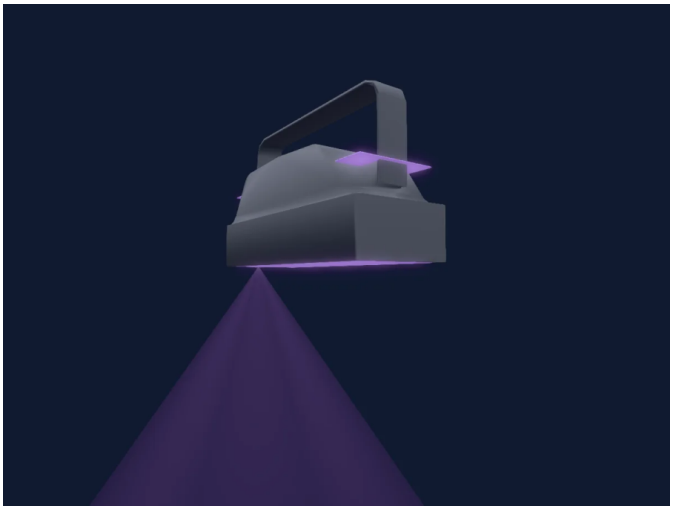
OGSON fixtures

Brighter Pixel Strobe



Manufacturer	**OGSON fixtures**
Type	**Blinder**
DMX modes	**12**
DMX footprint	**4, 8, 15, 19, 27 channels**
Beam angle	**25-120°**
Heads / cells	**3**
Size (W × H × D)	**416 × 164 × 55 mm**
GDTF fixture type	**C500EDA0-90E9-4EFE-AD26-4F…**

Controls

Extra LED colours · RGB colour mixing · Strobe · Dimmer · Pixel control · Gobos · Gobo rotation

DMX modes

4ch RGBW	4 ch
4ch STROBE	4 ch
Basic Pixel (192 ch)	4 ch
Basic RGBW Strobe (8ch)	8 ch
Pixels Pixels 1 (8ch)	8 ch
Pixels Pixels 10 (44ch)	8 ch
Pixels Pixels 12 (52ch)	8 ch
Pixels Pixels 2 (12ch)	8 ch
Pixels Pixels 3 (16ch)	8 ch
Advanced 1 (15ch)	15 ch
Advanced 2 (207ch)	19 ch
Advanced 3 (27ch)	27 ch

4ch RGBW

4 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Green	255	
3	Blue	255	
4	White	0	

4ch STROBE

4 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern

Basic Pixel (192 ch)

4 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Green	255	
3	Blue	255	
4	White	0	

Basic RGBW Strobe (8ch)

8 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Green	255	
3	Blue	255	
4	White	0	
5	Dimmer	0	
6	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
7	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe

Basic RGBW Strobe (8ch) (continued)

Ch	Function	Default	DMX values
8	Strobe Mode Shutter	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern

Pixels Pixels 1 (8ch)

8 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern
5	Red	255	
6	Green	255	
7	Blue	255	
8	White	0	

Pixels Pixels 10 (44ch)

8 channels

Ch	Function	Default	DMX values
1	Dimmer	255	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern
5	Red	255	
6	Green	255	
7	Blue	255	
8	White	0	

Pixels Pixels 12 (52ch)

8 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern
5	Red	255	
6	Green	255	
7	Blue	255	
8	White	0	

Pixels Pixels 2 (12ch)

8 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern
5	Red	255	
6	Green	255	
7	Blue	255	
8	White	0	

Pixels Pixels 3 (16ch)

8 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Strobe Duration	128	0–254 Min Duration 255–255 Max Duration
3	Shutter / Strobe	0	0–10 Open 11–254 Slow Strobe 255–255 Fast Strobe

Pixels Pixels 3 (16ch) (continued)

Ch	Function	Default	DMX values
4	Strobe Mode Effect	0	0–2 No Effect 3–5 Static 6–42 Pulse Open 43–85 Pulse Close 86–128 Pulse 129–171 Random 172–214 Lighting 215–255 Pattern
5	Red	255	
6	Green	255	
7	Blue	255	
8	White	0	

Advanced 1 (15ch)

15 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
3	Red	255	
4	Green	255	
5	Blue	255	
6	White	0	
7	Dimmer	0	0–254 Closed 255–255 Open
8	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
9	Red	255	
10	Green	255	
11	Blue	255	
12	White	255	

Advanced 1 (15ch) (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–10 NoFunction 11–15 Vertical Line <- 16–20 Vertical Line -> 21–25 Vertical Line <--> Bounce 26–30 Horizontal line UP to DN 31–35 Horizontal line DN to UP 36–40 Horizontal lines bounce 41–45 Horizontal > - < 46–50 Horizontal < - > 51–55 Block < - 56–60 Block - > 61–65 Lonely random pixel 66–70 Halves vertical 71–75 Halves horizontal 76–80 Quaters clockwise 81–85 Pixel clockwise 86–90 Pixel counterclockwise 91–95 Block > - < 96–100 Block < - > 101–105 Waves 106–110 Duck race 111–115 Stripes 116–120 Fan 121–125 All in sequence 126–205 Reserved 206–255 RandomPixel Density
14	Gobo Rotation	0	0–50 Shape index 51–255 Shape pos
15	Dimmer Curve	0	0–51 From MENU 52–101 Mode OFF 102–152 Mode 1 153–203 Mode 2 204–255 Mode 3

Advanced 2 (207ch)

19 channels

Ch	Function	Default	DMX values
1	Dimmer	0	
2	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
3	Red	255	
4	Green	255	
5	Blue	255	
6	White	0	
7	Dimmer	0	
8	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open

Advanced 2 (207ch) (continued)

Ch	Function	Default	DMX values
9	Red	255	
10	Green	255	
11	Blue	255	
12	White	255	
13	Gobo	0	0–10 NoFunction 11–15 Vertical Line <- 16–20 Vertical Line -> 21–25 Vertical Line <--> Bounce 26–30 Horizontal line UP to DN 31–35 Horizontal line DN to UP 36–40 Horizontal lines bounce 41–45 Horizontal > - < 46–50 Horizontal < - > 51–55 Block < - 56–60 Block - > 61–65 Lonely random pixel 66–70 Halves vertical 71–75 Halves horizontal 76–80 Quaters clockwise 81–85 Pixel clockwise 86–90 Pixel counterclockwise 91–95 Block > - < 96–100 Block < - > 101–105 Waves 106–110 Duck race 111–115 Stripes 116–120 Fan 121–125 All in sequence 126–205 Reserved 206–255 RandomPixel Density
14	Gobo Rotation	0	0–50 Shape index 51–255 Shape pos
15	Dimmer Curve	0	0–51 From MENU 52–101 Mode OFF 102–152 Mode 1 153–203 Mode 2 204–255 Mode 3
16	Red	0	
17	Green	0	
18	Blue	0	
19	White	0	

Advanced 3 (27ch)

27 channels

Ch	Function	Default	DMX values
1	Dimmer	0	0–254 Closed 255–255 Open
2	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
3	Red	255	
4	Green	255	

Advanced 3 (27ch) (continued)

Ch	Function	Default	DMX values
5	Blue	255	
6	White	0	
7	Dimmer	0	0–254 Closed 255–255 Open
8	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
9	Red	255	
10	Green	255	
11	Blue	255	
12	White	255	
13	Dimmer	0	0–254 Closed 255–255 Open
14	Shutter / Strobe	255	0–30 Open 31–99 Slow Strobe 100–100 Fast Strobe 101–130 Empty Channel Set 131–199 Shutter1StrobeRandom 4 · Slow rnd 200–200 Shutter1StrobeRandom 4 · Fast rnd 201–255 Open
15	Red	255	
16	Green	255	
17	Blue	255	
18	White	0	
19	Gobo	0	0–10 NoFunction 11–15 Vertical Line <- 16–20 Vertical Line -> 21–25 Vertical Line <--> Bounce 26–30 Horizontal line UP to DN 31–35 Horizontal line DN to UP 36–40 Horizontal lines bounce 41–45 Horizontal > - < 46–50 Horizontal < - > 51–55 Block < - 56–60 Block - > 61–65 Lonely random pixel 66–70 Halves vertical 71–75 Halves horizontal 76–80 Quaters clockwise 81–85 Pixel clockwise 86–90 Pixel counterclockwise 91–95 Block > - < 96–100 Block < - > 101–105 Waves 106–110 Duck race 111–115 Stripes 116–120 Fan 121–125 All in sequence 126–205 Reserved 206–255 RandomPixel Density
20	Gobo Rotation	0	0–50 Shape index 51–255 Shape pos

Advanced 3 (27ch) (continued)

Ch	Function	Default	DMX values
21	Gobo Offset	0	0–200 Continous start selection 201–255 Random distribution
22	Gobo	0	0–10 NoFunction 11–15 Vertical Line <- 16–20 Vertical Line -> 21–25 Vertical Line <--> Bounce 26–30 Horizontal line UP to DN 31–35 Horizontal line DN to UP 36–40 Horizontal lines bounce 41–45 Horizontal > - < 46–50 Horizontal < - > 51–55 Block < - 56–60 Block - > 61–65 Lonely random pixel 66–70 Halves vertical 71–75 Halves horizontal 76–80 Quaters clockwise 81–85 Pixel clockwise 86–90 Pixel counterclockwise 91–95 Block > - < 96–100 Block < - > 101–105 Waves 106–110 Duck race 111–115 Stripes 116–120 Fan 121–125 All in sequence 126–205 Reserved 206–255 RandomPixel Density
23	Gobo Rotation	0	0–50 Shape index 51–255 Shape pos
24	Gobo Offset	0	0–200 Continous start selection 201–255 Random distribution
25	No Feature	0	
26	No Feature Fine	0	Fine byte of No Feature
27	Dimmer Curve	0	0–51 From MENU 52–101 Mode OFF 102–152 Mode 1 153–203 Mode 2 204–255 Mode 3