

USER MANUAL

# COLOR STRIKE M



## **Edition Notes**

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

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## **Document Printing**

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

## **Intended Audience**

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

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## **Document Revision**

This Color Strike M User Manual is the 2<sup>nd</sup> edition of this document. Go to [www.chauvetprofessional.com](http://www.chauvetprofessional.com) for the latest version.

## TABLE OF CONTENTS

<b>1. Before You Begin .....</b>	<b>1</b>
What Is Included .....	1
Claims .....	1
Text Conventions .....	1
Symbols .....	1
FCC Compliance .....	1
RF Exposure Warning for North America and Australia .....	1
Safety Notes.....	2
Personal Safety.....	2
Mounting and Rigging .....	2
Power and Wiring .....	2
Operation .....	2
Expected LED Lifespan.....	2
<b>2. Introduction .....</b>	<b>3</b>
Features .....	3
Product Overview.....	3
Product Dimensions .....	4
<b>3. Setup .....</b>	<b>5</b>
AC Power .....	5
AC Plug .....	5
Remote Device Management.....	5
USB Software Update .....	5
Mounting .....	6
Orientation.....	6
Rigging .....	6
Procedure.....	6
Product Mounting Diagram .....	6
<b>4. Operation .....</b>	<b>7</b>
Control Panel Description .....	7
Programming.....	7
Passcode .....	7
Menu Map .....	7
Configuration (DMX) .....	9
Control Personalities .....	9
Starting Address.....	9
Control Channel Assignments and Values.....	10
97CH .....	10
74CH .....	14
30CH .....	16
24CH .....	18
13CH .....	21
11CH .....	22
8CH .....	22
Plate Patterns.....	23
Beam Patterns .....	24
Configuration.....	25
Static Color.....	25
Plate FX .....	25
Beam Intensity .....	25

Beam Flash Duration .....	25
Beam Flash Rate .....	25
Tilt .....	25
Tilt Offset .....	25
Master Slave .....	26
Dimmer Mode .....	26
White Balance .....	26
Pulse Width Modulation .....	26
Key Lock .....	26
Display Back Light .....	26
Product Information .....	26
Factory Reset .....	26
<b>5. Maintenance .....</b>	<b>27</b>
Product Maintenance .....	27
<b>6. Technical Specifications .....</b>	<b>28</b>
<b>7. Returns .....</b>	<b>29</b>
<b>8. Contact Us .....</b>	<b>30</b>



## Before You Begin

# 1. Before You Begin

## What Is Included

- Color Strike M
- Seetronic Powerkon IP65 power cord
- Omega bracket with mounting hardware
- Quick Reference Guide

## Claims

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




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

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

## Text Conventions

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

## Symbols

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



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



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

## FCC Compliance

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

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

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

## RF Exposure Warning for North America and Australia

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

## Safety Notes

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



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



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

## Personal Safety

- Avoid direct eye exposure to the light source while the product is on.
- Always disconnect the product from the power source before cleaning or replacing the fuse.
- Always connect the product to a grounded circuit to avoid the risk of electrocution.
- Do not touch the product's housing when operating because it may be very hot.

## Mounting and Rigging

- Do not submerge this product (IP65). Temporary outdoor operation is fine.
- When using this product in an outdoor environment, use IP65 (or higher) rated power and data cables. Secure unused power and data ports with attached IP65 covers.
- **CAUTION:** When transferring product from extreme temperature environments, (e.g., cold truck to warm, humid ballroom) condensation may form on the internal electronics of the product. To avoid causing a failure, allow product to fully acclimate to the surrounding environment before connecting it to power.
- Not for permanent outdoor installation in locations with extreme environmental conditions. This includes, but is not limited to:
  - Exposure to a marine/saline environment (within 3 miles of a saltwater body of water).
  - Locations where the normal high or low temperatures exceed the temperature ranges in this manual.
  - Locations that are prone to flooding or being buried in snow.
  - Areas where the product will be subjected to extreme radiation or caustic substances.
- Mount this product in a location with adequate ventilation, at least 20 in (50 cm) from adjacent surfaces.
- Make sure there are no flammable materials close to the product when operating.
- When hanging this product, always secure to a fastening device using a safety cable.

## Power and Wiring

- Make sure the power cord is not crimped or damaged.
- Always make sure you are connecting this product to the proper voltage in accordance with the specifications in this manual or on the product's specification label.
- To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.
- Never connect this product to a dimmer pack or rheostat.
- Make sure to replace the fuse with another of the same type and rating.
- Never disconnect this product by pulling or tugging on the power cable.

## Operation

- Do not operate this product if there is damage on the housing, lenses, or cables. Have the damaged parts replaced by an authorized technician at once.
- Do not cover the ventilation slots when operating to avoid internal overheating.
- The maximum ambient temperature is 113 °F (45 °C). Do not operate the product at higher temperatures.
- The minimum ambient temperature is -4°F (-20°C). Do not operate the product at lower temperatures.
- In the event of a serious operation problem, stop using this product immediately!



**If your Chauvet product requires service, contact Chauvet Technical Support.**

## Expected LED Lifespan

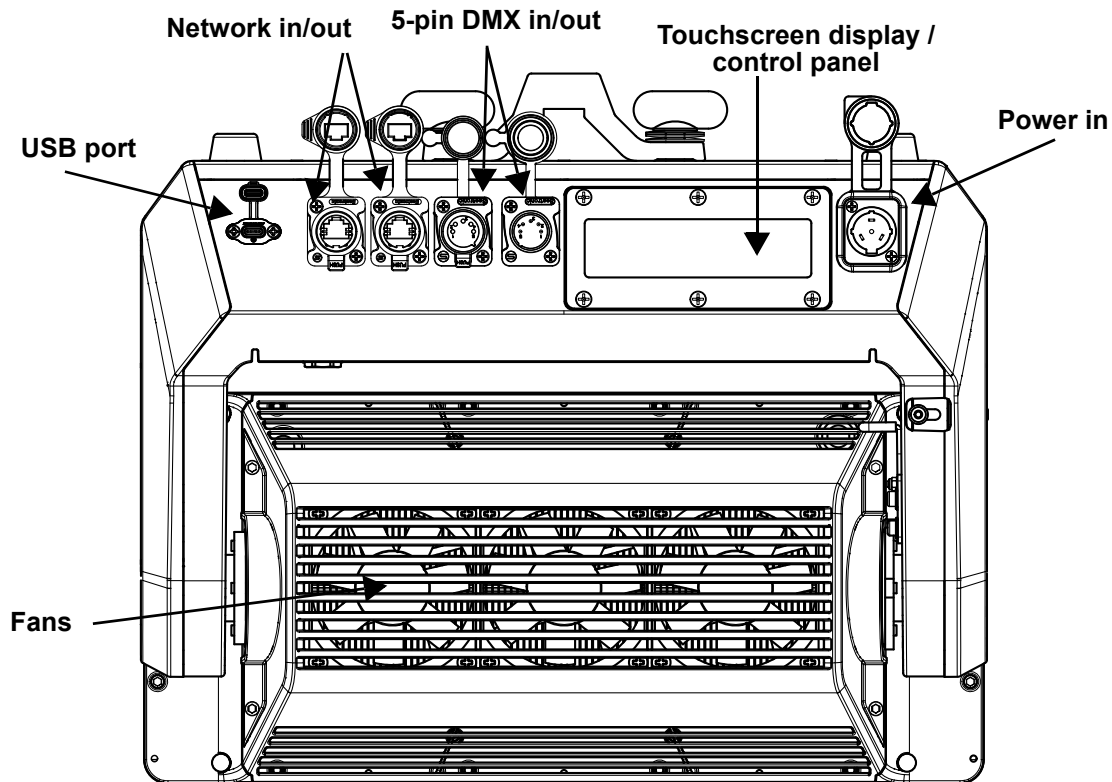
Over time, use and heat will gradually reduce LED brightness. Clustered LEDs produce more heat than single LEDs, contributing to shorter lifespans if always used at full intensity. The average LED lifespan is 40,000 to 50,000 hours. To extend LED lifespan, maintain proper ventilation around the product,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

## 2. Introduction

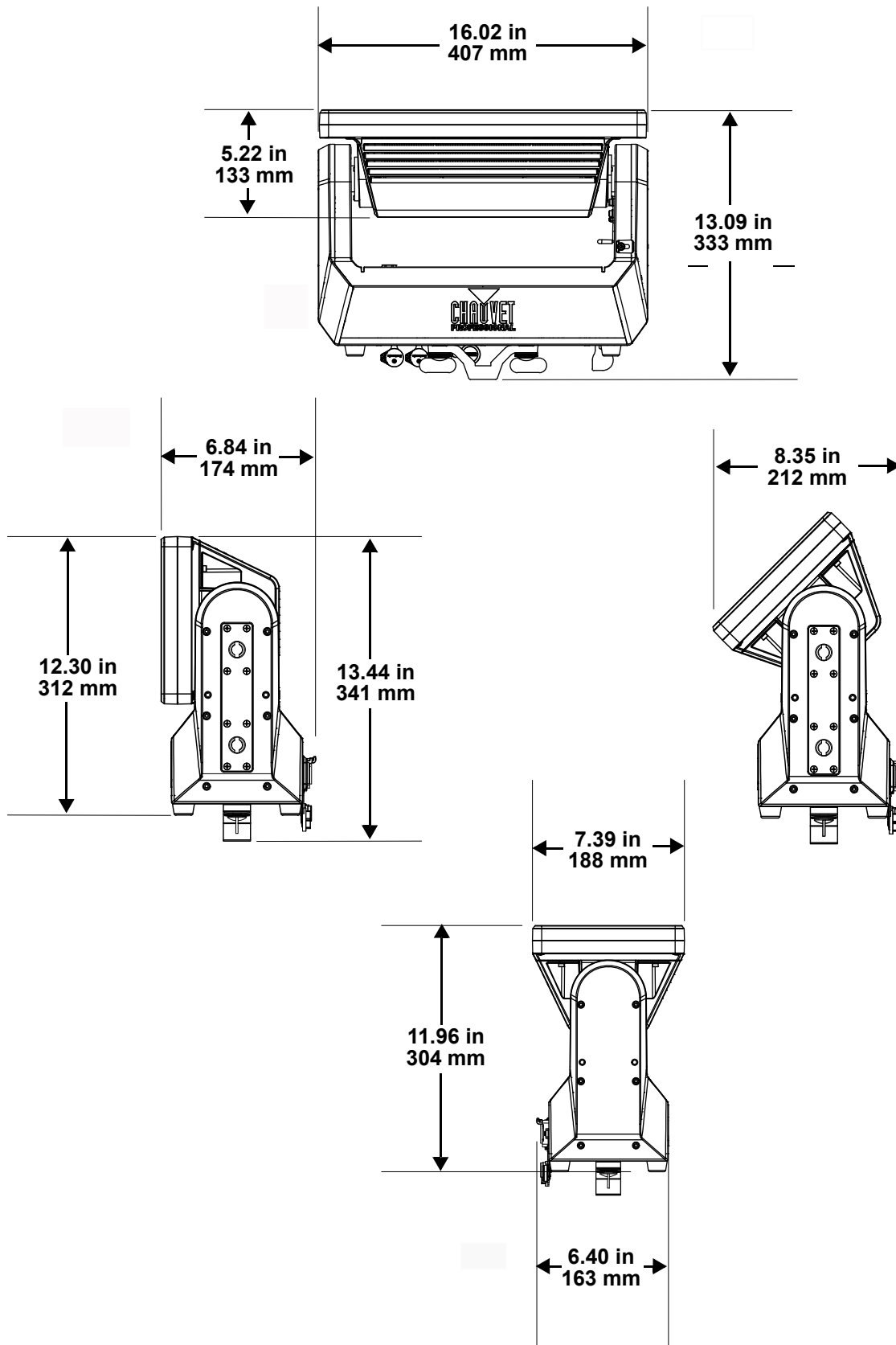
### Features

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

### Product Overview



**Product Dimensions**



### 3. Setup

#### AC Power

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

To determine the product's power requirements (circuit breaker, power outlet, and wiring), use the current value listed on the label affixed to the product's back panel, or refer to the product's specifications chart.

The listed current rating indicates the product's average current draw under normal conditions.



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



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

#### AC Plug

The Color Strike M comes with a power input cord terminated with a Seetronic Powerkon IP65 connector on one end and an Edison plug on the other end (U.S. market). If the power input cord that came with your product has no plug, or if you need to change the plug, use the table below to wire the new plug.

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

#### Remote Device Management

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

#### USB Software Update

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

1. Power on the product, and plug the flash drive into the USB port.
2. Once the flash drive has been detected, the message "**Upgrade Firmware**" will be displayed. Press **<ENTER>**.
  - If a different message appears on the display, search for the updated software in the Main Menu (**Update Firmware**) and select from **Only This Unit**, **Multiple Units**, or **Other Fixture Type**. A list of the updated software files will be displayed.
3. Select the file that needs to be uploaded. The message "Are you sure?" will be displayed. Press **<ENTER>**.
4. If the selected file is correct, the upgrade will be completed. Restart the product.
  - If the selected file is incorrect, the upgrade will fail, and the display will go back to the main interface. Repeat steps 1-3 using the correct file.



**The .chl format file needs to be placed in the "STRIKE" folder in the USB flash drive.**

## Mounting

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

### Orientation

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

### Rigging

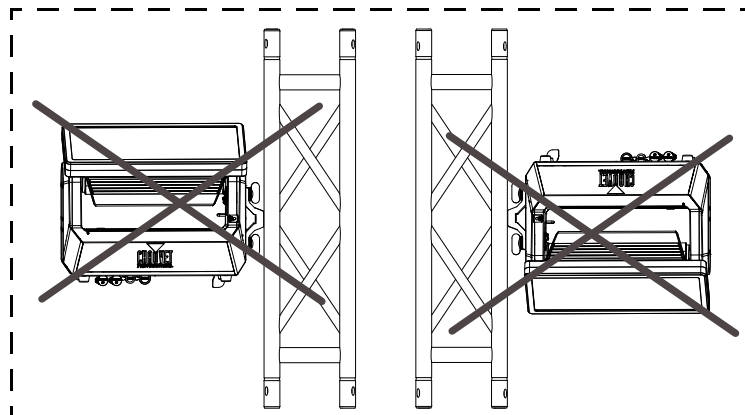
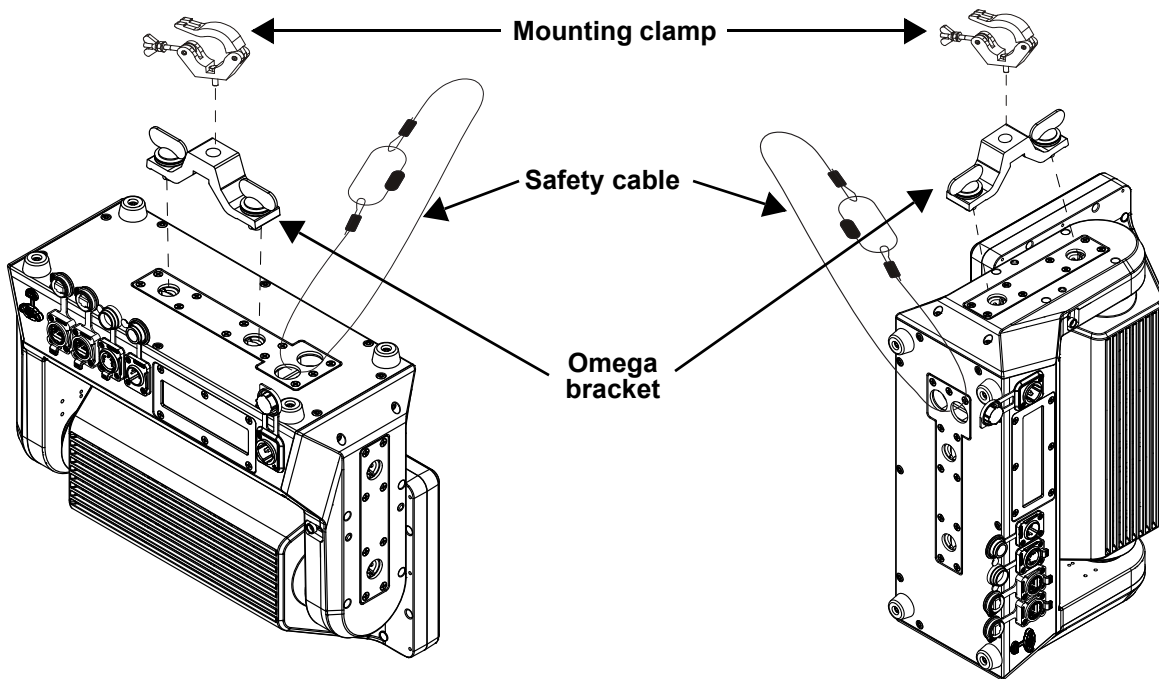
Chauvet recommends using the following general guidelines when mounting this product.

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

### Procedure

The Color Strike M comes with a bracket to which you can attach a mounting clamp directly. Mounting clamps are sold separately. Make sure the clamps are capable of supporting the weight of this product. Use at least two mounting points per product. For the CHAUVET Professional line of mounting clamps, go to <http://www.trusst.com/products>.

### Product Mounting Diagram



## 4. Operation

### Control Panel Description

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

### Programming

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

- To go to the desired main level, press <MENU> repeatedly until the option shows on the display. Press <ENTER> to select. This will take you to the first programming level for that option.
- To select an option or value within the current programming level, press <UP> or <DOWN> until the option shows on the display. Press <ENTER> to select. In this case, if there is another programming level, you will see that first option, or you will see the selected value.
- Press <MENU> repeatedly to exit to the previous main level.

### Passcode

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

### Menu Map

Refer to the Color Strike M product page on [www.chauvetprofessional.com](http://www.chauvetprofessional.com) for the latest menu map.

Main Level	Programming Levels			Description
Protocol	DMX512 Art-Net sACN			Sets the control protocol
DMX Address	1–512*			Selects DMX address (*highest channel restricted to personality chosen)
DMX Channel	8CH 11CH 13CH 24CH 30CH 74CH 97CH			Selects DMX channel
Static	Fixed Color	R G B GB RB RG RGB		Red Green Blue Green + blue Red + blue Red + green Red + green + blue
	Manual Color Mixer	Red Green Blue	0–255	Combines red, green, and blue to make a custom color (0–100%)

Main Level	Programming Levels			Description
Plate FX	Speed	1–100		Adjusts the plate movement speed
		Plate Intensity		000–255
	Plate FX 1 Plate FX 2 Plate FX 3 Plate FX 4 Plate FX 5 Plate FX 6 Plate FX 7 Plate FX 8	Background Color	R	Selects background color
			G	
			B	
			GB	
			RB	
			RG	
			RGB	
			Off	
	Plate FX 9 Plate FX 10 Plate FX 11 Plate FX 12 Plate FX 13 Plate FX 14	Foreground Color	R	Selects foreground color
			G	
			B	
			GB	
RB				
RG				
Off	Turns off foreground color			
Beam Intensity	000–255			Adjusts the beam light intensity
Beam Flash Duration	000–255			Adjusts the duration of the beam flash
Beam Flash Rate	000–255			Adjusts the beam flash rate
Tilt	000–255			Adjusts the tilt range from 0° to 180°
Tilt Offset	000–255			Adjusts the tilt offset range
Master/Slave	Master			DMX mode (master)
	Slave			Slave mode
Dimmer Mode	OFF			Linear dimmer
	DIM1–3			Dimming curves: <b>Dimmer 1</b> (fast) to <b>Dimmer 3</b> (slow)
White Balance	Off			Turns white balance off
	Manual	Red Green Blue	125–255	Combines red, green, and blue to create custom color
LED Frequency	600Hz 1200Hz 2000Hz 4000Hz 6000Hz 25000Hz			Sets the Pulse Width Modulation (PWM) frequency
Fan Mode	Auto			Sets fan to auto — fan speed adjusts according to product temperature
	On			Turns fan on
Key Lock	On			Locks the control panel
	Off			Keeps the control panel unlocked



## Operation

Main Level	Programming Levels		Description
Backlight	10s		Turns off display backlight after 10 seconds of inactivity
	30s		Turns off display backlight after 30 seconds of inactivity
	2Min		Turns off display backlight after 2 minutes of inactivity
	Always On		Display backlight remains on
Ethernet Setting	Universe	0–255 (ArtNet)	Sets the universe
		1–255 (sACN)	
	IP Address	2.192.0.1	Sets the IP address
Information	Fixture Hours	___Hours	Displays total hours the product has been powered on
	Version	V__	Displays firmware version
	UID	-----	Displays product UID
Upgrade Firmware	-----'----		Enables software upgrade
Factory Reset	No		Resets settings to factory default
	Yes		

## Configuration (DMX)

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

### Control Personalities

To set the control personality:

1. Go to the **DMX Channel** main level.
2. Select the desired personality, from **8CH**, **11CH**, **13CH**, **24CH**, **30CH**, **74CH**, and **97CH**.



- See the [Starting Address](#) section for the highest starting address you can select for each personality.
- Make sure that the starting addresses on the various products do not overlap due to the new personality setting.

### Starting Address

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

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

## Control Channel Assignments and Values

### 97CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Master dimmer	000 ⇄ 255	0–100%
4	Plate dimmer	000 ⇄ 255	0–100%
5	Beam dimmer	000 ⇄ 255	0–100%
6	Plate flash duration	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
7	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	Beam flash duration	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
9	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
10	Plate pixel 1 red	000 ⇄ 255	0–100%
11	Plate pixel 1 green	000 ⇄ 255	0–100%
12	Plate pixel 1 blue	000 ⇄ 255	0–100%
13	Plate pixel 2 red	000 ⇄ 255	0–100%
14	Plate pixel 2 green	000 ⇄ 255	0–100%
15	Plate pixel 2 blue	000 ⇄ 255	0–100%
16	Plate pixel 3 red	000 ⇄ 255	0–100%
17	Plate pixel 3 green	000 ⇄ 255	0–100%
18	Plate pixel 3 blue	000 ⇄ 255	0–100%
19	Plate pixel 4 red	000 ⇄ 255	0–100%
20	Plate pixel 4 green	000 ⇄ 255	0–100%
21	Plate pixel 4 blue	000 ⇄ 255	0–100%
22	Plate pixel 5 red	000 ⇄ 255	0–100%
23	Plate pixel 5 green	000 ⇄ 255	0–100%
24	Plate pixel 5 blue	000 ⇄ 255	0–100%
25	Plate pixel 6 red	000 ⇄ 255	0–100%
26	Plate pixel 6 green	000 ⇄ 255	0–100%
27	Plate pixel 6 blue	000 ⇄ 255	0–100%
28	Plate pixel 7 red	000 ⇄ 255	0–100%
29	Plate pixel 7 green	000 ⇄ 255	0–100%
30	Plate pixel 7 blue	000 ⇄ 255	0–100%
31	Plate pixel 8 red	000 ⇄ 255	0–100%
32	Plate pixel 8 green	000 ⇄ 255	0–100%
33	Plate pixel 8 blue	000 ⇄ 255	0–100%
34	Plate pixel 9 red	000 ⇄ 255	0–100%
35	Plate pixel 9 green	000 ⇄ 255	0–100%
36	Plate pixel 9 blue	000 ⇄ 255	0–100%
37	Plate pixel 10 red	000 ⇄ 255	0–100%
38	Plate pixel 10 green	000 ⇄ 255	0–100%
39	Plate pixel 10 blue	000 ⇄ 255	0–100%
40	Plate pixel 11 red	000 ⇄ 255	0–100%
41	Plate pixel 11 green	000 ⇄ 255	0–100%
42	Plate pixel 11 blue	000 ⇄ 255	0–100%
43	Plate pixel 12 red	000 ⇄ 255	0–100%

## Operation

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

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

## Operation

Channel	Function	Value	Percent/Setting
87	Top plate (cells 1–7) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
88	Bottom plate (cells 8–14) FX select	000 ⇄ 002	Plate FX All select (all on)
		003 ⇄ 255	see <a href="#">Plate Patterns</a>
89	Bottom plate (cells 8–14) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
90	Bottom plate (cells 8–14) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
91	Top beam (cells 1–14) FX select	000 ⇄ 002	Beam FX All select (all on)
		003 ⇄ 255	see <a href="#">Beam Patterns</a>
92	Top beam (cells 1–14) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
93	Top beam (cells 1–14) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
94	Bottom beam (cells 15–28) FX select	000 ⇄ 002	Beam FX All select (all on)
		003 ⇄ 255	see <a href="#">Beam Patterns</a>
95	Bottom beam (cells 15–28) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
96	Bottom beam (cells 15–28) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
97	Control	000 ⇄ 010	No function
		011 ⇄ 020	Off (dimmer mode)
		021 ⇄ 030	Dimmer 1
		031 ⇄ 040	Dimmer 2
		041 ⇄ 050	Dimmer 3
		051 ⇄ 060	600 Hz
		061 ⇄ 070	1200 Hz
		071 ⇄ 080	2000 Hz
		081 ⇄ 090	4000 Hz
		091 ⇄ 100	6000 Hz
		101 ⇄ 110	25 KHz
		111 ⇄ 120	Fan mode auto
		121 ⇄ 130	Fan mode on
		131 ⇄ 140	Tilt reset
		141 ⇄ 255	No function



\*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.

74CH

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

## Operation

Channel	Function	Value	Percent/Setting
49	Beam pixel 3	000 ⇄ 255	0–100%
50	Beam pixel 4	000 ⇄ 255	0–100%
51	Beam pixel 5	000 ⇄ 255	0–100%
52	Beam pixel 6	000 ⇄ 255	0–100%
53	Beam pixel 7	000 ⇄ 255	0–100%
54	Beam pixel 8	000 ⇄ 255	0–100%
55	Beam pixel 9	000 ⇄ 255	0–100%
56	Beam pixel 10	000 ⇄ 255	0–100%
57	Beam pixel 11	000 ⇄ 255	0–100%
58	Beam pixel 12	000 ⇄ 255	0–100%
59	Beam pixel 13	000 ⇄ 255	0–100%
60	Beam pixel 14	000 ⇄ 255	0–100%
61	Beam pixel 15	000 ⇄ 255	0–100%
62	Beam pixel 16	000 ⇄ 255	0–100%
63	Beam pixel 17	000 ⇄ 255	0–100%
64	Beam pixel 18	000 ⇄ 255	0–100%
65	Beam pixel 19	000 ⇄ 255	0–100%
66	Beam pixel 20	000 ⇄ 255	0–100%
67	Beam pixel 21	000 ⇄ 255	0–100%
68	Beam pixel 22	000 ⇄ 255	0–100%
69	Beam pixel 23	000 ⇄ 255	0–100%
70	Beam pixel 24	000 ⇄ 255	0–100%
71	Beam pixel 25	000 ⇄ 255	0–100%
72	Beam pixel 26	000 ⇄ 255	0–100%
73	Beam pixel 27	000 ⇄ 255	0–100%
74	Beam pixel 28	000 ⇄ 255	0–100%

30CH

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



Channel	Function	Value	Percent/Setting
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
239	Blue R: 0 G: 0 B: 255 W: 0		
240 ⇔ 247	Color index, fast to slow		
248 ⇔ 255	Color snap, fast to slow		
17	Plates background dimmer	000 ⇔ 255	0–100%
18	Top plate (cells 1–7) FX select	000 ⇔ 002 003 ⇔ 255	Plate FX All select (all on) see <a href="#">Plate Patterns</a>
19	Top plate (cells 1–7) FX movement speed & direction	000 ⇔ 005 006 ⇔ 124 125 ⇔ 130 131 ⇔ 249 250 ⇔ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
20	Top plate (cells 1–7) FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
21	Bottom plate (cells 8–14) FX select	000 ⇔ 002 003 ⇔ 255	Plate FX All select (all on) see <a href="#">Plate Patterns</a>
22	Bottom plate (cells 8–14) FX movement speed & direction	000 ⇔ 005 006 ⇔ 124 125 ⇔ 130 131 ⇔ 249 250 ⇔ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
23	Bottom plate (cells 8–14) FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
24	Top beam (cells 1–14) FX select	000 ⇔ 002 003 ⇔ 255	Beam FX All select (all on) see <a href="#">Beam Patterns</a>
25	Top beam (cells 1–14) FX movement speed & direction	000 ⇔ 005 006 ⇔ 124 125 ⇔ 130 131 ⇔ 249 250 ⇔ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
26	Top beam (cells 1–14) FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
27	Bottom beam (cells 15–28) FX select	000 ⇔ 002 003 ⇔ 255	Beam FX All select (all on) see <a href="#">Beam Patterns</a>

Channel	Function	Value	Percent/Setting
28	<b>Bottom beam (cells 15–28) FX movement speed &amp; direction</b>	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
29	<b>Bottom beam (cells 15–28) FX crossfade</b>	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
30	<b>Control</b>	000 ⇄ 010	No function
		011 ⇄ 020	Off (dimmer mode)
		021 ⇄ 030	Dimmer 1
		031 ⇄ 040	Dimmer 2
		041 ⇄ 050	Dimmer 3
		051 ⇄ 060	600 Hz
		061 ⇄ 070	1200 Hz
		071 ⇄ 080	2000 Hz
		081 ⇄ 090	4000 Hz
		091 ⇄ 100	6000 Hz
		101 ⇄ 110	25 KHz
		111 ⇄ 120	Fan mode auto
		121 ⇄ 130	Fan mode on
		131 ⇄ 140	Tilt reset
141 ⇄ 255	No function		



\*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.

## 24CH

Channel	Function	Value	Percent/Setting
1	<b>Tilt</b>	000 ⇄ 255	0–100%
2	<b>Fine tilt</b>	000 ⇄ 255	0–100%
3	<b>Master dimmer</b>	000 ⇄ 255	0–100%
4	<b>Plate dimmer</b>	000 ⇄ 255	0–100%
5	<b>Beam dimmer</b>	000 ⇄ 255	0–100%
6	<b>Plate flash duration</b>	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
7	<b>Plate flash rate</b>	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	<b>Beam flash duration</b>	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
9	<b>Beam flash rate</b>	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
10	<b>Plates red</b>	000 ⇄ 255	0–100%
11	<b>Plates green</b>	000 ⇄ 255	0–100%
12	<b>Plates blue</b>	000 ⇄ 255	0–100%

# Operation



Channel	Function	Value	Percent/Setting
13	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes
14	Plates foreground	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
248 ⇔ 255	Color snap, fast to slow		
15	Plates foreground dimmer	000 ⇔ 255	0–100%
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
248 ⇔ 255	Color snap, fast to slow		
17	Plates background dimmer	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
18	Top & bottom plates FX select	000 ⇔ 002 003 ⇔ 255	Plate FX All select (all on) see <a href="#">Plate Patterns</a>
19	Top & bottom plates FX movement speed & direction	000 ⇔ 005 006 ⇔ 124 125 ⇔ 130 131 ⇔ 249 250 ⇔ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
20	Top & bottom plates FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
21	Top & bottom beams FX select	000 ⇔ 002 003 ⇔ 255	Beam FX All select (all on) see <a href="#">Beam Patterns</a>
22	Top & bottom beams FX movement speed & direction	000 ⇔ 005 006 ⇔ 124 125 ⇔ 130 131 ⇔ 249 250 ⇔ 255	No function Left to right, fast to slow No function Right to left, slow to fast No function
23	Top & bottom beams FX crossfade	000 ⇔ 002 003 ⇔ 255	Snap from cell to cell Fade duration: short to long
24	Control	000 ⇔ 010 011 ⇔ 020 021 ⇔ 030 031 ⇔ 040 041 ⇔ 050 051 ⇔ 060 061 ⇔ 070 071 ⇔ 080 081 ⇔ 090 091 ⇔ 100 101 ⇔ 110 111 ⇔ 120 121 ⇔ 130 131 ⇔ 140 141 ⇔ 255	No function Off (dimmer mode) Dimmer 1 Dimmer 2 Dimmer 3 600 Hz 1200 Hz 2000 Hz 4000 Hz 6000 Hz 25 KHz Fan mode auto Fan mode on Tilt reset No function



**\*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.**

## Operation

### 13CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Plate dimmer	000 ⇄ 255	0–100%
4	Beam dimmer	000 ⇄ 255	0–100%
5	Plate flash duration	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
6	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
7	Beam flash duration	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
9	Plates red	000 ⇄ 255	0–100%
10	Plates green	000 ⇄ 255	0–100%
11	Plates blue	000 ⇄ 255	0–100%
12	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes
13	Control	000 ⇄ 010	No function
		011 ⇄ 020	Off (dimmer mode)
		021 ⇄ 030	Dimmer 1
		031 ⇄ 040	Dimmer 2
		041 ⇄ 050	Dimmer 3
		051 ⇄ 060	600 Hz
		061 ⇄ 070	1200 Hz
		071 ⇄ 080	2000 Hz
		081 ⇄ 090	4000 Hz
		091 ⇄ 100	6000 Hz
		101 ⇄ 110	25 KHz
		111 ⇄ 120	Fan mode auto
		121 ⇄ 130	Fan mode on
		131 ⇄ 140	Tilt reset
141 ⇄ 255	No function		



\*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.
















































































**11CH**

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Plate flash duration	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
5	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
6	Beam flash duration	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
7	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
8	Plates red	000 ⇔ 255	0–100%
9	Plates green	000 ⇔ 255	0–100%
10	Plates blue	000 ⇔ 255	0–100%
11	Beam	000 ⇔ 255	0–100%

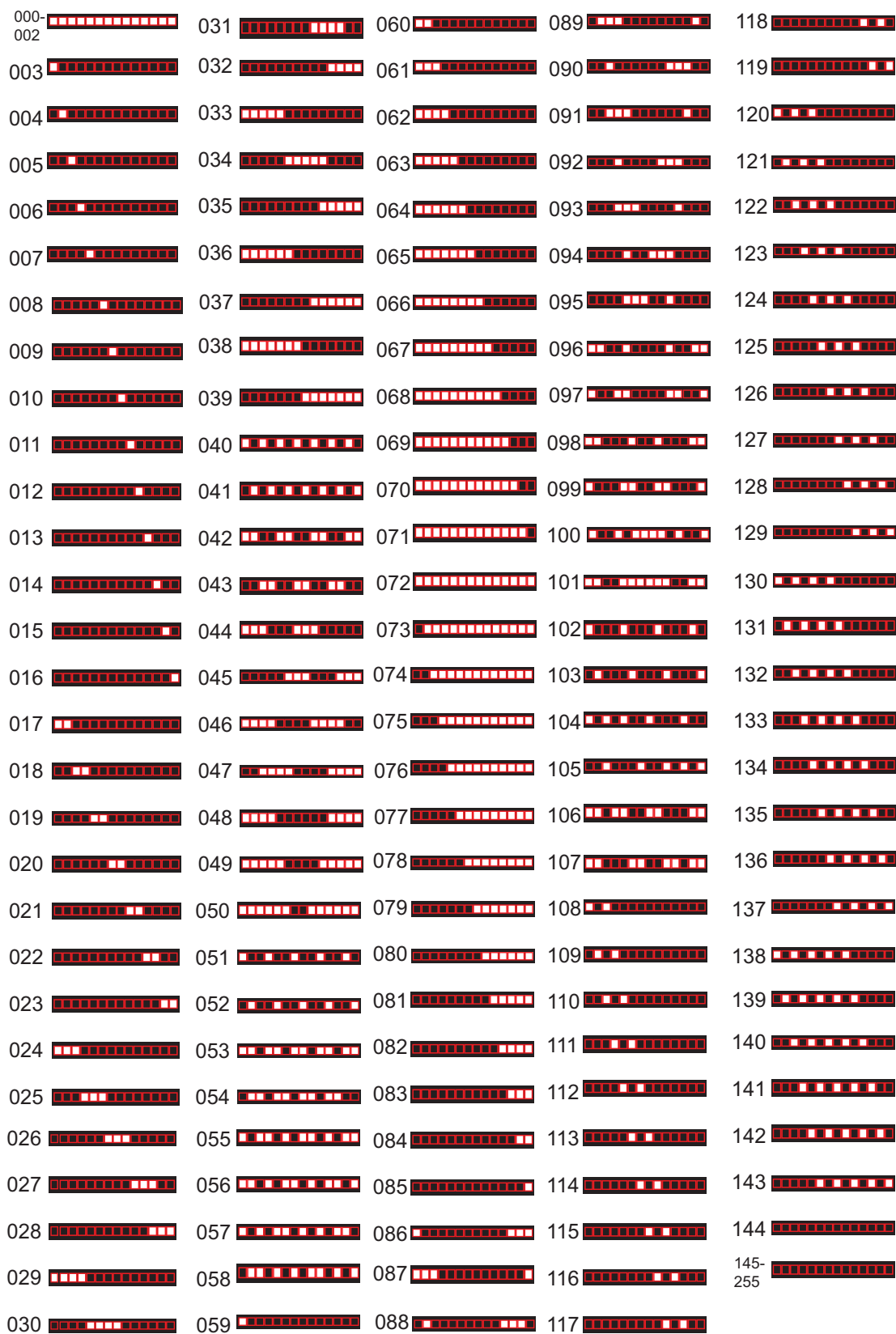
**8CH**

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Dimmer	000 ⇔ 255	0–100%
4	Strobe	000 ⇔ 009	Open
		010 ⇔ 079	Strobe, slow to fast
		080 ⇔ 149	Pulse, slow to fast
		150 ⇔ 219	Random strobe, slow to fast
		220 ⇔ 255	Open
5	Red	000 ⇔ 255	0–100%
6	Green	000 ⇔ 255	0–100%
7	Blue	000 ⇔ 255	0–100%
8	Beam	000 ⇔ 255	0–100%

Plate Patterns

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

**Beam Patterns**





### Configuration

#### Static Color

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

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

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

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

#### Plate FX

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

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

To adjust the speed of the effect:

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

To adjust the intensity of the effect:

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

To choose the background or foreground color:

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

#### Beam Intensity

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

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

#### Beam Flash Duration

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

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

#### Beam Flash Rate

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

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

#### Tilt

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

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

#### Tilt Offset

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

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

## Master Slave

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

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



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

## Dimmer Mode

To select the dimmer mode, follow the instructions below:

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

## White Balance

To adjust the white balance, do the following:

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

To manually adjust the white balance using RGB color setting:

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

## Pulse Width Modulation

To set the PWM frequency:

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

## Key Lock

To lock or unlock the control panel:

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



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

## Display Back Light

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

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

## Product Information

To view the product information:

1. Go to the **Information** main level.
2. Choose among:
  - **Fixture Hours** – to display the number of hours the fixture has been on
  - **Version** – to display the current software version of the fixture
  - **UID** – to display the fixture's unique identification (UID)

## Factory Reset

To reset the product to factory default settings:

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

# 5. Maintenance

## Product Maintenance

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

To clean the product, follow the instructions below:

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



**Always dry the transparent surfaces carefully after cleaning them.**

## 6. Technical Specifications

### Dimensions and Weight

Length	Width	Height	Weight
16.02 in (407 mm)	6.90 in (175.4 mm)	12.30 in (312.5 mm)	26.2 lb (11.9 kg)

**Note:** Dimensions in inches are rounded.

### Power

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

Parameter	100 V, 60 Hz	120 V, 60 Hz	208 V, 60 Hz	230 V, 50 Hz	240 V, 50 Hz
Consumption	870 W	850 W	838 W	832 W	831 W
Operating current	8.76 A	7.13 A	4.00 A	3.60 A	3.44 A

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

### Light Source

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

### Photometrics

	Beam Angle	Field Angle	Illuminance @ 5 m
<b>Plate</b>	122.6°	159.5°	152 lux
<b>Beam</b>	90.2°	137°	1,231 lux
<b>Plate + Beam</b>	94.5°	120.6°	1,077 lux

### Thermal

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

### DMX

I/O Connector	Channel Range
5-pin IP65 XLR, Seetronic etherCON IP65	8, 11, 13, 22, 74, 97

### Ordering

Product Name	Item Name	Item Code	UPC Number
Color Strike M	COLORSTRIKEM	03011799	781462221478



UL 1573  
CSA C22.2 No. 166  
E113093



## Returns

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### Returns

Send the product prepaid, in the original box, and with the original packing and accessories. Chauvet will not issue call tags.

Call Chauvet and request a Return Merchandise Authorization (RMA) number before shipping the product. Be prepared to provide the model number, serial number, and a brief description of the cause(s) for the return.

To submit a service request online, go to [www.chauvetprofessional.com/service-request](http://www.chauvetprofessional.com/service-request).

Clearly label the package with an RMA number. Chauvet will refuse any product returned without an RMA number.



**Write the RMA number on a properly affixed label. DO NOT write the RMA number directly on the box.**

Before sending the product, clearly write the following information on a piece of paper and place it inside the box:

- Your name
- Your address
- Your phone number
- RMA number
- A brief description of the problem

Be sure to pack the product properly. Any shipping damage resulting from inadequate packaging will be your responsibility. FedEx packing or double-boxing are recommended.



**Chauvet reserves the right to use its own discretion to repair or replace returned product(s).**

## Contact Us

General Information	Technical Support
<b>Chauvet World Headquarters</b>	
Address: 5200 NW 108th Ave. Sunrise, FL 33351 Voice: (954) 577-4455 Fax: (954) 929-5560 Toll Free: (800) 762-1084	Voice: (844) 393-7575 Fax: (954) 756-8015 Email: <a href="mailto:chauvetcs@chauvetlighting.com">chauvetcs@chauvetlighting.com</a> Website: <a href="http://www.chauvetprofessional.com">www.chauvetprofessional.com</a>
<b>Chauvet Europe Ltd</b>	
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Visit the applicable website above to verify our contact information and instructions to request support. Outside the U.S., U.K., Ireland, Benelux, France, Germany, or Mexico, contact the dealer of record.