LIGHT4ME

VENOM HYBRID 450 CMY



Manufacturer	**LIGHT4ME**
Type	**Moving head**
DMX modes	**1**
DMX footprint	**26 channels**
Beam angle	**3-30°**
Pan range	**540°**
Tilt range	**263.6°**
Size (W × H × D)	**285 × 453 × 254 mm**
GDTF fixture type	**8F571BB7-2603-4B7A-971A-C2…**

Controls

Focus · Frost · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Dimmer · Pan and tilt · Movement speed · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset

DMX modes

Mode 1	26 ch

Mode 1

26 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	0–0 Standard mode 1–1 Max Speed Mode 2–254 Time from min to Max Speed from max to min 255–255 Min Speed Mode
6	Dimmer	0	0–254 Closed 255–255 Open
7	Reserved 7	0	
8	Color Wheel	0	0–9 Open (wheel slot 1) 10–19 C01 (Dark Red) (wheel slot 2) 20–29 C02 (Deep Blue) (wheel slot 3) 30–39 C03 (Yellow) (wheel slot 4) 40–49 C04 (Light Green) (wheel slot 5) 50–59 C05 (Magenta) (wheel slot 6) 60–69 C08 (Deep Green) (wheel slot 7) 70–79 C09 (Convers 2700K) (wheel slot 8) 80–89 C10 (Blue) (wheel slot 9) 90–98 C11 (Orange) (wheel slot 10) 100–100 Fast to slow - Fast 101–167 Fast to slow - Slow 168–168 Slow to fast - Slow 169–255 Slow to fast - Fast
9	Color Wheel Fine	0	Fine byte of Color Wheel
10	Cyan	0	
11	Magenta	0	
12	Yellow	0	
13	Color Macro1	0	
14	C TO	0	
15	C TB	0	
16	C RIMode	0	

Mode 1 (continued)

Ch	Function	Default	DMX values
17	Gobo	0	0–4 Open/Hole (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) 60–64 Gobo 12 (wheel slot 13) 65–69 Gobo 13 (wheel slot 14) 70–74 Gobo 14 (wheel slot 15) 75–128 Scroll << 129–131 Stop 132–185 Scroll >> 186–190 G13 Dot big (wheel slot 2) 191–195 G01 (MultiDots) (wheel slot 3) 196–200 G02 (3 Stripes) (wheel slot 4) 201–205 G03 (Round Triangle) (wheel slot 5) 206–210 G04 (4 Dots) (wheel slot 6) 211–215 G05 (4 Star) (wheel slot 7) 216–220 G06 (3 Dots Line) (wheel slot 8) 221–225 G07 (Stripe Hor) (wheel slot 9) 226–230 G08 (Stripe Ver) (wheel slot 10) 231–235 G09 (Danger) (wheel slot 11) 236–240 G10 (Few Dots) (wheel slot 12) 241–245 G11 (wheel slot 13) 246–250 G12 3 Dot (wheel slot 14) 251–255 G13 Dot big (wheel slot 15)
18	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 G01 (Red Circle) (wheel slot 2) 20–29 G02 (Blue circular) (wheel slot 3) 30–39 G03 (Triangles) (wheel slot 4) 40–49 G04 (Tree) (wheel slot 5) 50–59 G05 (Dot line) (wheel slot 6) 60–69 G06 (Dots) (wheel slot 7) 70–79 G07 (Rugged isles) (wheel slot 8) 80–168 Fast to slow << 169–255 Slow to fast >>
19	Gobo Rotation 2	0	0–62 min 63–64 center 65–127 max 128–190 Fast to slow >> 191–192 No rotation middle 193–255 Slow to fast <<
20	Focus	128	
21	Zoom	128	
22	Prism	0	0–127 Open position/hole (wheel slot 1) 128–255 Prism 1 - 6 - facet linear (wheel slot 2)
23	Prism	0	0–127 Open position/hole (wheel slot 1) 128–255 Prism 1 - 6 - facet linear (wheel slot 2)
24	Prism Rotation	0	0–62 min 63–64 center 65–127 max 128–187 Fast to slow << 188–195 No rotation middle 196–255 Slow to fast >>

Mode 1 (continued)

Ch	Function	Default	DMX values
25	Frost1	0	
26	Control1	0	0–199 No function 200–255 Total reset