Matrix Eye 2
Matrix Eye 4

User Manual

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GLP® Matrix Eye User Manual

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1. Safety

Key to symbols

The following symbols are used in the product's user documentation:

The following symbols are used in the product's user documentation:

	**Warning!** Safety hazard. Risk of severe injury or death.		**Warning!** Hazardous voltage. Risk of lethal or severe electric shock.
	**Warning!** See user documentation for important safety information.		**Warning!** Fire hazard.
	**Warning!** Risk of eye injury.		**Warning!** Hot surface. Risk of burn injury.
	**Important Information** for correct use of the product		**Information** – this feature will be implemented in a future firmware update


Warning! Read the Quick Start and Safety Manual supplied with the Matrix Eye lighting fixture and available for download from www.glp.de before installing, operating or servicing the fixture. The Quick Start and Safety Manual contains important information for the safe use of Matrix Eye fixtures. If you fail to read that information, you may create a safety hazard with a risk of injury, death or damage.

If you have any doubts or questions about how to use the product safely, please contact your GLP® supplier, who will be happy to help.

The user documentation for GLP Matrix Eye lighting fixture consists of:

- The **Matrix Eye Quick Start and Safety Manual**, supplied with Matrix Eye fixtures and available for download from www.glp.de. The Quick Start and Safety Manual contains important safety information and installation instructions that the installer and user must read. It also contains a detailed product overview, dimensions drawings and technical specifications for the product.
- The **Matrix Eye User Manual**, (this document). The User Manual explains features and control of Matrix Eye fixtures.

- The **Matrix Eye DMX Channel Index**, containing the DMX control channel layout and DMX commands available in the fixture. This information is also included in the User Manual.

The Matrix Eye is intended for use by experienced professionals with the knowledge and skills to set up, operate, and maintain high-powered, remotely controlled lighting equipment safely and efficiently. These operations require expertise that may not be provided in this manual.

- Respect all warnings and directions given in the product's user documentation and on the product. Read the user documentation and familiarize yourself with the safety precautions it contains before installing, using or servicing the product. GLP and affiliated companies will take no responsibility for damage or injury resulting from disregard for the information in the user documentation.
- Check the GLP website at www.glp.de and make sure that you have the latest versions of the product's user documentation.
- Check the fixture software version indicated on page 2 of this User Manual and then use the fixture's control panel to check the version installed in the fixture. If the versions are not the same, the user manual may still cover the fixture, because software updates do not always affect the use of the fixture. However, it is possible that this User Manual does not match the fixture perfectly. Software release notes can help clarify this question. You can consult software release notes and download the correct version of this manual on the GLP website if necessary.
- Make both the Quick Start and Safety Manual and this User Manual available to all persons who will install, operate or service the product. Save both documents for future reference.
- If you have any questions about the safe operation of the product, please contact an authorized GLP distributor (see list of distributors at www.glp.de).
- Use the product only as directed in this manual. Observe all markings in this manual and on the product.

GLP Service and Support

Contact information for the nearest GLP Service and Support is available online at www.glp.de/en/service, by email at info@glp.de, or by telephone at the following numbers:

- GLP Germany: +49 (7248) 927 19-55
- GLP N. America: +1 818 767-8899
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- GLP Asia: +852 (3151) 7730
- GLP Nordic: +46 737 57 11 40

Avoiding damage to the fixture

The Quick Start and Safety Manual contains important information that is intended to help you avoid possible damage to the fixture from other light sources, during transportation, etc. Read that information before storing, transporting or using the fixture.

2. Features

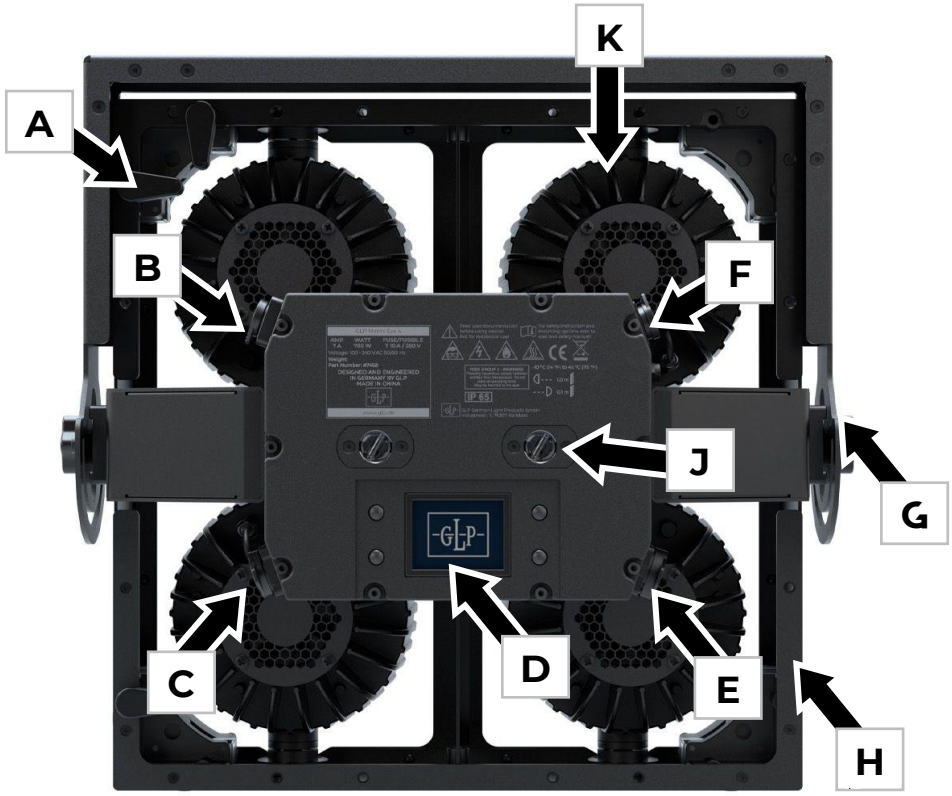

Figure 1. Matrix Eye 4 overview from rear

A – Latch for array mounting (x4)

B – DMX input

C – TRUE1 Mains Power input

D – Control panel with display and buttons

E – TRUE1 Mains Power link through

F – DMX link through

G – Hanging yoke with side clamps

H – Fixture frame with omega clamp points and array points

J – Rear mount position for omega clamp

K – Back of LED head with +/- 20 degree pan

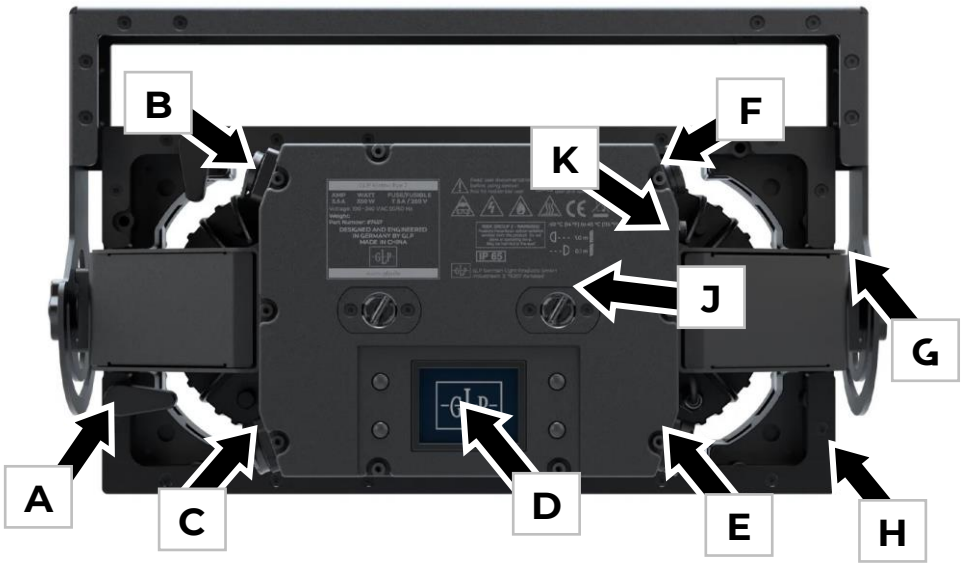

Figure 2. Matrix Eye 2 overview from rear

A – Latch for array mounting (x4)

B – DMX input

C – TRUE1 Mains Power input

D – Control panel with display and buttons

E – TRUE1 Mains Power link through

F – DMX link through

G – Hanging yoke with side clamps

H – Fixture frame with omega clamp points and array points

J – Rear mount position for omega clamp

K – Back of LED head with +/- 20 degree pan

3. Features and settings

The GLP Matrix Eye is part of the groundbreaking MATRIX Series – a smart cluster system that allows you to mechanically link multiple frame fixtures into one seamless lighting unit. Build your own custom lighting system with LED Blinders and more.

Powered by high-efficiency RGBAL LEDs and the innovative GLP iQ.Gamut Color Algorithm, the Matrix Eye delivers intense color output and high-quality white light with superior color rendering. It faithfully replicates the classic tungsten behavior of traditional DWE Blinders, offering an authentic, warm dimming curve with all the benefits of LED technology.

Matrix Eye 2	**Matrix Eye 4**
2 heads of each 500W RGBAL LED	4 heads of each 500W RGBAL LED
300W output (13165 lm) in “constant” mode	600W output (26300 lm) in “constant” mode
600W* output (19650 lm) in “boost” mode	1200W* output (39300 lm) in “boost” mode
80° Beam Angle, 100° Field Angle	80° Beam Angle, 100° Field Angle
+/-20° individual Head-Pan-Angle	+/-20° individual Head-Pan-Angle
Realistic tungsten simulation with and without CTC	Realistic tungsten simulation with and without CTC
IP65 protected for indoor and outdoor usage	IP65 protected for indoor and outdoor usage
compact and low weight framing construction allows multiple fixture cluster - fixture only: 9.5 kg (20.9 lb)	compact and low weight framing construction allows multiple fixture cluster – fixture only: 13.5 kg (29.8 lb)

When linking fixtures into an array, you must take care to ensure that the combined fixtures are rigged safely. Refer to the Quick Start and Safety Manual for safe rigging combinations for linked fixtures.

Control options

The GLP Matrix Eye is compatible with DMX 512, RDM and GLP iQ.Mesh. Select the one you are using with the **Protocol Setup → Data In** option.

Control Modes

You can choose from five different DMX control modes.

In Modes 2-4, global controls are provided for 16-bit dimmer, strobe and intensity FX; Color Mix is controlled using either RGB or RGBAL control channels in 16-bit mode, as set by the **Protocol Setup → Color Mix Mode** option. In Mode 5, there are no global controls and Color Mix is always controlled in RGB 8-bit mode.

Mode 1 – Individual Generic (Eye 2 - 2 channels, Eye 4 – 4 channels)

Fixture behaves as a standard tungsten blinder with a dimmer channel for each LED head. Fixture options are automatically set up to mimic DWE tungsten lamp behavior.

Mode 2 – All Full RGB(AL) (Eye 2 - 19 channels, Eye 4 – 19 channels)

Fixture behaves as an RGB LED blinder. All LED heads are controlled as one, using either RGB or RGBAL 16-bit controls. Tungsten Emulation Channel offers different Tungsten simulations with and without CTC. White point may be adjusted using CTC channel.

Mode 3 – Individual Full RGB(AL) (Eye 2 - 29 channels, Eye 4 – 49 channels)

Fixture behaves as an RGB LED blinder with individual color control of each LED head, using either RGB or RGBAL 16-bit controls. Tungsten Emulation Channel offers different Tungsten simulations with and without CTC for whole fixture. White point may be adjusted globally for the whole fixture using CTC channel.

Mode 4 – Multi fixture RGB(AL) (Eye 2 - 38 channels, Eye 4 – 76 channels)

Fixture behaves as an RGB LED blinder with individual color control of each LED head, using either RGB or RGBAL 16-bit controls. Tungsten Emulation Channel offers different Tungsten simulations with and without CTC for each LED head. White point may be adjusted for each LED head using CTC channel.

Mode 5 – Pixelmap RGB (Eye 2 - 6 channels, Eye 4 – 12 channels)

Fixture behaves as a standard RGB LED blinder with 8 bit RGB control for each LED head. No global dimmer or Strobe / FX options are provided.

Intensity (Dimmer)

The Intensity Channels control the intensity of the related fixture module (Beam / Plate) in 16 bit resolution. Different dimming curve options are available. You can select the dimming curve using the **Fixture Settings → Dimmer Curve** setting.

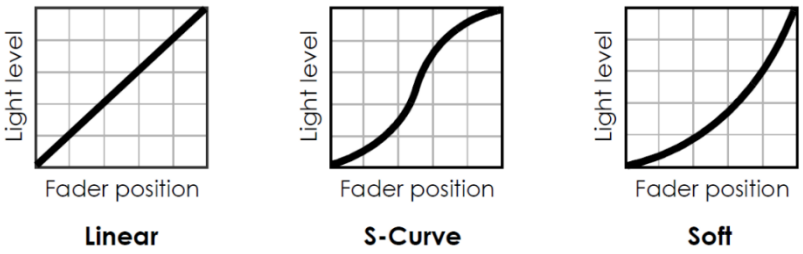

Figure 3. Dimming curves

Boost Mode

The fixture may be set into Boost Mode using the setting **Fixture Settings → Boost Mode**. In this mode the fixture output is increased by approximately 50% but it will only

operate on full output for a short time before the output is reduced to keep the fixture temperature below limits. When Boost Mode is set to Constant, the fixture outputs at a standard level continuously.

Color Mix Mode (RGBAL / RGB)

The fixture uses 5 colors of LED emitter – Red, Green, Blue, Amber, Lime – to produce the output.

In DMX Modes 2-4, the **Fixture Settings → Color Mix Mode** setting lets you choose to control the 5 colors independently (RGBAL mode), or to set the output color using RGB controls and have the fixture automatically set the Amber and Lime emitters for best color mix (RGB mode). The CTC channel may be used to set the white point of the fixture when all control channels are at 100%.

In DMX Mode 5, RGB mode is always used.

White Point setting

In Color Mix RGB mode only, you can select different White Points (white balance) or disable White Point. This is set using the **Fixture Settings → White Point** menu option. If a White Point is set, it will determine the white output of the fixture when all RGB control channels are at 100%.

If White Point is set to Off, and RGB is set to 100%, all colors will run with maximum intensity. This gives the highest output but no defined White Point.

Colormix Speed

For a smoother and more attractive color fade, the fixture internally calculates a transition between different color settings. If you need a fast snap between colors (for example if the fixture is used for video mapping), set the **Fixture Settings → Colormix Speed** option to **Snap**. This will remove the internal fade and give instant change between color settings.

Duration

The Flash Duration Channel sets the length of a flash from super short to long flashes. The control can be set as Normal (fixed duration) or Percentage (of flash rate) using the **Fixture Settings → Duration Control** setting.

Rate (Shutter)

The operator can adjust the interval between flashes or the speed of Intensity Effects. If the Intensity Effects Channel is set to DMX 000..004 the Rate Channel will perform as a standard Strobe Channel and will adjust the Strobe speed as follow:

- At DMX 000..004 the fixture will be in blackout (Shutter Blackout)
- At DMX 255 the fixture will be continuously on (Shutter Open)
- In between the above values the fixture will perform flashes with long interval to very short interval

Intensity Effects (Shutter Mode)

The operator can select between different Intensity effects which independently flash the LED heads in various sequences.
At DMX 000 all intensity effects are disabled and there will be normal Flashes performing on all LED heads at the same time.

Tungsten Emulation

The fixture can simulate the response of tungsten lamps by making the light output "warmer" at lower levels (Red shift) and providing slow fade out. This lets you select between different Tungsten Emulations based on standard Tungsten fixtures.

The first half of the control will emulate the Tungsten light source in Default Color Temperature, Red Shift and Dimmer response.

The second half of the control will emulate the Tungsten light source but without the linked Default Color Temperature. Then you can use any mixed color and the fixture will use the Dimmer response behavior of the selected light source.

Special/Control DMX channel

The Special/Control DMX channel lets you change fixture settings and perform a fixture reset from the control desk (a possibility that can be very useful during a show or for a specific scene). To apply a command on the Special/Control channel, you must hold the command for the time indicated in the DMX channel index section at the end of this user manual.

To trigger a reset using the Special/Control channel, you must send the DMX value for this function for 3 seconds. If you want to trigger an additional reset using the Special/Control channel, you must first move away from the Reset DMX value and then return to this value. This requirement to change DMX values eliminates the risk of the fixture entering an unwanted Reset loop if it is patched wrongly.

Note: Most of the fixture settings available in the fixture's control menus or on the Special/Control DMX channel are also available via RDM.

Fan modes

The options in **Fixture Settings→Fan Mode** let you give priority to lowest fan noise or most powerful cooling.

- **Regulated** mode gives priority to light output and only operates fans as necessary.
- **High** mode sets the fans to constant operation at high speed with max light output, good for high ambient temperature if noise isn't a problem.
- **Medium** mode sets fans to constant operation at medium speed and light output intensity is slightly reduced.
- **Low mode** sets fans to constant operation at low speed and light output is significantly reduced.
- **Minimum** mode sets fans to minimum speed when fixture is lit, otherwise fans are shut down. Light output is reduced.

Note: In all fan modes, light output is reduced if the fixture temperature gets too high. If fixture temperature reaches a dangerous level, light output is shut down for a period until the fans have brought the temperature down to a safe level.

Pixel options

See the *GLP Matrix Eye DMX Channel Index* document for details of pixel layout.

The pixels may be mirrored in X or Y axis or both using the **Fixture Settings→Pixel Mirror option.**

X-mirror puts the first pixel on the right and the last pixel on the left.

Y-mirror puts the first pixel at the bottom and the last pixel at the top.

No signal

This setting lets you select what the fixture should do if no DMX signal is present (if the DMX signal stops, or if it's powered up with no DMX signal):

- **Blackout (Default)** - go off if no DMX.
- **Hold -** continue using the last DMX values.
- **Scene (Stand-alone)** - play its stored stand-alone scene. This is useful to make a fixture automatically come on at power up.
- **Capture DMX Values** – stores the stand-alone scene from the current DMX values.

Display Mode

Sets how the fixture's control panel display operates. The display will always come on when you press a button.

- **Auto** (default): display switches off after a few seconds if the fixture is receiving a control signal and has no errors. If no control signal, the display will flash. If the fixture has an error, the display stays on and shows the error.
- **On**: display stays on constantly.
- **Off**: display switches off after a few seconds even if the fixture is not receiving a control signal or has an error.

Hibernation

Lets you put the fixture into energy-saving mode and disables all electronic components apart from the DMX receiving module.

You can take the fixture out of hibernation mode with a power off/on cycle, via RDM or using the Special / Control DMX channel. If you do this, the fixture will perform a fixture reset before returning to normal operation.

Load User Setting Preset

You can save and load different custom fixture configurations or return the fixture to the default fixture settings.

- To save a custom setting preset from 1 to 3, use the option **Service → Advanced → Save Settings**.
- **Load User Settings 1** to **3** loads one of three specific custom fixture settings which you have previously stored. You must confirm the function for 3 seconds before the new settings are loaded (option ***Fixture Settings → Load User Settings → User Settings 1-3***).
- To return settings to default, use the option **Fixture Settings→Load User Settings→Setting Defaults.**

*Note: The **Load User Settings** and **Setting Defaults** commands will only affect settings in the **Fixture Settings** group and will not affect DMX Address, Control Mode, Protocol Type, IP Settings, etc. This helps avoid loss of communication with the controller.*

Information

The **Information** submenu provides readouts of all relevant information such as the error list if any errors have been detected, the fixture's serial number, firmware version, device info, device hours counter, power cycles counter, DMX input monitor, signal quality etc.

Manual Control

This menu gives different options for setting up the fixture manually.

- **Reset All**: Performs a full fixture reset to initialize all features and effects.
- **Manual DMX**: gives control of the fixture from the menu. External DMX control has priority so disconnect controllers to use this function.
  You can load values from the No Signal stored scene, or save values you've set back to the stored scene.

Service

The Service menu allows you to run tests on the fixture and to save current settings to a user preset.

Load Factory Defaults

Reloads all factory defaults over the entire fixture and brings the fixture into standard show condition.

You must confirm the function for 3 seconds before the default settings are loaded.

Important! *The factory default settings that are reloaded with this command include all data and network configuration parameters such as DMX start address, IP configuration etc. You may therefore lose communication with your controller.*

*The **Load Factory Defaults** command does not affect device counters and calibration.*

Factory Menu

Important! Do not enter the Factory Menu if you are not a trained service professional with service documentation or clear instructions from GLP Service.

Read the user and service documentation carefully before entering this menu. In the Factory Menu you can apply critical settings which can damage the fixture.

The Factory Menu is a hidden menu for the manufacturer or professional service technicians only. This special menu allows fixture calibration and the adjustment of all mechanical features following the manufacturer's instructions.

To enable the Factory Menu, apply power to the fixture and press the ENTER and BACK buttons together while the pre-boot screen is being displayed. You can release the buttons as soon as FACTORY MODE appears in the black display. After doing this, **Factory Menu** is visible as the last item in the main menu. The Factory Menu will remain available until the next power cycle. While the Factory Menu is enabled, all display timeouts are disabled to make working on the fixture easier and a Factory symbol is visible in the main screen.

4. Control panel

Warning! DMX control is disabled when the control menus are active. Be prepared for the head to illuminate as soon as you exit the control menus.

The control panel and backlit graphic LCD display allow you to setup the options for the fixture.

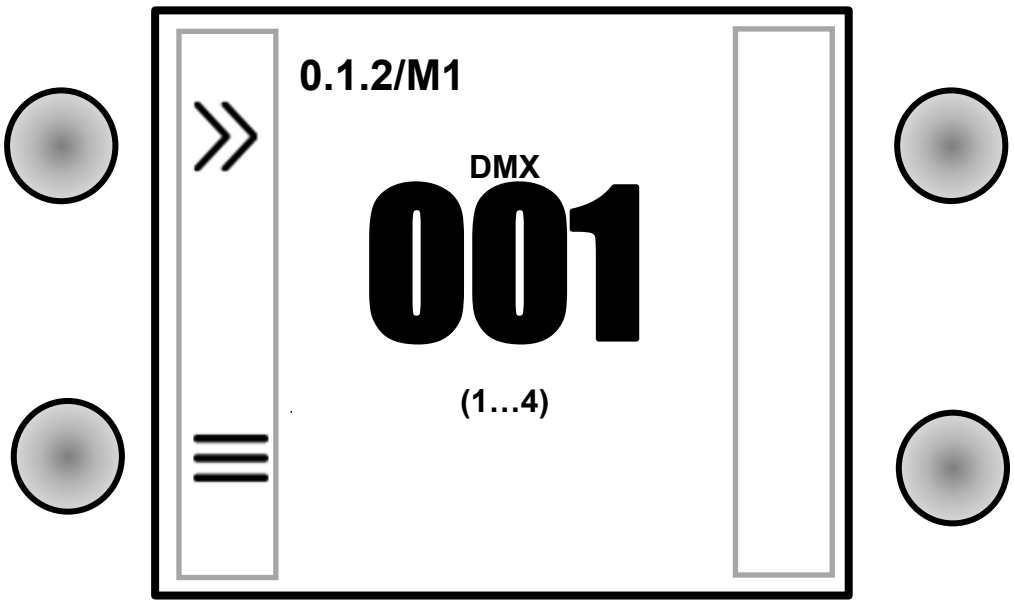

Figure 4. Default information screen

Default information screen

When power is applied, the fixture performs a reset. After the reset has completed, the default information screen appears in the control panel display on the base of the fixture.

At any other time, you can press any key to unlock the control panel. Doing this also calls up the default information screen in the control panel display.

See Figure 4. The top line of the default information screen consists of, from left to right:

- Main CPU firmware version
- DMX Mode

The center of the screen shows the following information:

- Signal source.
- Fixture's current DMX address in large characters. If the fixture's self-diagnosis system detects an error, the fixture will flash an error message alternately with the

DMX address. This lets you see the DMX address and error message at a distance from the fixture.

- Below the current DMX address, the fixture displays in smaller characters the DMX channels that the fixture is currently using.

In the example shown in Figure 4:

- The fixture is running CPU software version 0.1.2
- The fixture is set to DMX Mode 1
- The fixture is set to receive data via DMX
- The fixture's DMX start address is 001
- The fixture is using DMX channels 1 to 19.

Using the control panel

The four control panel buttons under the display have the following functions.

In the main screen:

QUICK MENU – Activates the Quick Menu

UP/DOWN – Press three times to open the live diagnostic tool

MENU – Activates the control panel if it is in sleep mode, then opens the main menu

When navigating through the menus:

BACK – Goes back one level towards the top of the menu

UP – Scrolls up or increments a number

DOWN – Scrolls down or decreases a number

ENTER – Confirms a setting or implements a command

At any time:

↑ + ↓ UP and DOWN at the same time – Temporarily rotates the display 180°

Control button shortcuts

Live Diagnostics

Pressing UP or DOWN three times calls up an overview of all main fixture information, signal quality and settings. This can be useful if you are troubleshooting or if you are in contact with GLP Service.

Toggle Display Orientation

Pressing and releasing UP and DOWN together rotates the display through 180°.

*Note: If Display Orientation is set to **Auto**, changing the display orientation by pressing UP and DOWN at the same time will only change the display orientation until the next power cycle. To change the display orientation permanently, go to **Fixture Settings → Display Orientation** in the control panel menus.*

Disable Display Timeout (Display Hold)

While in a menu, press and hold the Enter button to activate the Display Hold function – this disables the display timeout and keeps the menu open which can be useful when servicing or troubleshooting.

A HOLD symbol is shown in the top right corner of the display while Display Hold is active.

Press and hold the Enter button again for 8 seconds to cancel the Display Hold function. The Display Hold function will be automatically cancelled after approx. 60 seconds.

Error Messages

If the fixture detects an error, it displays an error message in the display. The Error is 'sticky' and will continue to be shown in the display until the next power cycle or reset. To get details of the error message, follow the information in the display. These details are important if you talk to GLP service.

Loss of DMX signal

The display flashes if the DMX signal is lost (the fixture will then behave according to its No Signal setting – see 'No signal' on page 12).

Service and maintenance

See the separate *GLP Matrix Eye Quick Start and Safety Manual* supplied with the fixture and available for download from www.glp.de for information on service and maintenance.

5. Control menus

Quick menu

The control panel's Quick Menu gives you quick access to the most frequently used commands. To open the Quick Menu, press the left-hand control button » marked when the display is showing the default information screen.

The Quick Menu contains the following items:

<table>
<tr><th colspan="3">**Menus**</th><th>***Notes***</th></tr>
<tr><td colspan="3">Reset All</td><td>Resets the entire fixture (takes a few seconds).</td></tr>
<tr><td colspan="3">Live Diagnostic</td><td>Calls up overview of all main fixture information, signal quality and settings.</td></tr>
<tr><td>iQ.Service Connect</td><td colspan="2">>>>Connect<<<</td><td>Enables connectivity to the GLP iQ.Service App for 5 minutes.</td></tr>
<tr><td rowspan="4">Load User Settings</td><td>User Setting Preset 1</td><td>>>>Confirm<<<</td><td rowspan="3">Loads custom user settings</td></tr>
<tr><td>User Setting Preset 2</td><td>>>>Confirm<<<</td></tr>
<tr><td>User Setting Preset 3</td><td>>>>Confirm<<<</td></tr>
<tr><td>Setting Defaults</td><td>>>>Confirm<<<</td><td>Returns fixture to default settings (not including DMX address, protocol type, Ethernet / CRMX configuration, user offsets, user presets and counters).</td></tr>
<tr><td>Load Factory Defaults (!)</td><td colspan="2">Displays Message: Fixture may lose connection to controller

>>>Confirm<<<</td><td>Restores all factory default settings (including DMX address, protocol type, Ethernet / CRMX configuration, user offsets and user presets). Important! The fixture may lose contact with the controller!</td></tr>
</table>

Main menu

The following menus and commands are available in the GLP Matrix Eye control panel.

Menus		***Notes***
DMX Address		
001-512		*Set fixture's DMX start address. Highest possible address depends on control mode.*
Control Mode		
M1 Individual Generic (2ch / 4ch)		*Set fixture's DMX control mode.*
M2 All Full RGB(AL)		
M3 Multifixture RGB(AL)		
M4 Individual RGB(AL)		
M5 Pixelmap RGB (8 bit) (6ch / 12ch)		
Protocol Setup		
Data In	**DMX**	*Set active control protocol*
	iQ.Mesh	
Linking Options	iQ.Mesh Unlink	*Unlink from any iQ.Mesh network*
Fixture Settings		
Color Mix Mode	**RGB [1]**	*Amber/Lime emitters controlled automatically*
	RGBAL [2]	*User control of all emitters*
Output Mode	**Boost**	*For short flashes at increased output level*
	Constant	*Normal output level*
ColorMix Speed	Snap	*Instant color change (for pixel/video mapping)*
	Fade	*Internal fading applied to color changes*
Duration Control	**Normal (Default)**	*Duration timing from short to long independent of flash rate.*
	Percentage	*Duration is percentage of flash rate.*
Dimmer Curve	Linear	
	Soft	
	S-Curve	
White Point	8000K	*Only when Color Mix Mode = RGB:*
	6500K	
	5600K	
	4200K	
	3200K	
	Off	
Pixel Mirror	**Off**	
	x-mirror	
	y-mirror	*(Eye4 only)*
	x;y-mirror	*(Eye4 only)*
Fan Mode	**Regulated**	
	High	

Menus			***Notes***
	Medium		
	Low		
	Minimum		
PWM Frequency	**Optimal (O)**		*Max dimming resolution*
	High 1 (H1)		*Adjustments to prevent flicker on cameras*
	High 2 (H2)		
	Max (M)		*For high shutter speed cameras. Dimming resolution reduced*
No Signal	Blackout		*Fixture blacks out if no DMX signal received*
	Hold		*Fixture continues to display current effect if no DMX signal received*
	Scene		*Plays the stored captured scene (see next menu item) if no DMX signal received*
	Capture DMX Values	*>>>Confirm<<<*	*Captures current scene and stores it for use in **No Signal → Scene***
Display Mode	**Auto**	*Display dims after a short period of inactivity if no errors and valid DMX signal*	
	On	*Display constantly on*	
	Off	*Display dims even if there are errors / no DMX signal*	
Display Orientation	**Auto**	*Display automatically inverts to match installation position*	
	Normal	*Display normal (for use when fixture is standing)*	
	Flip	*Display inverted (for use when fixture is flown head-down)*	
Hibernation	ON	*Fixture enters energy saving mode, all electronics except DMX receiver are disabled. Cycling power off and on exits hibernation.*	
Load User Settings	User Settings 1	>>> Confirm<<<	*Apply a user preset to fixture settings*
	User Settings 2	>>> Confirm<<<	
	User Settings 3	>>> Confirm<<<	*Return fixture to default settings (not including DMX address, protocol type, Ethernet / CRMX configuration, user offsets, user presets and counters)*
	Setting Defaults	>>> Confirm<<<	
Information			
Live diagnostic		*Show information*	
Show errorlist			
Show Serial Number			
Show SW Version			
Show device info			
Show device hours			
Device power cycles			
Show DMX input			
Show Signal Quality			
Show temperature			

Menus		**Notes**	
Show Fan monitor			
...			
Manual Control			
Reset All		*Reset all effects*	
Manual DMX Press **Enter**	Dimmer Coarse	**000**..255	*Manually control all effects*
	Strobe Duration	**000**..255	
	Strobe Rate (shutter)	000..**255**	
	Intensity FX (shutter mode)	**000**..255	
	Tungsten emulation (all heads)	**000**..255	
	CTC (all heads)	**000**..255	
	Red (all heads)	000 - **255**	
	Green (all heads)	000 - **255**	
	Blue (all heads)	000 - **255**	
	Load No-Signal scene	Confirm	
	Save as No-Signal scene	Confirm	
	Reset Manual Values	Confirm for 3 seconds *(press Enter)*	*Reset all manually entered DMX values to zero*
Service			
Live diagnostic		*Shows overview of fixture information*	
iQ.Service Connect	>>> Connect <<<	*Enables connectivity to the GLP iQ.Service app.*	
Tests	Test All	*Run test sequence of all effects including tilt. Stop with BACK.*	
	Test Fan	*Manually test fans one by one*	
Advanced *(Press and hold for 3 secs.)*	Service Mode	**OFF**	*Normal operation*
		ON	*Disable tilt and display timeouts (exit by cycling power off and on.)*
	Reset counters	Device Hours	Confirm 2 seconds — *Reset to zero*
		Device Power Cycles	Confirm 2 seconds
		Max Temperatures	Confirm 2 seconds
	Save Setting Presets	User Setting 1	Confirm 2 seconds — *Saves current fixture settings as setting preset*
		User Setting 2	Confirm 2 seconds
		User Setting 3	Confirm 2 seconds
	Firmware-Push (Fixture2Fixture)	!!! Fixture will overwrite other fixtures Firmware !!! >>>Confirm <<<	Firmware on this fixture will be pushed to all other fixtures of the same type via DMX link.
Load factory defaults			
>>>Confirm<<<		*Reloads all factory default settings and default fixture configuration settings.* ***Important! Controller may lose connection to fixture!***	

** this menu is only visible in Modes 3-8*

Default settings are written in ***BOLD type***


GLP