Flash

LED FRAME 700W



Manufacturer	**Flash**
Type	**Profile spot**
DMX modes	**1**
DMX footprint	**36 channels**
Beam angle	**25°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**240 × 450 × 220 mm**
GDTF fixture type	**FAAE0388-E29B-4B79-AD3E-77…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Movement speed · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset · Strobe

DMX modes

36 ch

36 ch

36 ch

36 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–254 Fast 255–255 Slow
6	Shutter / Strobe	255	0–3 Closed 4–127 Strobe Pulse 128–191 Strobe 192–251 Random Strobe 252–255 Open
7	Dimmer	0	0–254 Closed 255–255 Open
8	Cyan	0	
9	Magenta	0	
10	Yellow	0	
11	C TO	0	
12	Color Wheel	0	0–127 Open (wheel slot 1) 128–137 Red (wheel slot 2) 138–146 Green (wheel slot 3) 147–155 Blue (wheel slot 4) 156–164 Yellow (wheel slot 5) 165–173 Magenta (wheel slot 6) 174–182 Orange (wheel slot 7) 183–191 Pink (wheel slot 8) 192–206 << 207–221 < 222–222 < 223–224 >< 225–239 > 240–254 >> 255–255 >>>
13	C RIMode	0	0–79 CRI filter OFF 80–255 CRI filter ON
14	Gobo	0	0–9 Open (wheel slot 1) 10–19 Gobo 1 (wheel slot 2) 20–29 Gobo 2 (wheel slot 3) 30–39 Gobo 3 (wheel slot 4) 40–49 Gobo 4 (wheel slot 5) 50–59 Gobo 5 (wheel slot 6) 60–69 Gobo 6 (wheel slot 7) 70–79 Gobo 7 (wheel slot 8) 80–89 Gobo 8 (wheel slot 9) 90–99 Gobo 1 (wheel slot 2) 100–109 Gobo 2 (wheel slot 3) 110–119 Gobo 3 (wheel slot 4) 120–129 Gobo 4 (wheel slot 5) 130–139 Gobo 5 (wheel slot 6) 140–149 Gobo 6 (wheel slot 7) 150–159 Gobo 7 (wheel slot 8) 160–169 Gobo 8 (wheel slot 9) 170–190 << 191–211 << 212–212 < 213–215 >< 216–233 > 234–254 >> 255–255 >>>

36 ch (continued)

Ch	Function	Default	DMX values
15	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 Gobo rot 1 (wheel slot 2) 20–29 Gobo rot 2 (wheel slot 3) 30–39 Gobo rot 3 (wheel slot 4) 40–49 Gobo rot 4 (wheel slot 5) 50–59 Gobo rot 5 (wheel slot 6) 60–69 Gobo rot 6 (wheel slot 7) 70–79 Gobo rot 1 (wheel slot 2) 80–89 Gobo rot 2 (wheel slot 3) 90–99 Gobo rot 3 (wheel slot 4) 100–109 Gobo rot 4 (wheel slot 5) 110–119 Gobo rot 5 (wheel slot 6) 120–129 Gobo rot 6 (wheel slot 7) 130–159 <<< 160–189 << 190–190 < 191–192 >< 193–222 > 223–254 >> 255–255 >>>
16	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>
17	Animation Wheel1	0	
18	Animation Wheel1Pos Rotate	0	0–63 <<< 64–126 << 127–127 < 128–191 > 192–254 >> 255–255 >>>
19	Focus	0	
20	Focus Fine	0	Fine byte of Focus
21	Zoom	0	
22	Prism	0	0–63 Open (wheel slot 1) 64–127 Prism 1 (wheel slot 2) 128–191 Prism 2 (wheel slot 3) 192–255 Prism 1 + 2
23	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 >< 196–224 > 225–254 >> 255–255 >>>
24	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 >< 196–224 > 225–254 >> 255–255 >>>

36 ch (continued)

Ch	Function	Default	DMX values
25	Frost1	0	0–127 Frost OFF 128–255 Frost ON
26	Blade1A	0	
27	Blade1B	0	
28	Blade2A	0	
29	Blade2B	0	
30	Blade3A	0	
31	Blade3B	0	
32	Blade4A	0	
33	Blade4B	0	
34	Shaper Rot	0	
35	Iris	0	0–127 Iris 1 128–255 IrisPulseClose 2
36	Control1	0	0–209 No function 210–219 Reset position 220–239 Reset effect 240–255 Reset total