SHEHDS

Waterproof LED Beam+Wash 7x40W RGBW Zoom Light (Bee Eye)



Manufacturer	**SHEHDS**
Type	**Moving head**
DMX modes	**2**
DMX footprint	**25, 55 channels**
Beam angle	**5-40°**
Pan range	**540°**
Tilt range	**205°**
Heads / cells	**9**
Size (W × H × D)	**300 × 300 × 200 mm**
GDTF fixture type	**B9ADDE5D-7029-5F1D-92A0-A…**

Controls

Prism rotation · Zoom · Colour temperature · Colour wheel · Effect speed · Strobe · Dimmer · Pixel control · Pan and tilt · Movement speed

Safety-relevant functions

Built-in effect programmes

DMX modes

25 Channels Mode	25 ch
55 Channels Mode	55 ch

25 Channels Mode

25 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Tilt	128	
3	Position MSpeed	0	
4	Dimmer	0	
5	Shutter / Strobe	104	0–3 Off 4–103 Strobe speeds from slow to fast 1–25 Hz 104–107 Light up 108–207 Strobe speeds from slow to fast 1–25 Hz 208–212 Light up 213–251 Strobe 252–255 Light up
6	Red	0	
7	Green	0	
8	Blue	0	
9	White	0	
10	Zoom	0	
11	Prism Rotation	0	0–127 0~60 Degrees 128–191 Counterclockwise from fast to slow unrotation 192–199 Not printed in the chart 200–255 Turn clockwise from slow to fast CVT
12	C TO	0	
13	Color Macro1	0	0–9 None 10–19 Red 20–29 Green 30–39 Blue 40–49 White 50–59 Yellow 60–69 Purple 70–79 Sky Blue 80–89 Ivory White 90–99 Siena Color 100–109 Cinnamon 110–119 Orange 120–129 Scarlet 130–139 Cherry Red 140–149 Raspberry Red 150–159 Lavender 160–169 Magenta 170–179 Grape Purple 180–189 Bright Purple 190–199 Egyptian Blue 200–209 Bright Blue 210–219 Just Blue 220–229 Light Blue 230–239 Electric Blue 240–249 Sea Blue 250–255 Light Blue

25 Channels Mode (continued)

Ch	Function	Default	DMX values
14	Effect	0	0–9 None 10–19 Single diagonal static graphic 20–29 One character static graphic 30–39 Triangle Static Shape 40–49 Pendulum shaped static graphic 50–59 Single flow dynamic effect 60–69 2 dynamic effects of flowing water 70–79 2 Pendulum Water Flow Dynamic Effect 80–89 3 Pendulum Water Flow Dynamic Effect 90–99 3 trailing flowing water dynamic effects 100–109 3 Pendulum Tail Flow Dynamic Effect 110–119 Single diagonal flowing dynamic effect 120–129 Two diagonal flowing dynamic effects 130–139 Linear flowing dynamic effect 140–149 X-shaped flowing water dynamic effect 150–159 Dynamic effect of wavy water flow 160–169 Dynamic switching effect between internal and ex... 170–179 Rotating blooming point control effect 180–189 Continuous blooming point control effect 190–199 Petal rotation point control effect 200–209 Colorful overall flow control effect on the outer ring 210–255 None
15	Effect Speed	0	
16	Effects1Fade	0	
17	Effects1Adjust1	0	
18	Control1	0	0–80 None 81–90 Automatic Mode, Speed From Fast To Slow 91–100 Audio Mode 101–110 Non-Functional 111–120 Horizontal Reverse: Open 121–130 Horizontal Reversal: Close 131–140 Vertical Reverse: Open 141–150 Vertical Reverse: Close 151–160 Reset All Motors 161–255 None
19	Dimmer	0	
20	Shutter / Strobe 2	0	0–49 On 50–200 Synchronous strobe 1–25 Hz 201–210 On 211–255 Random flicker
21	Red	0	
22	Green	0	
23	Blue	0	

25 Channels Mode (continued)

Ch	Function	Default	DMX values
24	Effect 3	0	0–2 None 3–5 Ring Effect 1 6–8 Ring Effect 2 9–11 Ring Effect 3 12–14 Ring Effect 4 15–17 Ring Effect 5 18–20 Ring Effect 6 21–23 Ring Effect 7 24–26 Ring Effect 8 27–29 Ring Effect 9 30–32 Ring Effect 10 33–35 Ring Effect 11 36–38 Ring Effect 12 39–41 Ring Effect 13 42–44 Ring Effect 14 45–47 Ring Effect 15 48–50 Ring Effect 16 51–53 Ring Effect 17 54–56 Ring Effect 18 57–59 Ring Effect 19 60–62 Ring Effect 20 63–65 Ring Effect 21 66–68 Ring Effect 22 69–71 Ring Effect 23 72–74 Ring Effect 24 75–77 Ring Effect 25 78–80 Ring Effect 26 81–83 Ring Effect 27 84–86 Ring Effect 28 87–89 Ring Effect 29 90–92 Ring Effect 30 93–95 Ring Effect 31 96–98 Ring Effect 32 99–101 Ring Effect 33 102–104 Ring Effect 34 105–107 Ring Effect 35 108–110 Ring Effect 36 111–113 Ring Effect 37 114–116 Ring Effect 38 117–119 Ring Effect 39 120–122 Ring Effect 40 123–125 Ring Effect 41 126–128 Ring Effect 42 129–131 Ring Effect 43 132–134 Ring Effect 44 135–137 Ring Effect 45 138–140 Ring Effect 46 141–143 Ring Effect 47 144–146 Ring Effect 48 147–149 Ring Effect 49 150–152 Ring Effect 50 153–155 Ring Effect 51 156–158 Ring Effect 52 159–161 Ring Effect 53 162–164 Ring Effect 54 165–167 Ring Effect 55 168–170 Ring Effect 56 171–173 Ring Effect 57 174–176 Ring Effect 58 177–179 Ring Effect 59 180–182 Ring Effect 60 183–185 Ring Effect 61 186–188 Ring Effect 62 189–191 Ring Effect 63

25 Channels Mode (continued)

Ch	Function	Default	DMX values
25	Effect Speed 3	0	

55 Channels Mode

55 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	
6	Dimmer	0	
7	Shutter / Strobe	104	0–3 Off 4–103 Strobe speeds from slow to fast 1–25 Hz 104–107 Light up 108–207 Strobe speeds from slow to fast 1–25 Hz 208–212 Light up 213–251 Strobe 252–255 Light up
8	Red	0	
9	Green	0	
10	Blue	0	
11	White	0	
12	Zoom	0	
13	Prism Rotation	0	0–127 0~60 Degrees 128–191 Counterclockwise from fast to slow unrotation 192–199 Not printed in the chart 200–255 Turn clockwise from slow to fast CVT
14	C TO	0	
15	Color Macro1	0	0–9 None 10–19 Red 20–29 Green 30–39 Blue 40–49 White 50–59 Yellow 60–69 Purple 70–79 Sky Blue 80–89 Ivory White 90–99 Siena Color 100–109 Cinnamon 110–119 Orange 120–129 Scarlet 130–139 Cherry Red 140–149 Raspberry Red 150–159 Lavender 160–169 Magenta 170–179 Grape Purple 180–189 Bright Purple 190–199 Egyptian Blue 200–209 Bright Blue 210–219 Just Blue 220–229 Light Blue 230–239 Electric Blue 240–249 Sea Blue 250–255 Light Blue

55 Channels Mode (continued)

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17	Effect Speed	0	
18	Effects1Fade	0	
19	Effects1Adjust1	0	
20	Control1	0	0–80 None 81–90 Automatic Mode, Speed From Fast To Slow 91–100 Audio Mode 101–110 Non-Functional 111–120 Horizontal Reverse: Open 121–130 Horizontal Reversal: Close 131–140 Vertical Reverse: Open 141–150 Vertical Reverse: Close 151–160 Reset All Motors 161–255 None
21	Dimmer	0	
22	Shutter / Strobe 2	0	0–49 On 50–200 Synchronous strobe 1–25 Hz 201–210 On 211–255 Random flicker
23	Red	0	
24	Green	0	
25	Blue	0	

55 Channels Mode (continued)

Ch	Function	Default	DMX values
26	Effect 3	0	0–2 None 3–5 Ring Effect 1 6–8 Ring Effect 2 9–11 Ring Effect 3 12–14 Ring Effect 4 15–17 Ring Effect 5 18–20 Ring Effect 6 21–23 Ring Effect 7 24–26 Ring Effect 8 27–29 Ring Effect 9 30–32 Ring Effect 10 33–35 Ring Effect 11 36–38 Ring Effect 12 39–41 Ring Effect 13 42–44 Ring Effect 14 45–47 Ring Effect 15 48–50 Ring Effect 16 51–53 Ring Effect 17 54–56 Ring Effect 18 57–59 Ring Effect 19 60–62 Ring Effect 20 63–65 Ring Effect 21 66–68 Ring Effect 22 69–71 Ring Effect 23 72–74 Ring Effect 24 75–77 Ring Effect 25 78–80 Ring Effect 26 81–83 Ring Effect 27 84–86 Ring Effect 28 87–89 Ring Effect 29 90–92 Ring Effect 30 93–95 Ring Effect 31 96–98 Ring Effect 32 99–101 Ring Effect 33 102–104 Ring Effect 34 105–107 Ring Effect 35 108–110 Ring Effect 36 111–113 Ring Effect 37 114–116 Ring Effect 38 117–119 Ring Effect 39 120–122 Ring Effect 40 123–125 Ring Effect 41 126–128 Ring Effect 42 129–131 Ring Effect 43 132–134 Ring Effect 44 135–137 Ring Effect 45 138–140 Ring Effect 46 141–143 Ring Effect 47 144–146 Ring Effect 48 147–149 Ring Effect 49 150–152 Ring Effect 50 153–155 Ring Effect 51 156–158 Ring Effect 52 159–161 Ring Effect 53 162–164 Ring Effect 54 165–167 Ring Effect 55 168–170 Ring Effect 56 171–173 Ring Effect 57 174–176 Ring Effect 58 177–179 Ring Effect 59 180–182 Ring Effect 60 183–185 Ring Effect 61 186–188 Ring Effect 62 189–191 Ring Effect 63

55 Channels Mode (continued)

Ch	Function	Default	DMX values
27	Effect Speed 3	0	
28	Red	0	
29	Green	0	
30	Blue	0	
31	White	0	
32	Red	0	
33	Green	0	
34	Blue	0	
35	White	0	
36	Red	0	
37	Green	0	
38	Blue	0	
39	White	0	
40	Red	0	
41	Green	0	
42	Blue	0	
43	White	0	
44	Red	0	
45	Green	0	
46	Blue	0	
47	White	0	
48	Red	0	
49	Green	0	
50	Blue	0	
51	White	0	
52	Red	0	
53	Green	0	
54	Blue	0	
55	White	0	

Fixture model: gdtf-shehds-waterproof-led-beam-wash-7x40w-rgbw-zoom-light-bee-eye-202611148201
Creator: HitLight
Modifications: Original HitLight 3D housing: scripted parametric geometry modelled by HitLight from public product photos and the manufactu...