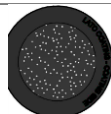


CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STROBE	STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION DISC ROTATION
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	FROST 2	FROST 2
39	-	PAN-TILT TIME
40	-	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN
		0 - 255	Linear Cyan movement
2	2		MAGENTA
		0 - 255	Linear Magenta movement
3	3		YELLOW
		0 - 255	Linear Yellow movement
4	4		CTO
		0 - 255	Linear CTO movement
5	5		COLOR WHEEL
		0	Empty position
		9	Empty + Dark Red
		18	Dark Red
		27	Dark Red + Blue Brilliant 485
		36	Blue Brilliant 485
		45	Blue Brilliant 485 + Green 5054
		54	Green 5054
		63	Green 5054 + HMG4
		72	Half Minus Green HMG4
		82	HMG4 + Gold Amber 555
		91	Gold Amber 555
		100	Gold Amber + Navy Blue 440
		108	Navy Blue 440
		118	Navy Blue 440 + Empty position
		128 - 255	Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast
6	6		STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow to fast
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
		252 - 255	Light ON
7	7		DIMMER
		0 - 255	Light output linearly increase from no-light to maximum brightness
8	8		DIMMER FINE
		0 - 255	Fine Dimmer positioning
9	9		IRIS
		0 - 131	Iris linearly open from minimum to maximum aperture
		132 - 171	Iris pulsation from slow to fast speed
		172 - 211	Iris pulsation from slow to fast speed with fast opening
		212 - 251	Iris pulsation from slow to fast speed with fast closing
		252 - 255	Maximum aperture

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		ANIMATION DISC INSERTION
		0	Animation Disc out
		1 - 255	Animation Disc Linear Insertion
11	11		ANIMATION DISC ROTATION
		0-124	Continuous animation disc CW rotation at linearly variable speed from fast to slow
		125-130	Stop rotation
		131-255	Continuous animation disc CCW rotation at linearly variable speed from slow to fast
12	12		ROTATING GOBO CHANGE
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD003/001 (Small Dots) 
		38 - 55	Gobo 2 - GOD003/002 (Plumens) 
		56 - 74	Gobo 3 - GOD003/013 (Clouds V2) 
		75 - 92	Gobo 4 - GOD003/004 (Thin Shafts) 
		93 - 111	Gobo 5 - GOD003/005 (Oak Three) 
		112 - 129	Gobo 6 - GOD003/014 (Water Lines) 
		130 - 150	Gobo 1 shakes at variable speed from slow to fast
		151 - 171	Gobo 2 shakes at variable speed from slow to fast
		172 - 192	Gobo 3 shakes at variable speed from slow to fast
		193 - 213	Gobo 4 shakes at variable speed from slow to fast
		214 - 234	Gobo 5 shakes at variable speed from slow to fast
		235 - 255	Gobo 6 shakes at variable speed from slow to fast
13	13		GOBO ROTATION
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 105	Gobo indexing: 360° to 450° range
		105 - 127	Gobo indexing: 450° to 540° range
		128 - 190	Continuous CW gobo rotation at linearly variable speed from fast to slow
		191 - 192	Stop rotation
		193 - 255	Continuous CCW gobo rotation at linearly variable speed from slow to fast

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		FINE GOBO ROTATION
		0 - 255	Fine CCW Gobo Indexing
15	15		PRISM INSERTION
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam
16	16		PRISMS ROTATION
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous CCW prism rotation at linearly variable speed from fast to slow
		191 - 192	Stop rotation
		193 - 255	Continuous CW prism rotation at linearly variable speed from slow to fast
17	17		FROST 1
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
18	18		BLADE UP 1
		0 - 255	Blade moves linearly into the light beam
19	19		BLADE UP 2
		0 - 255	Blade moves linearly into the light beam
20	20		BLADE DOWN 1
		0 - 255	Blade moves linearly into the light beam
21	21		BLADE DOWN 2
		0 - 255	Blade moves linearly into the light beam
22	22		BLADE RIGHT 1
		0 - 255	Blade moves linearly into the light beam
23	23		BLADE RIGHT 2
		0 - 255	Blade moves linearly into the light beam
24	24		BLADE LEFT 1
		0 - 255	Blade moves linearly into the light beam
25	25		BLADE LEFT 2
		0 - 255	Blade moves linearly into the light beam
26	26		FRAME ROTATION
		0 - 255	Frame CCW linearly rotate
27	27		FOCUS
		0 - 255	Focus moves linearly from far to near position
28	28		FOCUS FINE
		0 - 255	Fine Focus positioning
29	29		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam

Channel Mode		DMX Value	Function
Standard	Vector		
30	30		AUTOFOCUS DISTANCE
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
31	31		AUTOFOCUS ADJUSTMENT
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
32	32		PAN
		0 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
33	33		PAN FINE
		0 - 255	Fine Pan positioning
34	34		TILT
		0 - 255	Tilt CCW movement/positioning from 0° to 268° (default setting)
35	35		TILT FINE
		0 - 255	Fine Tilt positioning
36	36		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Standard Dimmer curve (default)
		63 - 113	Free
		114 - 126	Slow Blade speed
		127 - 139	Fast Blade speed
		140 - 152	Fast Gobo change
		153 - 164	Normal Gobo change (default)
		165 - 203	Free
		204 - 213	Quadratic Dimmer curve
		214 - 255	Free
37	37		The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds
			RESET
		0 - 25	Unused range
		26 - 76	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
38	38	128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
			FROST 2
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion

Channel Mode		DMX Value	Function
Standard	Vector		
-	39		PAN-TILT TIME
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	40		COLOUR TIME
		0 - 255	Cyan - Magenta – Yellow – CTO
-	41		BEAM TIME
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	42		ROTATING GOBO TIME
		0 - 255	Rotating Gobo

IMPORTANT

To prevent accidental breakage of the effects, which could collide with each others during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit.).

VECTOR MODE TIME TABLE

BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds
0	Full	43	8.6	86	24	129		172		216	170
1	0.2	44	8.8	87		130	41	173	58	217	
2	0.4	45	9	88		131		174		218	
3	0.6	46	9.2	89	25	132	42	175	59	219	180
4	0.8	47	9.4	90		133		176	60	220	
5	1	48	9.6	91	26	134	43	177		221	190
6	1.2	49	9.8	92		135		178	65	222	
7	1.4	50	10	93	27	136	44	179	70	223	200
8	1.6	51	10.2	94		137		180	75	224	
9	1.8	52	10.4	95	28	138	45	181	80	225	210
10	2	53	10.6	96		139		182	85	226	
11	2.2	54	11	97	29	140	46	183	90	227	220
12	2.4	55		98	30	141		184	95	228	
13	2.6	56	12	99		142	47	185	100	229	230
14	2.8	57		100	31	143		186	110	230	
15	3	58	13	101		144	48	187	120	231	240
16	3.2	59		102	32	145		188	130	232	
17	3.4	60	14	103		146	49	189	140	233	250
18	3.6	61		104	33	147		190	150	234	
19	3.8	62	15	105		148	50	191	160	235	260
20	4	63		106	34	149		192	170	236	
21	4.2	64	16	107		150	51	193	180	237	270
22	4.4	65		108	35	151		194	190	238	
23	4.6	66	17	109		152	52	195	200	239	280
24	4.8	67		110	36	153		196	210	240	
25	5	68	18	111		154	53	197	220	241	290
26	5.2	69		112	37	155		198	230	242	
27	5.4	70	19	113		156	54	199	240	243	300
28	5.6	71		114	38	157		200	250	244	
29	5.8	72	20	115		158	55	201	260	245	280
30	6	73		116	39	159		202	270	246	
31	6.2	74	21	117		160	56	203	280	247	290
32	6.4	75		118	40	161		204	290	248	
33	6.6	76	22	119		162	57	205	300	249	310
34	6.8	77		120	37	163		206		250	
35	7	78	23	121		164		207		251	Follow cue
36	7.2	79		122	38	165	55	208		252	Data
37	7.4	80		123		166		209		253	
38	7.6	81	22	124		167	56	210	140	254	
39	7.8	82		125	39	168		211	150	255	
40	8	83		126		169	57	212			
41	8.2	84	23	127		170		213	160		
42	8.4	85		128	40	171		214			
								215			