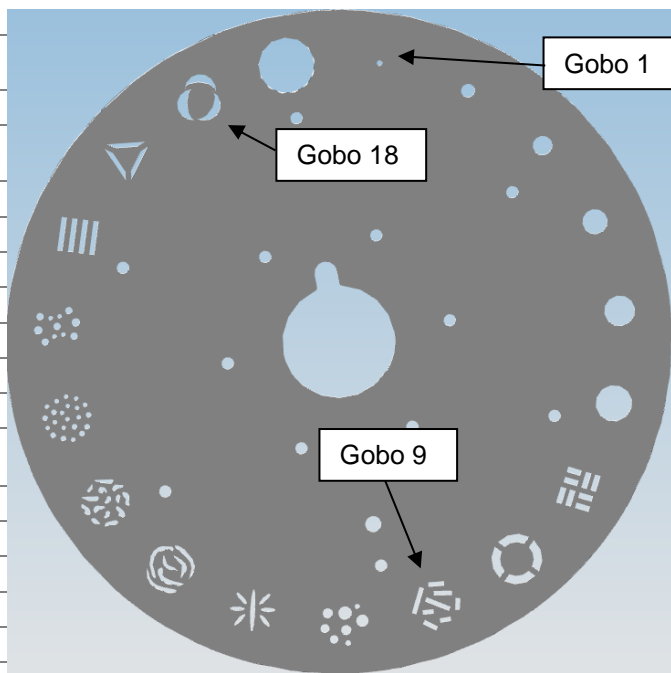



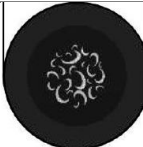




CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN COLOUR WHEEL	CYAN COLOUR WHEEL
2	MAGENTA COLOUR WHEEL	MAGENTA COLOUR WHEEL
3	YELLOW COLOUR WHEEL	YELLOW COLOUR WHEEL
4	COLOUR 1	COLOUR 1
5	COLOUR 2	COLOUR 2
6	COLOUR 3	COLOUR 3
7	STOPPER / STROBE	STOPPER / STROBE
8	DIMMER	DIMMER
9	DIMMER FINE	DIMMER FINE
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT	ROTATING GOBO SELECT
14	GOBO ROTATION	GOBO ROTATION
15	FINE GOBO ROTATION	FINE GOBO ROTATION
16	PRISMS INSERTION	PRISMS INSERTION
17	PRISMS ROTATION	PRISMS ROTATION
18	FROST	FROST
19	ZOOM	ZOOM
20	FOCUS	FOCUS
21	FOCUS FINE	FOCUS FINE
22	BEAM MODE	BEAM MODE
23	PAN	PAN
24	FINE PAN	FINE PAN
25	TILT	TILT
26	FINE TILT	FINE TILT
27	FUNCTION	FUNCTION
28	RESET	RESET
29	LAMP CONTROL	LAMP CONTROL
30	MACRO EFFECTS	MACRO EFFECTS
31	-	PAN-TILT TIME
32	-	COLOUR TIME
33	-	BEAM TIME
34	-	GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN COLOUR WHEEL
		0 - 255	Linear Cyan movement
2	2		MAGENTA COLOUR WHEEL
		0 - 255	Linear Magenta movement
3	3		YELLOW COLOUR WHEEL
		0 - 255	Linear Yellow movement
4	4		COLOUR 1
		0	Empty position
		28	Empty + Soft Filter
		50	Soft Filter
		80	Soft Filter + Lavender
		100	Lavender
		129	Lavender + CTO 3200K
		150	CTO 3200K
		181	CTO 3200K + CTO 2500K
		204	CTO 2500K
		235	CTO 2500K + Blue Wood (UV Filter)
255	Blue Wood (UV Filter)		
5	5		COLOUR 2
		0	Empty position
		28	Empty + Dark Green
		50	Dark Green
		75	Dark Green + CTB
		100	CTB
		129	CTB + Dark Blue
		150	Dark Blue
		178	Dark Blue + H.M.Green
		200	H.M.Green
		235	H.M.Green + Dark Red
255	Dark Red		

Channel Mode		DMX Value	Function
Standard	Vector		
6	6		COLOUR 3
		0	Empty position
		28	Empty + Light Green
		50	Light Green
		77	Light Green + Pink
		100	Pink
		129	Pink + Aquamarine
		150	Aquamarine
		181	Aquamarine + Dark Orange
		200	Dark Orange
		231	Dark Orange + Light Orange
255	Light Orange		
7	7		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 (0.5 flash/sec) to fast (12 flashes/sec)
		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		
8	8		DIMMER
		0 - 255	Light output linearly increase from no-light to maximum brightness. Dimmer blades move from totally closed to totally open in 0.02 seconds at maximum speed.
9	9		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		STATIC GOBO CHANGE
		0	Empty position
		4	Gobo 1
		8	Gobo 2
		12	Gobo 3
		16	Gobo 4
		19	Gobo 5
		23	Gobo 6
		27	Gobo 7
		31	Gobo 8
		35	Gobo 9
		38	Gobo 10
		42	Gobo 11
		46	Gobo 12
		50	Gobo 13
		54	Gobo 14
		57	Gobo 15
		61	Gobo 16
		65	Gobo 17
		69	Gobo 18
		72 - 113	Continuous gobo wheel CCW rotation at linearly variable speed from fast (60 rpm) to slow (5 rpm)
		114 - 117	Stop rotation
		118 - 159	Continuous gobo wheel CW rotation at linearly variable speed from slow (5 rpm) to fast (60 rpm)
		160 - 165	Gobo 1 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		166 - 170	Gobo 2 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		171 - 175	Gobo 3 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		176 - 181	Gobo 4 shakes ...
		182 - 186	Gobo 5 shakes ...
		187 - 191	Gobo 6 shakes ...
		192 - 197	Gobo 7 shakes ...
		198 - 202	Gobo 8 shakes ...
		203 - 207	Gobo 9 shakes ...
208 - 214	Gobo 10 shakes ...		
215 - 218	Gobo 11 shakes ...		
219 - 223	Gobo 12 shakes ...		
224 - 229	Gobo 13 shakes ...		
230 - 234	Gobo 14 shakes ...		
235 - 239	Gobo 15 shakes ...		
240 - 245	Gobo 16 shakes ...		
246 - 250	Gobo 17 shakes ...		
251 - 255	Gobo 18 shakes ...		



Channel Mode		DMX Value	Function
Standard	Vector		
11	11		ANIMATION DISK INSERTION
		0 - 255	Linear Animation Disk Insertion
12	12		ANIMATION DISK ROTATION
		0 - 124	Continuous animation disk CW rotation at linearly variable speed from fast (120 rpm) to slow (4.4 rph)
		125 - 130	Stop rotation
		131 - 255	Continuous animation disk CCW rotation at linearly variable speed from slow (4.4 rph) to fast (120 rpm)
13	13		ROTATING GOBO SELECT
		0 - 18	Empty position
		19 - 37	Gobo 1 
		38 - 55	Gobo 2 
		56 - 74	Gobo 3 
		75 - 92	Gobo 4 
		93 - 111	Gobo 5 
		112 - 129	Gobo 6 
		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 ...
		193 - 213	Gobo 4 shakes ...
		214 - 234	Gobo 5 shakes ...
		235 - 255	Gobo 6 shakes ...
		<i>ROTATING GOBO effect disabled if BEAM MODE is working</i>	

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		GOBO ROTATION
		0 - 21	Gobo indexing CW: 0° to 90° range
		21 - 42	Gobo indexing CW: 90° to 180° range
		42 - 63	Gobo indexing CW: 180° to 270° range
		63 - 84	Gobo indexing CW: 270° to 360° range
		84 - 105	Gobo indexing CW: 360° to 450° range
		105 - 127	Gobo indexing CW: 450° to 540° range
		128 - 190	Continuous gobo rotation CCW at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation CW at linearly variable speed from slow (2.2 rpm) to fast (180 rpm)
			<i>ROTATING GOBO effect disabled if BEAM MODE is working</i>
15	15		FINE GOBO ROTATION
		0 - 255	Fine Gobo Indexing CW
16	16		PRISM INSERTION
		0 - 10	Prism out
		11 - 132	Prism 1 into the light beam
		133 - 255	Prism 2 into the light beam
			<i>PRISM effect disabled if BEAM MODE is working</i>
17	17		PRISMS ROTATION
		0 - 21	Prism indexing CW: 0° to 90° range
		21 - 42	Prism indexing CW: 90° to 180° range
		42 - 63	Prism indexing CW: 180° to 270° range
		63 - 84	Prism indexing CW: 270° to 360° range
		84 - 105	Prism indexing CW: 360° to 450° range
		105 - 127	Prism indexing CW: 450° to 540° range
		128 - 190	Continuous prism rotation CCW at linearly variable speed from fast (43 rpm) to slow (1.1 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation CW at linearly variable speed from slow (1.1 rpm) to fast (43 rpm)
			<i>PRISM effect disabled if BEAM MODE is working</i>
18	18		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion in 0.02 seconds at maximum speed.
19	19		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
20	20		FOCUS
		0 - 255	Focus moves linearly from far to near position. Focus lenses move from farthest to nearest position in 1.11 seconds at maximum speed.
21	21		FOCUS FINE
		0 - 255	Fine Focus positioning
22	22		BEAM MODE
		0 - 127	Zoom / Autofocus mode
		128 - 255	Beam Mode
			<i>ROTATING and CHANGE GOBO / PRISM / ZOOM effects disabled if BEAM MODE is working</i>

Channel Mode		DMX Value	Function
Standard	Vector		
23	23		PAN
		0 - 255	Pan movement/positioning CCW from 0° to 540° <ul style="list-style-type: none"> • Fast Speed: 3.517 sec • Normal Speed: 4.038 sec
24	24		FINE PAN
		0 - 255	Fine Pan positioning CCW
25	25		TILT
		0 - 255	Tilt movement/positioning from 0° to 244° <ul style="list-style-type: none"> • Fast Speed: 2.180 sec • Normal Speed: 2.274 sec
26	26		FINE TILT
		0 - 255	Fine Tilt positioning
27	27		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		63 - 75	CMY Full Range (default)
		76 - 87	CMY Limited range
		88 - 255	Free
	The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds.		
28	28		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.	
29	29		LAMP CONTROL
		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 - 255	Lamp ON Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.	

Channel Mode		DMX Value	Function
Standard	Vector		
30	30		MACRO EFFECTS
		0 – 7	Macro OFF
		8 – 11	Standby
		12 – 15	Standby black
		16 – 45	Zoom IN Faded
		46 – 75	Zoom OUT Faded
		76 – 105	Zoom IN OUT
		106 – 135	Standby Black 1
		136 – 165	Zoom IN Faded Random
		166 – 195	Zoom OUT Faded Random
		196 – 225	Zoom IN OUT Random
226 - 255	Standby Black 2		
-	31		PAN-TILT TIME
			Pan - Fine Pan - Tilt - Fine Tilt
-	32		COLOUR TIME
			Cyan - Magenta – Yellow
-	33		BEAM TIME
			Dimmer - Frost - Prism – Focus - Zoom
-	34		GOBO TIME
			Static Gobo – 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 fixture Channels have been excluded (DMX level = 0 bit.).

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

VECTOR MODE TIME TABLE

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