	6	7	
	30s	8	9	
FLIP DISPLAY	ON	10	11	
	OFF	12	13	
KEY LOCK	ON	14	15	
	OFF	16	17	
DIMMER CURVE	LINEAR	18	19	
	S-CURVE	20	21	
	SQUARE LAW	22	23	
	INVERSE SQUARE LAW	24	25	
	HIGH RES@LOW	26	27	
DIMMER SPEED PIXELS	AUTO	28	29	
	FAST	30	31	
	MEDIUM	32	33	
	SLOW	34	35	
	OFF	36	37	
DIMMER CURVE BEAM	LINEAR	38	39	
	S-CURVE	40	41	
	SQUARE LAW	42	43	
	INVERSE SQUARE LAW	44	45	
	HIGH RES@LOW	46	47	
	TUNGSTEN	48	49	
DIMMER SPEED BEAM	AUTO	50	51	
	FAST	52	53	
	MEDIUM	54	55	
	SLOW	56	57	
	OFF	58	59	
DIMMER	FADE OFF END	60	61	
	SNAP OFF END	62	63	
WHITE POINT	3200K	64	65	
	4000K	66	67	
	5600K	68	69	
	6000K	70	71	
	8000K	72	73	
	OFF	74	75	
LED FREQUENCY	600HZ	76	77	
	1200HZ	78	79	
	2000HZ	80	81	
	4000HZ	82	83	
	6000HZ	84	85	
	25KHZ	86	87	

Control Channel				
Function		8 bit value		Note
		From	To	
DMX FAULT	HOLD	88	89	
	BLACKOUT	90	91	
	STAND ALONE	92	93	
	EMERGENCY	94	95	
INVERT MAPPING	OFF	96	97	
	Reserved	98	99	
	CW 180 °	100	101	
	Reserved	102	103	
STANDALONE	MASTER	104	105	
	MASTER NO DMX	106	107	
	SLAVE	108	109	
	PIXELS LAYER TOUR FX	110	111	
	PIXELS LAYER CCT	112	113	
	PIXELS LAYER HSI	114	115	
	PIXELS LAYER FIXED COLORS	116	117	
	PIXELS LAYER WHITE PRESETS	118	119	
	PIXELS LAYER OFF	120	121	
	PIXELS LAYER COLOR MACRO	122	123	
	PIXELS LAYER MANUAL COLORS	124	125	
	BEAM LAYER OFF	126	127	
	BEAM LAYER TOUR FX	128	129	
	BEAM LAYER STATIC	130	131	
	POWER MNG	DYNAMIC	132	133
50% PIXEL - 50% BEAM		134	135	
70% PIXEL - 30% BEAM		136	137	
30% PIXEL - 70% BEAM		138	139	
Reserved		140	249	
Reset dimmer setting to defaults		250	251	
Reset all channel controlled		252	253	
Reserved		254	255	

6 RDM FUNCTIONS

RDM Model ID: 0xD174

RDM Personality ID List

ID	DMX Mode	Footprint
0	OFF	0 ch
1	BASIC	12 ch
2	BASIC + 14 BEAM	26 ch
3	STANDARD	21 ch
4	STANDARD + 14 BEAM	35 ch
5	FX 1	28 ch
6	FX 1 + 14 BEAM	42 ch
7	FX 2	32 ch
8	FX 2 + 14 BEAM	46 ch

RDM Personality ID List

ID	DMX Mode	Footprint
9	FX 3	39 ch
10	FX 3 + 14 BEAM	53 ch
11	EXTENDED	42 ch
12	EXTENDED + 14 BEAM	56 ch
13	BASIC SECTORS	81 ch
14	SINGLE BEAM	1 ch
15	14 BEAM	14 ch
16	14 BEAM + STROBE	15 ch

The product can communicate using RDM (Remote Device Management) protocol over a DMX512 Networks.

RDM is a bi-directional communications protocol for use in DMX512 control systems, it is the open standard for DMX512 device configuration and status monitoring.

The RDM protocol allows data packets to be inserted into a DMX512 data stream without affecting existing non-RDM equipment. It allows a console or dedicated RDM controller to send commands to and receive messages from specific fixtures.

The PIDs in the following tables are supported in the product.

Category	Parameter	Value	GET	SET
RDM Information	SUPPORTED_PARAMETERS	0x0050	x	
	PARAMETER_DESCRIPTION	0x0051	x	
Product Information	DEVICE_INFO	0x0060	x	
	PRODUCT_DETAIL_ID_LIST	0x0070	x	
	DEVICE_MODEL_DESCRIPTION	0x0080	x	
	MANUFACTURER_LABEL	0x0081	x	
	DEVICE_LABEL	0x0082	x	x
	FACTORY_DEFAULTS	0x0090	x	x
DMX512 Setup	DMX_PERSONALITY	0x00E0	x	x
	DMX_PERSONALITY_DESCRIPTION	0x00E1	x	
	DMX_START_ADDRESS	0x00F0	x	x
	SLOT_INFO	0x0120	x	
	SLOT_DESCRIPTION	0x0121	x	
	DEFAULT_SLOT_VALUE	0x0122	x	
Sensors	SENSOR_DEFINITION	0x0200	x	
	SENSOR_VALUE	0x0201	x	x
Dimmer Settings	DIMMER_INFO	0x0340	x	
	CURVE	0x0343	x	x
	CURVE_DESCRIPTION	0x0344	x	x
	OUTPUT_RESPONSE_TIME	0x0345	x	x
	OUTPUT_RESPONSE_TIME_DESCRIPTION	0x0346	x	
	MODULATION_FREQUENCY	0x0347	x	x
	MODULATION_FREQUENCY_DESCRIPTION	0x0348	x	

Category	Parameter	Value	GET	SET
Power/Lamp Settings	DEVICE_HOURS	0x0400	x	x
	LAMP_HOURS	0x0401	x	
	LAMP_STATE	0x0403	x	x
	LAMP_MODE	0x0404	x	x
	DEVICE_POWER_CYCLES	0x0405	x	x
Display Settings	DISPLAY_INVERT	0x0500	x	x
Configuration	LOCK_STATE	0x0641	x	x
	LOCK_STATE_DESCRIPTION	0x0642	x	
Control	IDENTIFY_DEVICE	0x1000	x	x
	IDENTIFY_MODE	0x1040	x	x

Manufacturer Specific PIDs

Parameter	PID	GET	SET	Value	Description
MASTER_SLAVE	0x8211	x	x	0-2	0:MST DMX 1:MST NO DMX 2:SLAVE
PIXELS_LAYER_FIXED_COLOR	0x82BE	x	x	0-14	Refer to menu section
PIXELS_LAYER_WHITE_PRESETS	0x82BF	x	x	0-12	Refer to menu section
PIXELS_LAYER_MANUAL_RED	0x82C0	x	x	0-255	Refer to menu section
PIXELS_LAYER_MANUAL_GREEN	0x82C1	x	x	0-255	Refer to menu section
PIXELS_LAYER_MANUAL_BLUE	0x82C2	x	x	0-255	Refer to menu section
PIXELS_LAYER_MANUAL_WHITE	0x82C3	x	x	0-255	Refer to menu section
CURRENT_HOURS	0x82C5	x		0-65535	
DMX_FAULT	0x82DD	x	x	0-3	0: HOLD 1: BLACKOUT 2:STAND ALONE 3:EMERGENCY
MAINTENANCE_T_ALERT_PERIOD	0x82DF	x	x		
MAINTENANCE_T_ELAPSED_TIME	0x82E0	x	x		* h
INVERT_MAPPING	0x82E1	x	x	0-3	0:OFF 1:CW180
ONLY_PIXEL_MODE	0x82E3	x	x	0-4	0: OFF 1: PIXELS 3x3 2: PIXELS 3X1 3: PIXELS 4: PIXELS RGB 5: PIXELS+BEAM 6: PIXELS RGB+BEAM
M+B_PROTOCOL	0x82E4	x	x	0-2	0: DMX 1: ART-NET 2: sACN
M+B_PIXEL_SOURCE_PROTOCOL	0x82E5	x	x	0-4	0:FOLLOW FIXTURE 1:DMX 2:ARTNET 3:sACN 4:ARTNET + sACN
PIXELS_DMX_ADDRESS	0x82E6	x	x	1 - 512	
PIXELS_MODE (EX PIXELS_LAYER)	0x82E7	x	x	0-4	0: OFF 1: PIXELS 3x3 2: PIXELS 3X1 3: PIXELS 4: PIXELS RGB 5: PIXELS+BEAM 6: PIXELS RGB+BEAM

Manufacturer Specific PIDs

Parameter	PID	GET	SET	Value	Description
ERROR_MESSAGE	0x82EA	x			0: NO ERROR 1: ... 2: ...
PIXELS LAYER COLOR MACRO	0x82ED	x	x	0-66	Refer to menu section
POWER MANAGEMENT	0x8300	x	x	0-3	0: DYNAMIC 1: CONSTANT 50% PIXEL - 50% BEAM 2: CONSTANT 70% PIXEL - 30% BEAM 3: CONSTANT 30% PIXEL - 70% BEAM
WIRELESS	0x8310	x	x	0-1	0:OFF 1:ON
FACTORY DEFAULT	0x8328		x	0-3	0: NO FUNCTION 1: BASIC 2: STANDARD 3: USER
USER SETTINGS	0x8329	x	x	0-5	0: NO PRESET 1: PRESET 1 2: PRESET 2 3: PRESET 3 4: PRESET 4 5: PRESET 5
PIXELS LAYER CCT	0x8346	x	x	0-255	Refer to menu section
ST.A PIXELS LAYER	0x8373	x	x	0-7	0: OFF 1: TOUR FX 2: CCT 3: HSI 4: FIXED COLORS 5: WHITE PRESETS 6: COLOR MACRO 7: MANUAL COLORS
ST.A BEAM LAYER	0x8374	x	x	0-2	0: OFF 1: TOUR FX 2: STATIC
PIXELS LAYER TOUR FX	0x8375	x	x	1-23	1: FX1 ... 23: FX23
BEAM LAYER TOUR FX	0x8376	x	x	1-23	1: FX1 ... 23: FX23
BEAM LED STATIC	0x8377	x	x	0 - 255	
BEAM_LED_DIMMER_CURVE	0x8378	x	x	0-5	0: LINEAR 1: S-CURVE 2: SQUARE LAW 3: INVERSE SQUARE LAW 4: HIGH RES@LOW 5: TUNGSTEN
BEAM_LED_DIMMER_SPEED	0x8379	x	x	0-4	0: AUTO 1: FAST 2: MEDIUM 3: SLOW 4: OFF
CHAIN_POSITION	0x8396	x	x	1-65535	
ONLY PIXEL PROTOCOL		x	x	0-2	0: DMX 1: ART-NET 2: sACN

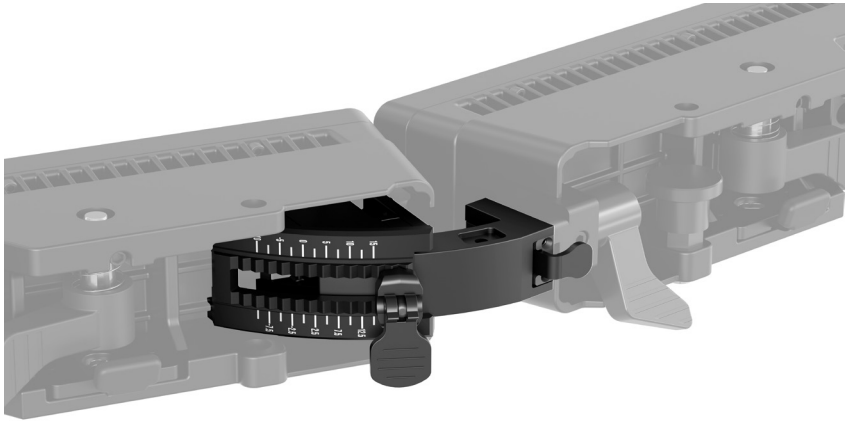
7 ERROR MESSAGES

The error is shown on the unit display. In the table below, the "ERROR SHOWED ON SCREEN" column lists the possible errors, accompanied by a possible cause ("POSSIBLE" CAUSES "column).

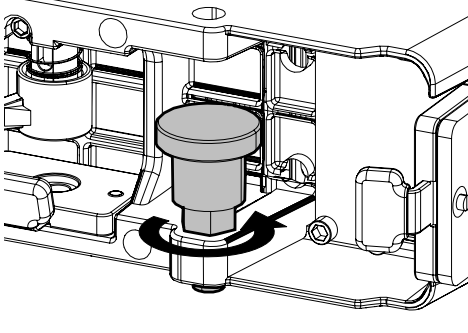
ERROR SHOWED ON SCREEN	POSSIBLE CAUSES	POSSIBLE PCB WITH ANOMALY
[LED1 ERROR]	Communication between master pcb and driver pcb 1 failed	LED STRIP 1
[LED2 ERROR]	Communication between master pcb and driver pcb 2 failed	LED STRIP 2
[BEAM TEMP. ERROR]	BEAM pcb temperature detection error	BEAM PCBs
[PIXELS TEMP. ERROR]	PIXELS pcb temperature detection error	PIXEL PCBs
[NEED MAINTENANCE]	The maintenance time exceeds the set maintenance time	-

8 ACCESSORIES INSTALLATION

HSDUOCLS: ADDITIONAL MECHANIC FOR CURVED CONFIGURATIONS

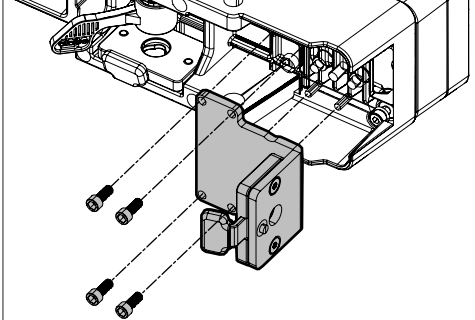


Step 1



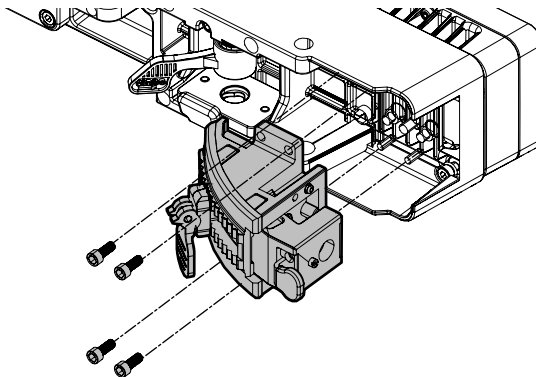
First remove the centering pin (1).

Step 2



Now remove the female mechanic (2).

Step 3



Now is possible to install **HSDUOCLS** in order to have the same configurations of HALUPIXDUO.

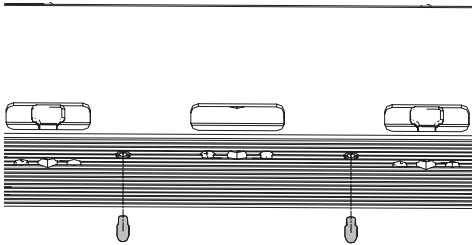
NOTE: It is mandatory to secure each HALUSTRIPDUO to the back side.

VBHGB02: FLYING BAR FOR HORIZONTAL CONFIGURATIONS.

NOTE: With horizontal configuration is possible to hang **up to 12 units** for each column.

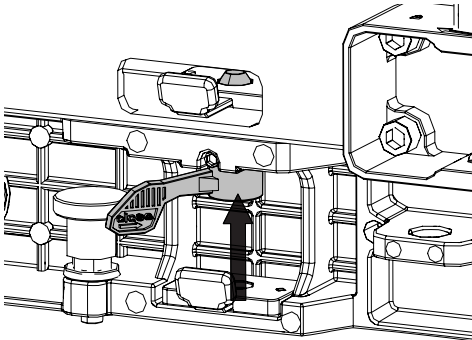


Step 1



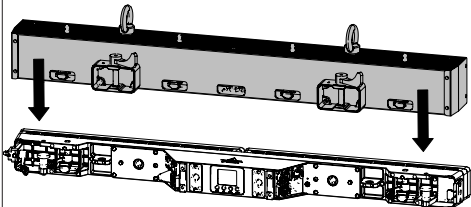
First remove the 2 centering pins*

Step 3



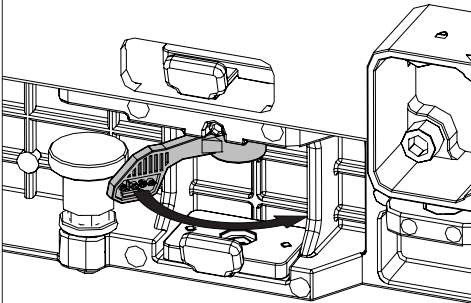
Push the handles until they pre-locks (3).

Step 2



Now place the hanging bar (2).

Step 4



Tighten the handle to lock the pin (4).

* As the pins may be difficult to unscrew, applying heat with a heat gun will facilitate their removal.

9 MAINTENANCE

MAINTENANCE AND CLEANING THE PRODUCT

WARNING: Disconnect from the mains before starting any maintenance work

It is recommended to clean the front at regular intervals, from impurities caused by dust, smoke, or other particles to ensure that the light is radiated at maximum brightness.

- For cleaning, disconnect the main plug from the socket. Use a soft, clean cloth moistened with a mild detergent. Then carefully wipe the part dry. For cleaning other housing parts use only a soft, clean cloth. Never use a liquid, it might penetrate the unit and cause damage to it.
- The user must clean the product periodically to maintain optimum performance and cooling. The user may also upload firmware (product software) to the fixture via the DMX signal input port or ETH port using firmware and instructions from PROLIGHTS.
- The frequency of such maintenance operations is to be performed according to various factors, such as the amount of the use and the condition of the installation environment (air humidity, presence of dust, salinity, etc.). It is recommended that the product is subject to annual service by a qualified technician for special maintenance involving at least the following procedures:
- General cleaning of internal parts.
- For all the parts subject to friction, using lubricants specifically supplied by PROLIGHTS.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.
- Cleaning the lenses. Only use neutral soap and water to clean the lenses, then dry it carefully with a soft, non-abrasive cloth.

WARNING: the use of alcohol or any other detergent could damage the lenses.

- **Only for IP65/IP66 projectors:** It is recommended to verify IP grade using IPTESTBOX every time the bodies are removed for maintenance, this tool helps to double check the correct assembling of the covers with a check of the IP grade of the fixture.
- All other service operations on the product must be carried out by PROLIGHTS, its approved service agents or trained and qualified personnel.
- It is PROLIGHTS policy to apply the strictest possible calibration procedures and use the best quality materials available to ensure optimum performance and the longest possible component lifetimes. However, optical components are subject to wear and tear over the life of the product, resulting in gradual changes in colours over many thousands of hours of use. The extent of wear and tear depends heavily on operating conditions and environment, so it is impossible to specify precisely whether and to what extent performance will be affected. However, you may eventually need to replace optical components if their characteristics are affected by wear and tear after an extended period of use and if you require fixtures to perform within very precise optical and colour parameters.
- Do not apply filters, lenses or other materials on lenses or other optical components. Use only accessories approved by PROLIGHTS.

VISUAL CHECK OF PRODUCT HOUSING

- The parts of the product cover/housing should be checked for eventual damages and breaking start at least every two months. In addition, especially the parts of the front lens holder have to be checked mechanically (by means of movement by the part) if it is firmly fastened to the fixture. If hint of a crack is found on some plastic part, do not use the product until the damaged part will be replaced.
- Cracks or another damages of the cover/housing parts can be caused by the product transportation or manipulation and also ageing process may influence materials.
- This checking is necessary for both fixed installations and preparing product for renting. Any free moving parts inside of the product, cracked cover/housing or any part of front lens not sitting properly in place need to be immediately replaced.

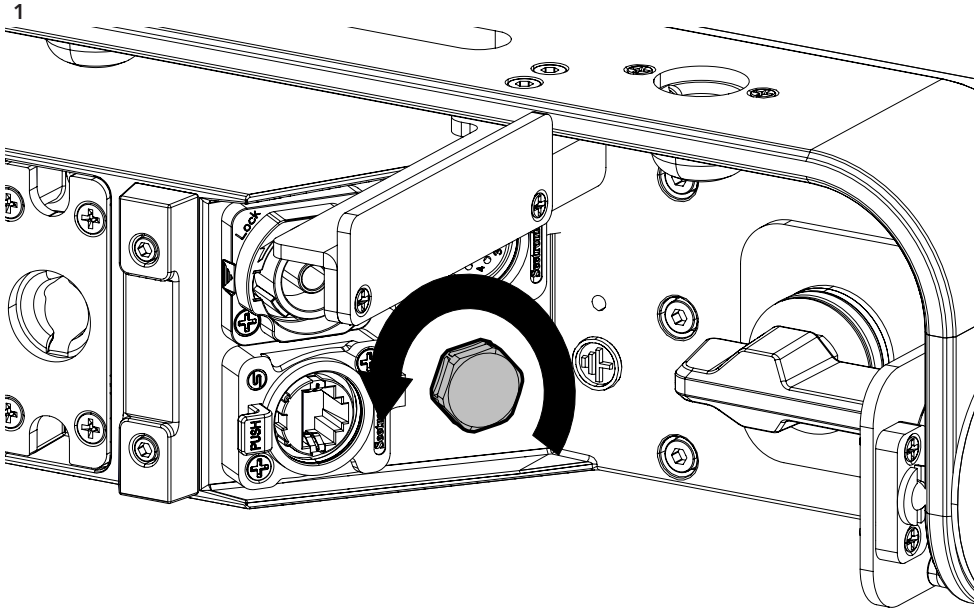
TROUBLESHOOTING

Problems	Possible causes	Checks and remedies
Product doesn't power ON	• No power to the product.	• Check that power is switched ON and cables are plugged in.
	• Fuse blown or internal fault.	• Contact the PROLIGHTS Service or authorized service partner. Do not remove parts and/or covers, or carry out any repairs or service that are not described in this Safety and User Manual unless you have both authorization from PROLIGHTS and the service documentation.
Product does not respond correctly to the controller.	• Bad signal connection.	• Inspect connections and cables. Fix eventual bad connections. Repair or replace damaged cables.
	• Signal connection not terminated.	• Insert DMX termination plug in signal output socket of the last product on the signal line.
	• Incorrect addressing of the product.	• Check the product address and control settings.
	• One of the product is defective and is corrupting the signal transmission on the signal line.	• Unplug the XLR in and out connectors and connect them directly together to bypass one product at a time until normal operation is regained. Once found the error, have that fixture serviced by a qualified technician.
Timeout error	• One or more hardware components requires mechanical adjustments.	• Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.
Light output turn OFF Intermittently	• Fixture is too hot.	• Check product stored error messages. • Allow product to cool. • Clean the product. • Reduce ambient temperature.
	• Hardware failure (temperature sensor, Light source...).	• Check product stored error messages for more information. Contact PROLIGHTS Service or an authorized service partner.
General low light intensity	• Dirty lens assembly	• Clean the fixture regularly.
	• Dirty or damaged filters	• Install lens assembly properly.

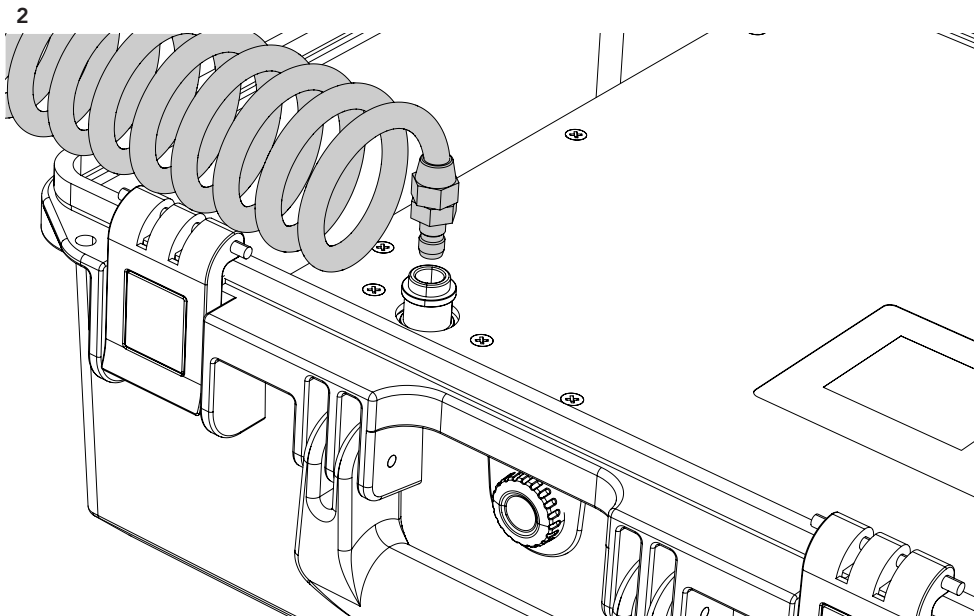
Contact an authorized service center in case of technical problems or not reported in the table can not be resolved by the procedure given in the table.

10 IP65 RATING TEST

It is recommended to verify IP grade using IPTESTBOX every time the bodies are removed for maintenance.

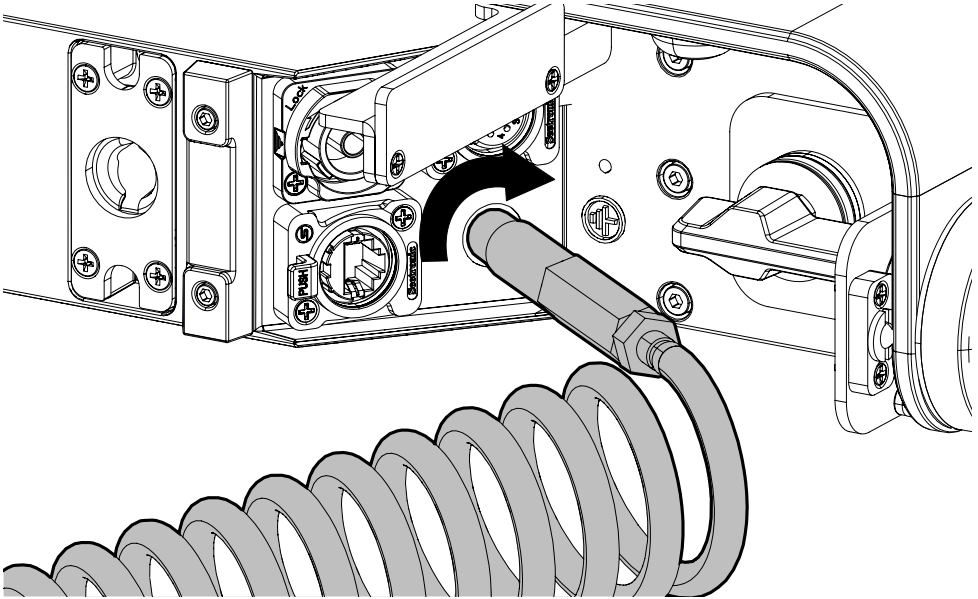


Remove the first gore valve from the side of the projector.



Connect the air hose to the IPTESTBOX by inserting the quick-connect fitting into the coupler.

3



Insert the threaded end into the threaded valve hole socket.
For the operating procedure using the instrument, refer to the IPTESTBOX user manual.

Fig. 19



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MUSIC & LIGHTS S.r.l.
musiclights.it

Via A.Olivetti snc
04026 - Minturno (LT) ITALY
Tel: +39 0771 72190

prolights.it
support@prolights.it