Flash

PROFILE LED 1000



Manufacturer	**Flash**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**36, 42, 60 channels**
Beam angle	**10-40°**
Pan range	**540°**
Tilt range	**258°**
Size (W × H × D)	**240 × 450 × 220 mm**
GDTF fixture type	**72D2D587-0570-40F2-992F-5F3…**

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
42 ch	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 4–191 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 Color1 1 128–141 Red (wheel slot 2) 142–150 Green (wheel slot 3) 151–160 Blue (wheel slot 4) 161–170 Orange (wheel slot 5) 171–180 Cyan (wheel slot 6) 181–190 Pink (wheel slot 7) 191–191 White (wheel slot 1) 192–221 << 222–225 >< 226–255 >>>
13	C RIMode	0	0–79 CRI filter OFF 80–255 CRI filter ON

36 ch (continued)

Ch	Function	Default	DMX values
14	Gobo	0	0–4 Open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 7 (wheel slot 8) 40–44 Gobo 8 (wheel slot 9) 45–49 Gobo 9 (wheel slot 10) 50–54 Gobo 10 (wheel slot 11) 55–59 Gobo 11 (wheel slot 12) 60–69 Gobo 1 (wheel slot 2) 70–79 Gobo 2 (wheel slot 3) 80–89 Gobo 3 (wheel slot 4) 90–99 Gobo 4 (wheel slot 5) 100–109 Gobo 5 (wheel slot 6) 110–119 Gobo 6 (wheel slot 7) 120–129 Gobo 7 (wheel slot 8) 130–139 Gobo 8 (wheel slot 9) 140–149 Gobo 9 (wheel slot 10) 150–159 Gobo 10 (wheel slot 11) 160–169 Gobo 11 (wheel slot 12) 170–190 << 191–211 << 212–212 < 213–215 >< 216–233 >> 234–254 >>> 255–255 >>>
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 7 (wheel slot 8) 80–89 Gobo rot 1 (wheel slot 2) 90–99 Gobo rot 2 (wheel slot 3) 100–109 Gobo rot 3 (wheel slot 4) 110–119 Gobo rot 4 (wheel slot 5) 120–129 Gobo rot 5 (wheel slot 6) 130–139 Gobo rot 6 (wheel slot 7) 140–149 Gobo rot 7 (wheel slot 8) 150–190 <<< 191–192 >< 193–255 >>>
16	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–190 <<< 191–192 >< 193–255 >>>
17	Animation Wheel1	0	
18	Animation Wheel1Pos Rotate	0	0–2 >< 3–128 <<< 129–255 >>>
19	Focus	127	
20	Focus Fine	255	Fine byte of Focus
21	Zoom	128	

36 ch (continued)

Ch	Function	Default	DMX values
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 >>>
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

42 ch

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

42 ch (continued)

Ch	Function	Default	DMX values
7	Dimmer	0	0–254 Closed 255–255 Open
8	Dimmer Fine	0	Fine byte of Dimmer
9	Zoom	127	
10	Zoom Fine	255	Fine byte of Zoom
11	Focus	127	
12	Focus Fine	255	Fine byte of Focus
13	Focus Mode	0	
14	Focus Mode Fine	0	Fine byte of Focus Mode
15	Color Wheel	0	0–127 Color1 1 128–141 Red (wheel slot 2) 142–150 Green (wheel slot 3) 151–160 Blue (wheel slot 4) 161–170 Orange (wheel slot 5) 171–180 Cyan (wheel slot 6) 181–190 Pink (wheel slot 7) 191–191 White (wheel slot 1) 192–221 <<< 222–225 >< 226–255 >>>
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	0–4 Open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 7 (wheel slot 8) 40–44 Gobo 8 (wheel slot 9) 45–49 Gobo 9 (wheel slot 10) 50–54 Gobo 10 (wheel slot 11) 55–59 Gobo 11 (wheel slot 12) 60–69 Gobo 1 (wheel slot 2) 70–79 Gobo 2 (wheel slot 3) 80–89 Gobo 3 (wheel slot 4) 90–99 Gobo 4 (wheel slot 5) 100–109 Gobo 5 (wheel slot 6) 110–119 Gobo 6 (wheel slot 7) 120–129 Gobo 7 (wheel slot 8) 130–139 Gobo 8 (wheel slot 9) 140–149 Gobo 9 (wheel slot 10) 150–159 Gobo 10 (wheel slot 11) 160–169 Gobo 11 (wheel slot 12) 170–190 <<< 191–211 << 212–212 < 213–215 >< 216–233 > 234–254 >> 255–255 >>>

42 ch (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 7 (wheel slot 8) 80–89 Gobo rot 1 (wheel slot 2) 90–99 Gobo rot 2 (wheel slot 3) 100–109 Gobo rot 3 (wheel slot 4) 110–119 Gobo rot 4 (wheel slot 5) 120–129 Gobo rot 5 (wheel slot 6) 130–139 Gobo rot 6 (wheel slot 7) 140–149 Gobo rot 7 (wheel slot 8) 150–190 << 191–192 > 193–255 >>>
23	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–190 << 191–192 > 193–255 >>>
24	Animation Wheel1	0	
25	Animation Wheel1Pos Rotate	0	0–63 <<< 64–126 << 127–127 < 128–191 > 192–254 >> 255–255 >>>
26	Animation Wheel1Pos Rotate Fine	0	Fine byte of Animation Wheel1Pos Rotate
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 Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 > 196–224 > 225–254 >> 255–255 >>>
30	Prism	0	0–127 Open 128–255 Prism 2
31	Prism Rotation	0	0–127 Prism1Pos 1 128–156 <<< 157–186 << 187–187 < 188–195 > 196–224 > 225–254 >> 255–255 >>>
32	Frost1	0	0–127 Frost OFF 128–255 Frost ON
33	Blade2B	0	
34	Blade2A	0	
35	Blade4B	0	

42 ch (continued)

Ch	Function	Default	DMX values
36	Blade4A	0	
37	Blade3A	0	
38	Blade3B	0	
39	Blade1B	0	
40	Blade1A	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	128	
10	Zoom Fine	0	Fine byte of Zoom
11	Focus	128	
12	Focus Fine	0	Fine byte of Focus
13	Focus Mode	0	
14	Focus Mode Fine	0	Fine byte of Focus Mode
15	Color Wheel	0	0–127 Color1 1 128–141 Red (wheel slot 2) 142–150 Green (wheel slot 3) 151–160 Blue (wheel slot 4) 161–170 Orange (wheel slot 5) 171–180 Cyan (wheel slot 6) 181–190 Pink (wheel slot 7) 191–191 White (wheel slot 1) 192–221 <<< 222–225 >< 226–255 >>>
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

60ch (continued)

Ch	Function	Default	DMX values
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	0–4 Open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 7 (wheel slot 8) 40–44 Gobo 8 (wheel slot 9) 45–49 Gobo 9 (wheel slot 10) 50–54 Gobo 10 (wheel slot 11) 55–59 Gobo 11 (wheel slot 12) 60–69 Gobo 1 (wheel slot 2) 70–79 Gobo 2 (wheel slot 3) 80–89 Gobo 3 (wheel slot 4) 90–99 Gobo 4 (wheel slot 5) 100–109 Gobo 5 (wheel slot 6) 110–119 Gobo 6 (wheel slot 7) 120–129 Gobo 7 (wheel slot 8) 130–139 Gobo 8 (wheel slot 9) 140–149 Gobo 9 (wheel slot 10) 150–159 Gobo 10 (wheel slot 11) 160–169 Gobo 11 (wheel slot 12) 170–190 <<< 191–211 << 212–212 < 213–215 >< 216–233 > 234–254 >> 255–255 >>>
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 7 (wheel slot 8) 80–89 Gobo rot 1 (wheel slot 2) 90–99 Gobo rot 2 (wheel slot 3) 100–109 Gobo rot 3 (wheel slot 4) 110–119 Gobo rot 4 (wheel slot 5) 120–129 Gobo rot 5 (wheel slot 6) 130–139 Gobo rot 6 (wheel slot 7) 140–149 Gobo rot 7 (wheel slot 8) 150–190 <<< 191–192 >< 193–255 >>>
29	Gobo Rotation 2	0	0–127 Gobo2PosRotate 1 128–190 <<< 191–192 >< 193–255 >>>
30	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2

60ch (continued)

Ch	Function	Default	DMX values
31	Animation Wheel1	0	
32	Animation Wheel1Pos Rotate	0	0–63 <<< 64–126 << 127–127 < 128–191 > 192–254 >> 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 >> 255–255 >>>
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Prism	0	0–127 Open 128–255 Prism 2
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	Blade2B	0	
43	Blade2B Fine	0	Fine byte of Blade2B
44	Blade2A	0	
45	Blade2A Fine	0	Fine byte of Blade2A
46	Blade4B	0	
47	Blade4B Fine	0	Fine byte of Blade4B
48	Blade4A	0	
49	Blade4A Fine	0	Fine byte of Blade4A
50	Blade3A	0	
51	Blade3A Fine	0	Fine byte of Blade3A
52	Blade3B	0	
53	Blade3B Fine	0	Fine byte of Blade3B
54	Blade1B	0	
55	Blade1B Fine	0	Fine byte of Blade1B
56	Blade1A	0	
57	Blade1A Fine	0	Fine byte of Blade1A
58	Shaper Rot	0	
59	Shaper Rot Fine	0	Fine byte of Shaper Rot

60ch (continued)

Ch	Function	Default	DMX values
60	Control1	0	0–209 No function 210–219 Reset position 220–239 Reset effect 240–255 Reset total