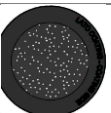







CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOUR WHEEL	COLOUR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
11	ANIMATION DISK ROTATION	ANIMATION DISK 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	FROST
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	FINE PAN	FINE PAN
34	TILT	TILT
35	FINE TILT	FINE TILT
36	FUNCTION	FUNCTION
37	RESET	RESET
38	LAMP CONTROL	LAMP CONTROL
39	FROST 2	FROST 2
40	-	PAN-TILT TIME
41	-	COLOUR TIME
42	-	BEAM TIME
43	-	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		COLOUR WHEEL
		0	Empty position
		8	Empty + Dark Red
		16	Dark Red
		24	Dark Red + Blue Brilliant 485
		32	Blue Brilliant 485
		40	Blue Brilliant 485 + Green 5054
		48	Green 5054
		56	Green 5054 + HMG4
		64	Half Minus Green HMG4
		71	HMG4 + Gold Amber 555
		80	Gold Amber 555
		87	Gold Amber + Red 600
		96	Red 600
		103	Red 600 + Navy Blue 440
		112	Navy Blue 440
		120	Navy Blue 440 + Empty position
		128 - 255	Continuous clockwise Colour Wheel rotation at linearly variable speed from slow (4.4 rph) to fast (160 rpm)
6	6		STOPPER / STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 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 DISK INSERTION
		0	Animation Disk out
		1 - 255	Animation Disk Linear Insertion
11	11		ANIMATION DISK ROTATION
		0-124	Continuous animation disk >>> clockwise rotation at linearly variable speed from fast (180 rpm) to slow (4.4 rph)
		125-130	Stop rotation
		131-255	Continuous animation disk <<< counter-clockwise rotation at linearly variable speed from slow (4.4 rph) to fast (180 rpm)
12	12		ROTATING GOBO CHANGE
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD00E/001 (Small Dots) 
		38 - 56	Gobo 2 - GOD00E/002 (Plumens) 
		57 - 74	Gobo 3 - GOD00E/017 (Multiple Moons) 
		75 - 92	Gobo 4 - GOD00E/010 (Half Circle) 
		93 - 111	Gobo 5 - GOD00E/005 (Oak Three) 
		112 - 129	Gobo 6 - GOD00E/018 (Dappled Leaves) 
		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 clockwise gobo rotation at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous counter-clockwise gobo rotation at linearly variable speed from slow (2.2 rph) to fast (180 rpm)

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		FINE GOBO ROTATION
		0 - 255	Fine counter-clockwise 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 counter-clockwise prism rotation at linearly variable speed from fast (80 rpm) to slow (3 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous clockwise prism rotation at linearly variable speed from slow (3 rph) to fast (80 rpm)
17	17		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion 0 – 138 Frost 1 139 – 255 Frost 2
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 counter-clockwise 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 (FUNCTION STILL NOT AVAILABLE)	
		0 - 6	Autofocus disabled	
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)	
31	31		AUTOFOCUS ADJUSTMENT (FUNCTION STILL NOT AVAILABLE)	
		0 - 127	Focus Fine	Channels 30 and 31 are present but the relative functions are still not implemented.
		128	Stop	
		129 - 255	Focus Fine	
32	32		PAN	
		0 - 255	Pan movement/positioning from 0° to 540°	
33	33		FINE PAN	
		0 - 255	Fine Pan positioning	
34	34		TILT	
		0 - 255	Tilt movement/positioning from 0° to 268°	
35	35		FINE TILT	
		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	Linear Dimmer curve	
		214 - 255	Free	
37	37		RESET	
		0 - 25	Unused range	
		26 - 76	Zoom Reset Zoom 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.	
		128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.	

Channel Mode		DMX Value	Function
Standard	Vector		
38	38		LAMP CONTROL (Fixture not provided with hot re-strike igniter)
		0 - 25	Unused range
		26 - 100	Lamp OFF Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
		101 - 179	Lamp ON @1200W – Fans Noise reduced Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
		178 - 255	Lamp ON @1400W Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
39	39	0 - 255	FROST 2 Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion 0 – 138 Frost 1 139 – 255 Frost 2
-	40		PAN-TILT TIME
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	41		COLOUR TIME
		0 - 255	Cyan - Magenta – Yellow – CTO
-	42		BEAM TIME
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	43		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.).

Remember to Switch-Off the bulb, before to Switch-Off the fixture.

The lamp automatically dim to 1000W power, in any condition in which the blades completely shut the light beam and after 1.5sec the Shutter will be closed.

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	25	131		174		218	180
3	0.6	46	9.2	89		132	42	175	59	219	
4	0.8	47	9.4	90	26	133		176		220	190
5	1	48	9.6	91		134	43	177	60	221	
6	1.2	49	9.8	92	27	135		178	65	222	200
7	1.4	50	10	93		136	44	179	70	223	
8	1.6	51	10.2	94	28	137		180		224	210
9	1.8	52	10.4	95		138	45	181	75	225	
10	2	53	10.6	96	29	139		182	80	226	220
11	2.2	54	11	97		140	46	183	85	227	
12	2.4	55		98	30	141		184		228	230
13	2.6	56	12	99		142	47	185	90	229	
14	2.8	57	13	100	31	143		186	95	230	240
15	3	58		101		144	48	187	100	231	
16	3.2	59	14	102	32	145		188	110	232	250
17	3.4	60		103		146	49	189	120	233	
18	3.6	61	15	104	33	147		190	130	234	260
19	3.8	62		105		148	50	191	140	235	
20	4	63	16	106	34	149		192	150	236	270
21	4.2	64		107		150	51	193	160	237	
22	4.4	65	17	108	35	151		194	170	238	280
23	4.6	66		109		152	52	195	180	239	
24	4.8	67	18	110	36	153		196	190	240	290
25	5	68		111		154	53	197	200	241	
26	5.2	69	19	112	37	155		198	210	242	300
27	5.4	70		113		156	54	199	220	243	
28	5.6	71	20	114	38	157		200	230	244	310
29	5.8	72		115		158	55	201	240	245	
30	6	73	21	116	39	159		202	250	246	290
31	6.2	74		117		160	56	203	260	247	
32	6.4	75	22	118	40	161		204	270	248	300
33	6.6	76		119		162	57	205	280	249	
34	6.8	77	23	120		163		206	290	250	310
35	7	78		121		164	58	207	300	251	
36	7.2	79	24	122	41	165		208	310	252	290
37	7.4	80		123		166	59	209	320	253	
38	7.6	81	25	124	42	167		210	330	254	300
39	7.8	82		125		168	60	211	340	255	310
40	8	83	26	126	43	169		212	350		Follow cue Data
41	8.2	84		127		170	61	213	360		
42	8.4	85	27	128	44	171		214	370		
							62	215	380		