Flash

MH-PROFILE LED 700



Manufacturer	**Flash**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**36, 42, 60 channels**
Beam angle	**25°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**240 × 450 × 220 mm**
GDTF fixture type	**8E939BE1-9008-46B2-BF10-3F7…**

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
42ch	42 ch
60ch	60 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

42ch

42 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	Dimmer Fine	0	Fine byte of Dimmer
9	Zoom	0	
10	Zoom Fine	0	Fine byte of Zoom
11	Focus	0	
12	Focus Fine	0	Fine byte of Focus
13	Focus1Adjust	0	
14	Focus1Adjust Fine	0	Fine byte of Focus1Adjust

42ch (continued)

Ch	Function	Default	DMX values
15	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 >>>
16	C RIMode	0	0–79 CRI filter OFF 80–255 CRI filter ON
17	Cyan	0	
18	Magenta	0	
19	Yellow	0	
20	C TO	0	
21	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 >>>>

42ch (continued)

Ch	Function	Default	DMX values
22	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 >>>>
23	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >>> 255–255 >>>>
24	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
25	Animation Wheel1	0	
26	Animation Wheel1Pos Rotate	0	0–63 <<< 64–126 << 127–127 < 128–191 > 192–254 >>> 255–255 >>>>
27	Iris	0	0–127 Iris 1 128–255 IrisPulseClose 2
28	Prism	0	0–127 Open (wheel slot 1) 128–255 Prism 1 (wheel slot 2)
29	Prism	0	0–127 Open 128–255 Prism 2
30	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 >< 196–224 > 225–254 >>> 255–255 >>>>
31	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 >< 196–224 > 225–254 >>> 255–255 >>>>

42ch (continued)

Ch	Function	Default	DMX values
32	Frost1	0	0–127 Frost OFF 128–255 Frost ON
33	Blade1A	0	
34	Blade1B	0	
35	Blade2A	0	
36	Blade2B	0	
37	Blade3A	0	
38	Blade3B	0	
39	Blade4A	0	
40	Blade4B	0	
41	Shaper Rot	0	
42	Control1	0	0–209 No function 210–219 Reset position 220–239 Reset effect 240–255 Reset total

60ch

60 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	Dimmer Fine	0	Fine byte of Dimmer
9	Zoom	0	
10	Zoom Fine	0	Fine byte of Zoom
11	Focus	0	
12	Focus Fine	0	Fine byte of Focus
13	Focus1Adjust	0	
14	Focus1Adjust Fine	0	Fine byte of Focus1Adjust

60ch (continued)

Ch	Function	Default	DMX values
15	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 >>>
16	Color Wheel Fine	0	Fine byte of Color Wheel
17	C RIMode	0	0–79 CRI filter OFF 80–255 CRI filter ON
18	C RIMode Fine	0	Fine byte of C RIMode
19	Cyan	0	
20	Cyan Fine	0	Fine byte of Cyan
21	Magenta	0	
22	Magenta Fine	0	Fine byte of Magenta
23	Yellow	0	
24	Yellow Fine	0	Fine byte of Yellow
25	C TO	0	
26	C TO Fine	0	Fine byte of C TO
27	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 >>>

60ch (continued)

Ch	Function	Default	DMX values
28	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 >>>>br>255–255 >>>
29	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >>>>br>255–255 >>>
30	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
31	Animation Wheel1	0	
32	Animation Wheel1Pos Rotate	0	0–63 <<< 64–126 << 127–127 < 128–191 > 192–254 >>>>br>255–255 >>>
33	Iris	0	0–127 Iris 1 128–255 IrisPulseClose 2
34	Iris Fine	0	Fine byte of Iris
35	Prism	0	0–127 Open (wheel slot 1) 128–255 Prism 1 (wheel slot 2)
36	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 >< 196–224 > 225–254 >>>>br>255–255 >>>
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Prism	0	0–127 Open 128–255 Prism 2

60ch (continued)

Ch	Function	Default	DMX values
39	Prism Rotation	0	0–127 Prism1Pos 1 128–156 << 157–186 < 187–187 < 188–195 > 196–224 > 225–254 >> 255–255 >>>
40	Prism Rotation Fine	0	Fine byte of Prism Rotation
41	Frost1	0	0–127 Frost OFF 128–255 Frost ON
42	Blade1A	0	
43	Blade1A Fine	0	Fine byte of Blade1A
44	Blade1B	0	
45	Blade1B Fine	0	Fine byte of Blade1B
46	Blade2A	0	
47	Blade2A Fine	0	Fine byte of Blade2A
48	Blade2B	0	
49	Blade2B Fine	0	Fine byte of Blade2B
50	Blade3A	0	
51	Blade3A Fine	0	Fine byte of Blade3A
52	Blade3B	0	
53	Blade3B Fine	0	Fine byte of Blade3B
54	Blade4A	0	
55	Blade4A Fine	0	Fine byte of Blade4A
56	Blade4B	0	
57	Blade4B Fine	0	Fine byte of Blade4B
58	Shaper Rot	0	
59	Shaper Rot Fine	0	Fine byte of Shaper Rot
60	Control1	0	0–209 No function 210–219 Reset position 220–239 Reset effect 240–255 Reset total