

# User Manual

# JDC Burst 1



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## Document revisions

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GLP® JDC Burst 1 User Manual

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# 1. Safety

## Key to symbols

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 JDC Burst 1 Quick Start and Safety Manual supplied with the fixture and available for download from [www.glp.de](http://www.glp.de) before installing, operating or servicing the fixture. The Quick Start and Safety Manual contains important information for the safe use of JDC Burst 1 fixtures. If you fail to read that information you may create a safety hazard with a risk of serious or lethal injury or damage.**

If you have any doubts or questions about how to use the GLP® JDC Burst 1 lighting fixture safely, contact your GLP supplier for assistance. Your GLP supplier will be happy to help.

The user documentation for JDC Burst 1 fixtures consists of three documents:

- The **JDC Burst 1 Quick Start and Safety Manual**, supplied with fixtures and available for download from [www.glp.de](http://www.glp.de) contains important safety information and installation instructions that the installer and user must read. It also contains dimensions drawings and technical specifications for the fixture.
- The **JDC Burst 1 User Manual**, this document, explains features and control of JDC Burst 1 fixtures.

- The **JDC Burst 1 DMX Channel Index**, available for download from [www.glp.de](http://www.glp.de). The Channel Index is a separate document containing the DMX control channel layout and DMX commands available in the fixture. This information is also included in the User Manual.

The JDC Burst 1 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 fixture's user documentation and on the fixture. Read the fixture's Quick Start and Safety Manual and familiarize yourself with the safety precautions that it contains. 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](http://www.glp.de) and make sure that you have the latest versions of the fixture's Quick Start and Safety Manual and this user manual.
- 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 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 user 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 fixture. Save both documents for future reference.
- If you have any questions about the safe operation of the fixture, please contact an authorized GLP distributor (see list of distributors at [www.glp.de](http://www.glp.de)).

## ***GLP Service and Support***

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

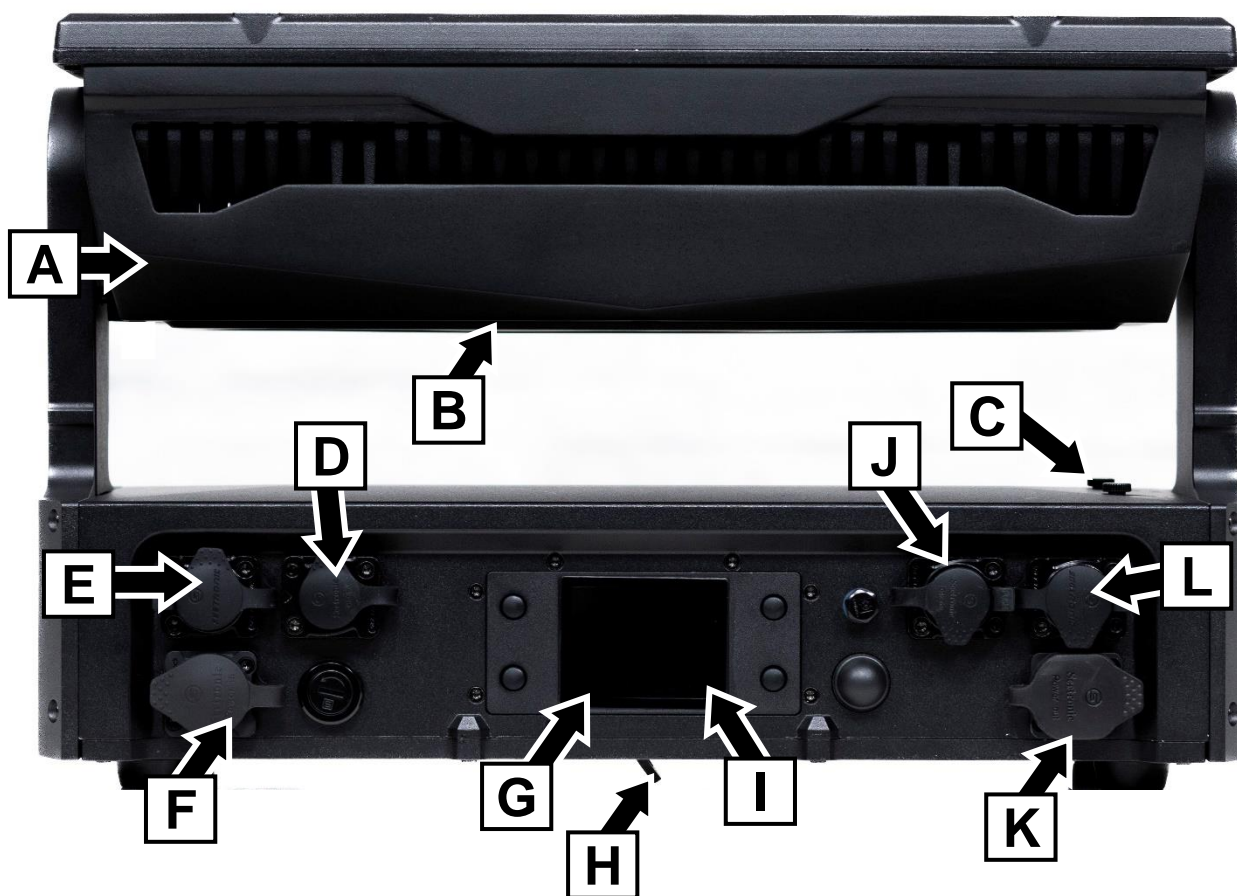
- GLP Germany: +49 (7248) 927 1955
- GLP N. America: +1 818 767-8899
- GLP UK: +44 1392 690140
- GLP Asia: +852 (3151) 7730
- GLP Nordic: +46 737 57 11 40

## ***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. JDC Burst 1 overview



*Figure 1. JDC Burst 1 overview*

- |   |  |
|---|--|
| <b>A - Head</b>                                   | <b>G - NFC Sensor (behind display)</b>                       |
| <b>B - Cooling vent</b>                           | <b>H - Safety cable attachment point (underside of base)</b> |
| <b>C - Alignment pins button</b>                  | <b>I - Control panel with backlit display</b>                |
| <b>D - etherCON Network port A, fail-safe</b>     | <b>J - etherCON Network port B, fail-safe</b>                |
| <b>E - DMX IN (5-pin XLR)</b>                     | <b>K - AC mains power THRU (powerCON TRUE1 TOP)</b>          |
| <b>F - AC mains power IN (powerCON TRUE1 TOP)</b> | <b>L - DMX THRU (5-pin XLR)</b>                              |



### 3. Features and settings

The JDC Burst 1 is a powerful LED Strobe & Wash Light and is designed for temporary outdoor use or permanent and temporary installations in dry locations. The unit features

- Powerful white strobe line
- RGBW LED Plates for clean white punch
- IP65 - Protection against wind, rain, dust, dirt, fog fluid and confetti particles
- PowerCon True1, DMX, RDM, Art-Net, sACN, GLP iQ.Mesh System
- Compact design

Fixtures can be placed on or fastened to a level surface, or they can be suspended from a suitable structure as directed in this manual.

Multiple fixtures can be aligned for a combined performance or installation using the retractable alignment pins that are built into the fixture.

### ***Controlling the fixture***

The GLP JDC Burst 1 is controlled as if it was a number of separate modules:

1. The main White Module (BEAM) which gives you control over the White Strobe LED Line. Some of the Control Modes include a Pattern Engine for quick dynamic effects on the Strobe Line. The first Module also has the global control channels, such as Tilt, MixPrio and Control.
2. The main RGBW Module (PLATE) which gives you control over the RGBW LED Plates above and below the White Strobe Line. Some of the Control Modes include a Pattern Engine for quick dynamic effects on the RGBW LED plates.
3. 3rd / 4th modules are extra Sub Modules which can be used as a background or Mapping Layer. Depending on the Control Mode it is possible to control all Pixels as one group, control just segments of the plates or control the pixels individually.

### ***Control options***

The JDC Burst 1 is compatible with DMX 512, RDM, GLP iQ.Mesh, Art-Net and sACN control protocols. Select the one you are using with the **Protocol Setup → Data In** option.

### ***Control Modes***

You can choose from four different DMX control modes.

#### **Mode 1 – Basic (19 channels)**

- a.) White Beam module: Dimmer, Shutter, Duration, Rate
- b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix

**Mode 2 – FX (37 channels)**

- a.) White Beam module: Dimmer, Shutter, Duration, Rate
- b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix
- c.) Pattern Module Beam (2nd Layer Fixture): Dimmer, Shutter, Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition
- d.) Pattern Module Plate (2nd Layer Fixture): Dimmer, Shutter, RGB(W), Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition

1	General Fixture Control
1.1	White Beam Module <i>(all beam segments linked as one group)</i>
1.2	RGBW Plate Module <i>(all beam segments linked as one group)</i>
1.3	Pattern Module Beam <i>(fx on all beam segments)</i>
1.4	Pattern Module Plate <i>(fx on all plate segments)</i>

**Mode 3 - Segment (23 channels + segment controls)**

*Main Personality*

- a.) White Beam module: Dimmer, Shutter, Duration, Rate
- b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix
- c.) Pixel Engine Beam (2nd Layer Fixture): Master Dimmer for beam segments
- d.) Pixel Engine Plate (2nd Layer Fixture): Master Dimmer for plate segments

*Pixel Engine Personality*

- e.) Pixel Engine Beam subfixture: Intensity for each segment
- f.) Pixel Engine Plate subfixture: RGB(W) Colormix for each segment

1	General Fixture Control
1.1	White Beam Module <i>(all beam segments linked as one group)</i>
1.2	RGBW Plate Module <i>(all beam segments linked as one group)</i>
1.3	Pixel Engine Beam Master
1.4	Pixel Engine Plate Master
2	Pixel Engine Control
2.1	Beam Segment 1
...	...
2.n	Beam Segment n (user setting in Pixel Engine Beam → Segment Count)
2.2	RGBW Plate Segment 1
...	...
2.n	RGBW Plate Segment n (user setting in Pixel Engine Plate → Segment Count)

### Mode 4 – Full Segment (41 channels + segment controls)

#### Main Personality

- a.) White Beam module: Dimmer, Shutter, Duration, Rate
- b.) RGBW Plate module: Dimmer, Shutter, Duration, Rate, RGB(W)-Colormix
- c.) Pattern Module Beam (2nd Layer Fixture): Dimmer, Shutter, Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition
- d.) Pattern Module Plate (2nd Layer Fixture): Dimmer, Shutter, RGB(W), Pattern select, Pattern Speed, Pattern Xfade, Pattern Transition
- e.) Pixel Engine Beam (2nd Layer Fixture): Master Dimmer for beam segments
- f.) Pixel Engine Plate (2nd Layer Fixture): Master Dimmer for plate segments

#### Pixel Engine Personality

- g.) Pixel Engine Beam (3rd Layer Fixture): Dimmer, Intensity for each segment
- h.) Pixel Engine Plate (3rd Layer Fixture): Dimmer, RGB(W) Colormix for each segment

1	General Fixture Control
1.1	White Beam Module <i>(all beam segments linked as one group)</i>
1.2	RGBW Plate Module <i>(all beam segments linked as one group)</i>
1.3	Pattern Module Beam <i>(fx on all beam segments)</i>
1.4	Pattern Module Plate <i>(fx on all plate segments)</i>
1.5	Pixel Engine Beam Master
1.6	Pixel Engine Plate Master
2	Pixel Engine Control
2.1	Beam Segment 1
...	...
2.n	Beam Segment n (user setting in Pixel Engine Beam → Segment Count)
2.2	RGBW Plate Segment 1
...	...
2.n	RGBW Plate Segment n (user setting in Pixel Engine Plate → Segment Count)

## Powering on

When power is applied to the fixture and no valid DMX signal is present, the head moves automatically to its home position (tilt center).

## Tilt

The JDC Burst 1 has 16-bit motorized tilt movement with coarse and fine control channels.

### Direction of tilt movement

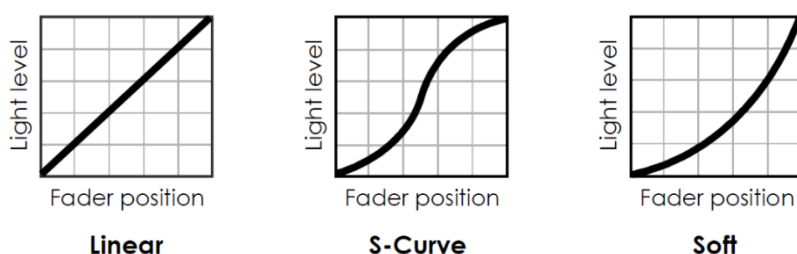
With the fixture standing on the ground, increasing the tilt DMX value moves the head towards the front (the side away from the display/connectors) from its home position.

### Tilt position feedback and self-correction

The fixture has a tilt position feedback and self-correction system that brings the head back to its correct position if it was unintentionally moved. Tilt remains disabled while you are using the fixture's control panel.

## 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 2. Dimming curves**

The intensity of the sub fixture layers (Pattern layer and Pixel Engine layer) are normally independent of the main fixture Intensity controls, but you can link them to be mastered by the main fixture intensity by setting the **Main Link** option to **Normal** under the settings **Protocol Setup→Pattern Beam, Protocol Setup→Pattern Plate, Protocol Setup→Pixel Engine Beam, Protocol Setup→Pixel Engine Plate**.

## RGBW controls

The color of light output from the RGBW plates is set by 4 control channels (red, green, blue, white). For the pixel engine control where individual segments of the plates are controlled, you can choose 4 channel (RGBW) or 3 channel (RGB) mode using the setting **Protocol Setup→Pixel Engine Plate → Color Mode**.

The White emitters of the RGBW plates can be linked to the Beam element when strobing to give more white punch by setting option **Fixture Settings → White Beam** to **Expanded**. In this mode the White controls for Plate segments are ignored.

The White Point (white balance) of the RGBW plates when all control channels at 100% can be set using the **Fixture Settings → White Point Plate** option to 6500K, 8000K, 5700K (matches beam) or Off (max output on all emitters).

## ***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.

If the pattern engine is running, the Duration Channel will also affect the performance of the pattern (the actual effect varies depending on the pattern).

## ***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

If the pattern engine is running, the Rate Channel will also affect the performance of the pattern.

## ***Intensity Effects (Shutter Mode)***

The operator can select between different Intensity effects.

At DMX 000 all intensity effects are disabled and there will be normal Flashes performing on all pixels at the same time.

## ***Pattern Select***

In Modes 2 and 4 the JDC Burst 1 offers a wide range of **static** and **dynamic** pre-programmed FX patterns for the white beam segments and for the RGBW plate segments.

A **static pattern** is a fixed pattern with only one pattern step. This allows you a very quick selection of a non-dynamic effect. It has active and inactive pixels. Each active pixel shows the selected pattern color while each inactive pixel is fully transparent.

A **dynamic pattern** is a sequence of multiple pattern steps and has active and inactive pixels. Each active pixel shows the selected pattern color while each inactive pixel is fully transparent. You can set pattern steps to automatically change continuously (Pattern Speed) or you can directly select pattern steps (Pattern Index).

The Random Pixel FX pattern at the end of the Pattern Select channel randomly selects pixels to create an attractive sparkle effect.

*Note: The Mix Priority channel lets you decide how the output of the Main module and the Sub module (pattern or pixel mapping) should be merged.*

### ***Pattern speed/index***

As a dynamic pattern is a sequence of multiple pattern steps, you can select either:

- an automatic clockwise or counterclockwise continuous run-through of the pattern steps with different speeds (dynamic speed control = DMX values 002 .. 127), or
- one of the available specific pattern steps (static indexing = DMX values 128 .. 247).
- a single step forwards or backwards (Step direction control = DMX values 248 .. 255).

*Note: Bear in mind that different patterns can have a different number of pattern steps. This can affect synchronization between fixtures, for example, if you run different patterns in multiple fixtures.*

### ***Pattern step crossfading***

The Pattern Step Crossfading channel lets you choose how one step in a pattern should change into the next step. This change can be a snap, a normal crossfade or a fade with tail (quick fade in and variable long fade out).

### ***Pattern transition***

The Pattern Transition channel lets you choose how Pattern A should change into Pattern B. This change can be a snap, a soft crossfade, a Fade Over Blackout (FOB) or Fade Over Full (FOF).

### ***Mix Priority***

The Mix Priority channel defines how the output of the Main module and the output of the Sub module(s) are merged together – or which value has higher priority. This lets you switch between the layers or create special effects using both layers.

See the Mix Priority table in the *JDC Burst 1 DMX Channel Index* document for descriptions of the different modes.

### ***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.*

## **Segment options**

In modes 3 and 4, for Pixel Engine control the Beam and Plate elements can be split into a number of segments using the **Protocol Settings→Pixel Engine Beam → Segment Count** and **Protocol Settings→Pixel Engine Plate → Segment Count** options.

See the *JDC Burst 1 DMX Channel Index* document for details of segment layout.

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

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

Y-mirror puts the first segment at the bottom and the last segment 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.
- **Houselight** - go to white at approx. 80% output. This is useful for working lights during setup or take down, or emergency lighting.
- **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.

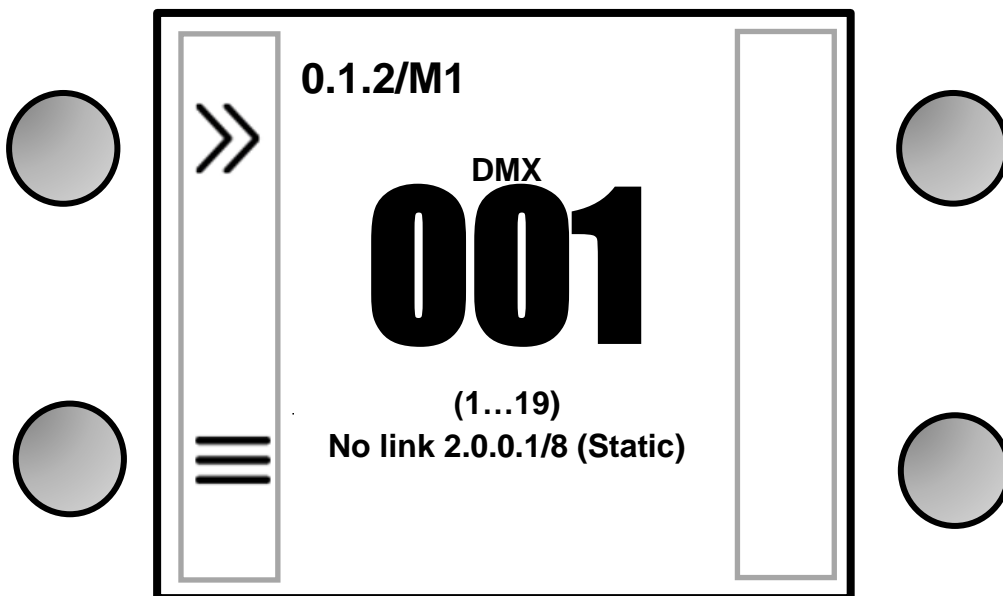
## 4. Control panel



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

The control panel and backlit graphic LCD display with self-charging battery allow you to setup the fixture even when the fixture is disconnected from power.

To allow comfortable use of the control panel, tilt is automatically disabled for a few seconds if you press any button on the control panel. Tilt remains disabled for as long you are working in the control panel. If no button is pressed for a few seconds, head movement is re-enabled with tilt correction applied.



**Figure 3. 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 3. 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.
- The fixture displays network IP addresses below the DMX Address.
- 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 3:

- 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

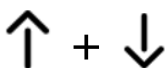


DOWN – Scrolls down or decreases a number



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

### Battery Eco Mode (available in Battery Mode only)

When the fixture is running on battery power, holding MENU and ENTER together for 10 seconds activates Battery Eco Mode. This switches off the display completely to avoid any unwanted discharge of the battery and can be very useful when a fixture is put into long-term storage.

## **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.*

## **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 16).

## **Service and maintenance**

See the separate *JDC Burst 1 Quick Start and Safety Manual* supplied with the fixture and available for download from [www.glp.de](http://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:

Menus		Notes
Reset All		<i>Resets the entire fixture (takes a few seconds).</i>
Live Diagnostic		<i>Calls up overview of all main fixture information, signal quality and settings.</i>
iQ.Service Connect	>>>Connect<<<	<i>Enables connectivity to the GLP iQ.Service App for 5 minutes.</i>
Load User Settings	User Setting Preset 1	>>>Confirm<<<
	User Setting Preset 2	>>>Confirm<<<
	User Setting Preset 3	>>>Confirm<<<
	Setting Defaults	>>>Confirm<<<
Load Factory Defaults (!)	<i>Displays Message: Fixture may lose connection to controller</i> >>>Confirm<<<	<i>Restores all factory default settings (including DMX address, protocol type, Ethernet / CRMX configuration, user offsets and user presets). <b>Important! The fixture may lose contact with the controller!</b></i>

## Main menu

The following menus and commands are available in the JDC Burst 1 control panel.

Menus		Notes	
DMX Address			
001-512		Set fixture's DMX start address. Highest possible address depends on control mode.	
Control Mode			
M1 Basic		Set fixture's DMX control mode.	
<b>M2 FX</b>			
M3 Segment			
M4 Full Segment			
Protocol Setup			
Data In	<b>DMX</b>		Set active control protocol
	ArtNet		
	sACN		
	iQ.Mesh		
Data Out	<b>Standard</b>		Received Art-Net/sACN data is not output
	DMX (XLR)		Received Art-Net/sACN data converted to DMX output
Ethernet config	Addressing Mode	Auto 2.x.x.x	Auto address in range 2.x.x.x
		Auto 10.x.x.x	Auto address in range 2.x.x.x
		DHCP	Get IP address by DHCP
		Custom IP	Set address using next option
	Custom IP Address	000.000.000.000	Enter IP address
	Custom IP Subnet	000.000.000.000	Enter IP Subnet
	ArtNet Port	0 .. 32768	
	sACN Universe	1 .. 63999	
Linking Options	iQ.Mesh Unlink		Unlink from any iQ.Mesh network
Pattern Beam	Main Link	Normal	Beam pattern FX controlled by Dimmer/Shutter of main fixture
		<b>Independent</b>	Beam pattern FX not affected by Dimmer/Shutter of main fixture
Pattern Plate	Main Link	Normal	Plate pattern FX controlled by Dimmer/Shutter of main fixture



**Menus**

**Notes**

		<b>Independent</b>	Plate pattern FX not affected by Dimmer/Shutter of main fixture
Pixel Engine Beam*	Separate Patch	<b>Disabled</b>	Beam segment controls follow main fixture controls
		Enabled	Beam segment controls patched separately
	Main Link	Normal	Beam segments controlled by Dimmer/Shutter of main fixture
		<b>Independent</b>	Beam segments not affected by Dimmer/Shutter of main fixture
	DMX Address	001..512	Start address for Beam Pixel Separate Patch
	ArtNet Port	0..32768	ArtNet port for Beam Pixel Separate Patch
	sACN Universe	1.63999	sACN universe for Beam Pixel Separate Patch
	Segment Count	2,3,4,6, <b>12</b>	Number of segments for Beam Pixel Engine
Pixel Engine Plate*	Separate Patch	<b>Disabled</b>	Plate segment controls follow main fixture controls
		Enabled	Plate segment controls patched separately
	Main Link	Normal	Plate segments controlled by Dimmer/Shutter of main fixture
		<b>Independent</b>	Plate segments not affected by Dimmer/Shutter of main fixture
	DMX Address	001..512	Start address for Plate Pixel Separate Patch
	ArtNet Port	0..32768	ArtNet port for Plate Pixel Separate Patch
	sACN Universe	1.63999	sACN universe for Plate Pixel Separate Patch
	Color Mode	<b>RGB</b>	3ch RGB mode per plate segment
		RGBW	4ch RGBW mode per plate segment
	Segment Count	<b>48</b> ,2H,2V,3V,4H,4V,6V,12V,24V,24H	Number of segments for Plate Pixel Engine (see DMX Channel index for segment positions)
<b>Fixture Settings</b>			
White Point Plate	<b>6500 K</b>		<i>Set fixture white point when RGB is at 100%</i>
	8000K		
	5700 K (same as beam)		
	OFF		

<b>Menus</b>		<b>Notes</b>
White Beam	<b>Normal</b>	<i>White plate LEDs follow RGB pixel controls</i>
	Expanded	<i>White plate LEDs follow beam pixels for more white punch (W plate controls ignored)</i>
Dimmer Curve	Linear	<i>Linear dimming curve</i>
	<b>Soft</b>	<i>Soft (square law) dimming curve</i>
	S-Curve	<i>Finer dimming control at low and high intensity</i>
Power Mode	<b>Dynamic</b>	<i>Power of PSU automatically allocated to plate or beam as needed</i>
	Max Plate	<i>Plate given max power, beam reduced if needed</i>
	Max Beam	<i>Beam given max power, plate reduced if needed</i>
	Balanced	<i>Power allocation fixed, to give stable output performance</i>
Duration control	<b>Normal</b>	<i>Duration from short to long independent of rate channel</i>
	Percentage	<i>Duration set as percentage of flash rate</i>
Fan Mode	<b>Regulated</b>	<i>Fan speed temperature-regulated</i>
	High	<i>Fan speed constant high</i>
	Medium	<i>Fan speed constant medium</i>
	Low	<i>Fan speed constant low</i>
	Minimum	<i>All fans off or at minimum speed</i>
PWM Frequency	<b>Optimal (O)</b>	<i>Max dimming resolution</i>
	High 1 (H1)	<i>Adjustments to prevent flicker on cameras</i>
	High 2 (H2)	
	Max (M)	<i>For high shutter speed cameras. Dimming resolution reduced</i>
Pixel Mirror	<b>Off</b>	<i>Normal pixel layout</i>
	X-mirror	<i>Pixels mirrored x-axis</i>
	Y-mirror	<i>Pixels mirrored y-axis</i>
	X:Y-mirror	<i>Pixels mirrored both x- and y-axis</i>
No Signal	Blackout	<i>Fixture blacks out if no DMX signal received</i>
	<b>Hold</b>	<i>Fixture continues to display current effect if no DMX signal received</i>
	Scene	<i>Plays the stored captured scene (see next menu item) if no DMX signal received</i>

**Menus**

**Notes**

	Capture DMX Values	>>>Confirm<<<	Captures current scene and stores it for use in <b>No Signal → Scene</b>
Display Mode	<b>Auto</b>	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	<b>Auto</b>	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<<<	
	Setting Defaults	>>> Confirm<<<	Return fixture to default settings (not including DMX address, protocol type, Ethernet / CRMX configuration, user offsets, user presets and counters)
<b>Information</b>			
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			
Show Fan monitor			
...			
<b>Manual Control</b>			
Reset All		Reset all effects	
Manual DMX	Tilt	001 - <b>128</b> - 255	Manually control all effects
	Intensity	000 - <b>255</b>	
	...	...	
	Scroll through all effects	...	
	Blue - All Pixel	000 - <b>255</b>	
	Load No-Signal scene	Confirm	
	Save as No-Signal scene	Confirm	
Press <b>Enter</b>	Reset Manual Values	Confirm for 3 seconds (press Enter)	Reset all manually entered DMX values to zero

**Menus**

**Notes**

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	<b>OFF</b>	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. <b>Important!</b> <b>Controller may lose connection to fixture!</b>		

\* this menu is only visible in Mode 3 and Mode 4

Default settings are written in **BOLD type**

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