

REDJET

PROFESSIONAL STAGE TECHNOLOGIES

STROBE 1212LS

Motorized RGB Pixel Strobe



400 W

POWER

AC 100-240 V / 50-60
Hz

96 + 20

SEGMENTS

RGB + white strobe
zones

1-30 Hz

STROBE

High-speed flash

RDM

CONTROL

DMX512 + Auto + M/S

USER MANUAL | English | Rev. 1.0 | September 2026

QUICK START

QUICK START

Get started in 60 seconds

This page summarizes the fastest way to prepare the fixture for basic DMX operation. Detailed channel tables are provided on the following pages.

1	POWER	Connect the AC 100-240 V, 50/60 Hz power supply.
2	MODE	From Menu > DMX Mode, select 06CH / 20CH / 41CH / 312CH.
3	ADDRESS	Set the starting address from 001 to 512 under Address.
4	DMX	Connect controller DMX OUT to fixture DMX IN.
5	CONTROL	When a DMX signal is received, the address display stops flashing; begin programming.

Which DMX mode should I select?

6 CH BASIC Tilt + reset + white dimmer + RGB. Fastest setup.	20 CH RECOMMENDED Movement, master dimmer, RGB, strobe and all built-in effects.	41 CH 8 SEGMENTS More detailed effect control with 8 independent RGB segments.	312 CH PIXEL Advanced pixel mapping for 96 RGB + 20 white zones.
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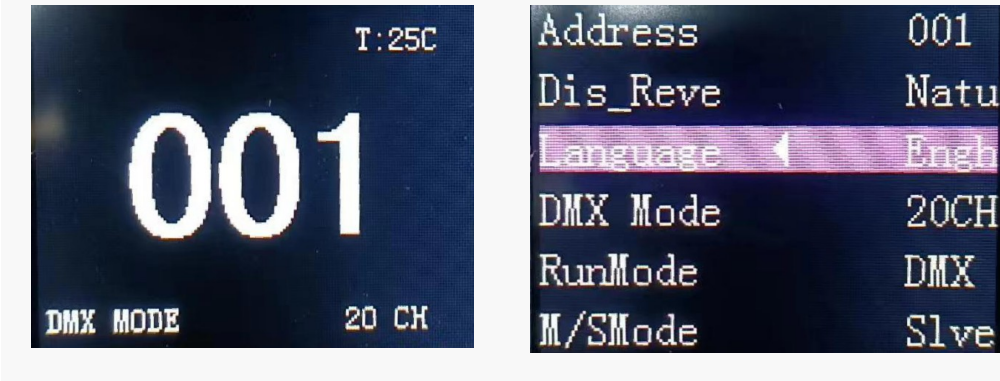
Practical choice
For general stage programming, 20 CH is the most balanced choice. Use 41 CH or 312 CH for pixel-based shows.

Basic operating limits

Operating voltage	AC 100-240 V, 50/60 Hz
Power consumption	400 W
Operating temperature	-30 °C to +50 °C
IP rating	IP20 - indoor / dry locations
Strobe frequency	1-30 Hz

Note: The DMX reference in this manual is based on the 6 / 20 / 41 / 312-channel structure in the supplied manufacturer documentation.

Four-button control panel



Buttons

MENU BACK / MAIN MENU Opens the main menu or returns to the previous screen.	UP UP / + Moves up in the menu or increases the value.	DOWN DOWN / - Moves down in the menu or decreases the value.	OK ENTER / SAVE Selects, confirms the change and saves it to memory.
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Simplified menu map

MENU	VALUE	FUNCTION
Address	001-512	DMX starting address
Dis_Reve	Natu / Revl	Display orientation: normal / reversed
Language	Chin / Engh	Display language: Chinese / English
DMX Mode	06CH / 20CH / 41CH / 312CH	Channel mode selection
RunMode	DMX / Auto	DMX or automatic operation
M/SMode	Slve / Mast	Slave / Master selection
Yreverse	Off / Open	Reverse tilt movement
White R/G/B/W	0-255	R/G/B/W calibration values
All Time	0-9999	Total operating time counter
MotherVer	Vxx.xx	Mainboard / firmware version
Motor Hell	Natu / Err	Motor status: normal / error
Sensor	0-4096	Sensor diagnostic value
Temp	0-120 °C	Internal temperature display
MANUAL	0-255	Manual function test from the fixture
DmxLevel	0-255	Monitor incoming DMX levels
All Reset	Annu / Exec	Cancel / full fixture reset
ExitMenu	-	Exit the menu

CONNECTION

DMX512 and Master/Slave

The fixture supports DMX512, automatic programs, sound activation, Master/Slave and RDM control. For DMX operation, check the address and channel mode settings on all fixtures.

DMX connection

Daisy-chain connection
DMX CONTROLLER OUT > STROBE 1212LS DMX IN > DMX OUT > NEXT FIXTURE DMX IN

- Set an appropriate starting address from 001 to 512 on each fixture.
- The channel mode must match the complete programming plan: 6 / 20 / 41 / 312 CH.
- When the DMX signal reaches the fixture, the address display stops flashing.

Master/Slave - synchronized operation without a controller

Setup
MASTER fixture: M/SMode = Mast | Other fixtures: M/SMode = Slve | Daisy-chain the fixtures with DMX cable.

- Only one fixture in a group should be Master. If more than one Master is selected, the fixtures may not synchronize.
- For Master/Slave operation, the DMX512 controller must be disconnected or disabled.
- The automatic/effect mode selected on the Master is sent to the Slave fixtures in sync.

20 CH function groups - quick overview

CHANNEL	GROUP	FUNCTION
CH 1-4	Movement / reset	Tilt, fine tilt, speed, fixture reset
CH 5-6	Main output	Master dimmer + RGB strobe/flicker
CH 7-13	Graphics / effects	Character, color, image orientation, effect and speed
CH 14-16	RGB	Overall red, green and blue levels
CH 17-20	White strobe	Dimmer, strobe speed, auto effect, effect speed

BASIC

6 CH - Basic Mode

For the fastest setup. Provides tilt, reset, white strobe dimmer and overall RGB control; advanced effects and pixel functions are not available in this mode.

CH	Function	DMX	Description
1	Tilt	0-255	Vertical movement
2	Reset	0-126 / 127-128	0-126: no function 127-128: full reset
3	White strobe dimmer	0-255	White flash output 0-100%
4	Red	0-255	Red 0-100%
5	Green	0-255	Green 0-100%
6	Blue	0-255	Blue 0-100%

Quick-use example

Static color	Set the RGB mix with CH4/5/6.
White strobe	Set the white strobe intensity with CH3.
Movement	Select the tilt position with CH1.
Reset	CH2 = 127-128 is the full reset command.

When should you use 6 CH?

Suitable for basic DJ use, quick stage setups or systems that require a limited DMX channel count.



STROBE 1212LS - White Strobe View

DMX CHANNEL TABLE

RECOMMENDED

20 CH - Normal + Effect Mode

Recommended for general use. Provides movement, master dimmer, RGB, strobe and built-in effects in a single personality.

CH	Function	DMX	Description
1	Tilt	0-255	Vertical movement
2	Tilt Fine	0-255	16-bit fine tilt adjustment
3	Tilt Speed	0-255	Fast > slow
4	Reset	0-126 / 127-128	0-126: no function 127-128: full reset
5	Master Dimmer	0-255	Overall intensity 0-100%
6	RGB Strobe / Flicker	0-24 / 25-255	0-24: constant on 25-255: slow > fast
7	Character / Pattern A	0-4 / 5-255	0-4: off 5-255: character selection
8	Character / Pattern B	0-4 / 5-255	0-4: off 5-255: character selection
9	Foreground Color	0-4 / 5-255	0-4: off 5-255: color selection
10	Background Color	0-4 / 5-255	0-4: off 5-255: color selection
11	Image Orientation	0-127 / 128-255	Normal / reversed
12	Built-in Effect	0-4 / 5-255	0-4: off 5-255: effect selection
13	Effect Speed	0-255	Slow > fast

DMX CHANNEL TABLE

RECOMMENDED

20 CH - Normal + Effect (Cont.)

CH	Function	DMX	Description
14	RGB Red	0-255	Overall red level
15	RGB Green	0-255	Overall green level
16	RGB Blue	0-255	Overall blue level
17	White Strobe Dimmer	0-255	White strobe 0-100%
18	White Strobe Speed	0-24 / 25-255	0-24: constant on 25-255: slow > fast
19	White Auto Effect	0-5 / 5-255	0-5: off 5-255: automatic strobe effect
20	White Effect Speed	0-255	Slow > fast

Programming tip

First set movement and overall intensity with CH1-5, then the RGB color with CH14-16, and finally the white strobe layer with CH17-20. Add CH7-13 when an effect is required.

SEGMENT CONTROL

41 CH - 8 Segment Mode

In addition to global movement/effect functions, 8 RGB segments can be controlled independently in this mode.

CH	Function	DMX	Description
1	Tilt	0-255	Vertical movement
2	Tilt Fine	0-255	16-bit fine tilt
3	Tilt Speed	0-255	Fast > slow
4	Reset	0-126 / 127-128	No function / full reset
5	Master Dimmer	0-255	Overall intensity
6	RGB Strobe	0-24 / 25-255	Constant on / slow > fast
7	Character A	0-4 / 5-255	Off / selection
8	Character B	0-4 / 5-255	Off / selection
9	Foreground Color	0-4 / 5-255	Off / color selection
10	Background Color	0-4 / 5-255	Off / color selection
11	Image Orientation	0-127 / 128-255	Normal / reversed
12	Built-in Effect	0-4 / 5-255	Off / effect selection
13	Effect Speed	0-255	Slow > fast
14	White Strobe Dimmer	0-255	0-100%
15	White Strobe Speed	0-24 / 25-255	Constant on / slow > fast
16	White Auto Effect	0-5 / 5-255	Off / effect
17	White Effect Speed	0-255	Slow > fast

SEGMENT CONTROL

41 CH - RGB Segment Channel Map

CH18-41: 8 RGB segment channel map

SEGMENT	R (RED)	G (GREEN)	B (BLUE)
1	18	26	34
2	19	27	35
3	20	28	36
4	21	29	37
5	22	30	38
6	23	31	39
7	24	32	40
8	25	33	41

Note: The CH18-41 range is mapped by segment using the RGB channel order in the source table (8 segments x 3 colors = 24 channels).

PIXEL MAPPING

312 CH - 96 Segment Pixel Mode

The most detailed control mode. 20 independent white strobe zones and 96 RGB pixel segments are controlled separately via DMX.

CH 1	Tilt - 0-255
CH 2	Tilt Fine - 0-255
CH 3	Tilt Speed - 0-255, fast > slow
CH 4	Reset - 0-126 no function / 127-128 full reset
CH 5-24	20 independent white strobe segments - each 0-255
CH 25-312	96 RGB segments - independent R + G + B channels for each pixel

Pixel channel formula - quick programming

WHITE n n = 1...20 CH = 4 + n Example: White 1 = CH5, White 20 = CH24	RED n n = 1...96 CH = 24 + n Red 1 = CH25, Red 96 = CH120	GREEN n n = 1...96 CH = 120 + n Green 1 = CH121, Green 96 = CH216	BLUE n n = 1...96 CH = 216 + n Blue 1 = CH217, Blue 96 = CH312
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Channel check examples

PIXEL	RED	GREEN	BLUE
Pixel 1	R = CH25	G = CH121	B = CH217
Pixel 2	R = CH26	G = CH122	B = CH218
Pixel 48	R = CH72	G = CH168	B = CH264
Pixel 96	R = CH120	G = CH216	B = CH312

For pixel mapping
Define all 312 channels in the correct order in the console fixture profile. Check universe boundaries; one fixture uses 312 DMX channels.

Note: The CH25-312 range follows the 96 segment x RGB channel order in the source document: R 25-120, G 121-216, B 217-312.

SPECIFICATIONS

Technical reference and dimensions

TECHNICAL SPECIFICATIONS

Voltage: AC 100-240 V, 50/60 Hz

Power: 400 W

LED configuration: 864 x 0.3 W RGB + 180 x 3 W White

Segments: 96 RGB + 20 White

Control: DMX512 / Auto / Master-Slave / Sound / RDM

DMX modes: 6 CH / 20 CH / 41 CH / 312 CH

Dimmer: 32-bit, 0-100% linear

Effects: Strobe + wash/color + effects + motorized tilt

Temperature: -30 °C ... +50 °C

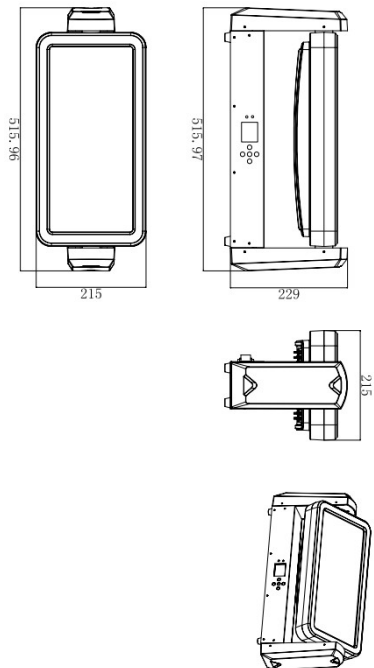
Strobe: 1-30 Hz

Housing: Metal, black

Connections: DMX IN/OUT + Power IN/OUT

IP rating: IP20

TECHNICAL DRAWING (mm)



The main dimensions shown are approximately 516 x 215 x 229 mm.

Essential safety notes

- Because the fixture is IP20-rated, protect it from rain, liquids and excessive humidity.
- Disconnect power before connecting power or DMX cables; do not use damaged cables or connectors.
- Do not block the air inlets/outlets, and keep the operating temperature between -30 °C and +50 °C.
- Intense strobe lighting may cause discomfort in photosensitive people; use caution near the audience and during prolonged operation.

Service

Internal repairs must not be performed by the user. Obtain professional technical service support in the event of a fault, motor error or excessive temperature.

TRUBLESHOOTING

Check these 7 items first

SYMPTOM	CONTROL
No DMX control	Is Address correct? Does DMX Mode match the fixture channel mode patched in the console? Is the DMX cable connected OUT > IN?
Address is flashing	According to the source document, the address stops flashing when a DMX signal is received. Check the cable, controller and output port.
Fixtures respond differently	Compare the channel mode, starting address and console patch for all fixtures.
Master/Slave is not synchronized	Set only one fixture as Master and the others as Slave. Disconnect the DMX controller.
Tilt operates in reverse	Menu > change the Yreverse value.
Display is reversed	Menu > use Dis_Reve to select Natu / Revl.
Motor / sensor error	Menu > check the Motor Hell and Sensor values, then run All Reset. Contact technical service if the problem continues.

Reset procedure

Full reset

Menu > All Reset > Exec. For a full reset via DMX, the source table specifies a reset-channel value range of 127-128.

Record before sending for service

- Fixture serial number and purchase details
- DMX mode in use and starting address
- MotherVer (mainboard / firmware version)
- Motor Hell status and Sensor / Temp values, if available
- Conditions under which the problem recurs

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NOTES

Service and Programming Notes

Fixture Serial No.	
DMX Mode	
Starting Address	
MotherVer	

Notes

SUPPORT

REDJET support network

Use the official contact channels below for product, technical consultation and service support.

REDJET

Global Contact

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PANTEK

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Email: info@pantek.net
Web: www.pantek.net



Technical service tracking

PANTEK working hours

Monday - Friday	09.00 - 18.00
Saturday	09.00 - 14.00

Technical service tracking

Fixtures accepted for service can be tracked at pantek.net/teknik-servis-takip/ using the PANTEK service number and access code.

REDJET STROBE 1212LS

Professional Stage Technologies