

CHANNEL FUNCTION

ALPHA BEAM 1500

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	COLOUR WHEEL	COLOUR WHEEL
5	STOP / STROBE	STOP / STROBE
6	DIMMER	DIMMER
7	DIMMER FINE	DIMMER FINE
8	IRIS	IRIS
9	STATIC GOBO CHANGE	STATIC GOBO CHANGE
10	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
11	GOBO ROTATION	GOBO ROTATION
12	ROTATING PRISM CHANGE	ROTATING PRISM CHANGE
13	PRISM ROTATION	PRISM ROTATION
14	LIGHT FOST	LIGHT FROST
15	MEDIUM FROST	MEDIUM FROST
16	HEAVY FROST	HEAVY FROST
17	FOCUS	FOCUS
18	PAN	PAN
19	PAN FINE	PAN FINE
20	TILT	TILT
21	TILT FINE	TILT FINE
22	FUNCTION	FUNCTION
23	RESET	RESET
24	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
25		PAN - TILT TIME
26		COLOUR TIME
27		BEAM TIME
28		GOBO TIME

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 50% - Tilt 50%) all the others channels stay at 0%.

• COLOUR MIXING - channel 1 - 2 - 3

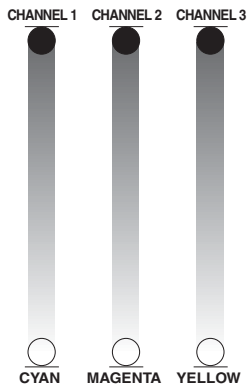
Operation with option color mixing: RGB



BIT	%	EFFECT
255	100	COLOUR EXCLUDED
.....
0	0.0	COLOUR INSERTED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 0% level. The lamp goes back to full power when the channels level is put higher than 0%.

Operation with option color mixing: CMY



BIT	%	EFFECT
255	100	COLOUR INSERTED
.....
0	0.0	COLOUR EXCLUDED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 100% level. The lamp goes back to full power when the channels level is put lower than 100%.

• COLOUR WHEEL - channel 4



BIT	%	EFFECT
255	100	FAST ROTATION (160 rpm)
.....
128	50.0	SLOW ROTATION (0,2 rpm)
119-127	46.7-49.7	BLUE + WHITE
110-118	43.2-46.2	BLUE
101-109	39.5-43.0	ORANGE + BLUE
92-100	36.0-39.0	ORANGE
83-91	32.5-35.5	AQUAMARINE + ORANGE
74-82	29.0-32.0	AQUAMARINE
64-73	25.0-28.7	GREEN + AQUAMARINE
55-63	21.7-24.7	GREEN
46-54	18.0-21.2	CTO 3200 + GREEN
37-45	14.2-17.5	CTO 3200
28-36	11.0-14.0	RED + CTO 3200
19-27	7.5-10.5	RED
10-18	4.0-7.0	WHITE + RED
0-9	0.0-3.7	WHITE

• STOP / STROBE - channel 5



BIT	%	EFFECT
252 - 255	98.7 - 100	OPEN
239 - 251	93.7 - 98.2	RANDOM FAST STROBE
226 - 238	88.7 - 93.2	RANDOM MEDIUM STROBE
213 - 225	83.7 - 88.2	RANDOM SLOW STROBE
208 - 212	81.7 - 83.2	OPEN
207	81.2	FAST PULSATON
.....
108	42.5	SLOW PULSATON
104 - 107	41.0 - 42.0	OPEN
103	40.5	FAST STROBE (12 flash/sec)
.....
4	1.7	SLOW STROBE (1 flash/sec)
0 - 3	0.0 - 1.2	CLOSED

IMPORTANT: The lamp dim to half power 1 second after the channel stay at 0% level. The lamp goes back to full power when the channel level is put higher than 0%.

• DIMMER - channel 6



BIT	%	EFFECT
255	100	
.....
0	0.0	

The lamp is linearly dimmed from full power to half power electronically and mechanically from half power to off.

• DIMMER FINE - channel 7



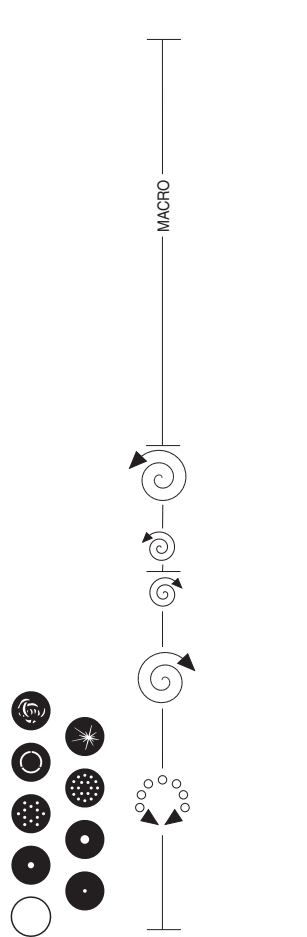
BIT	%	EFFECT
255	100	
.....
0	0.0	

• IRIS - channel 8



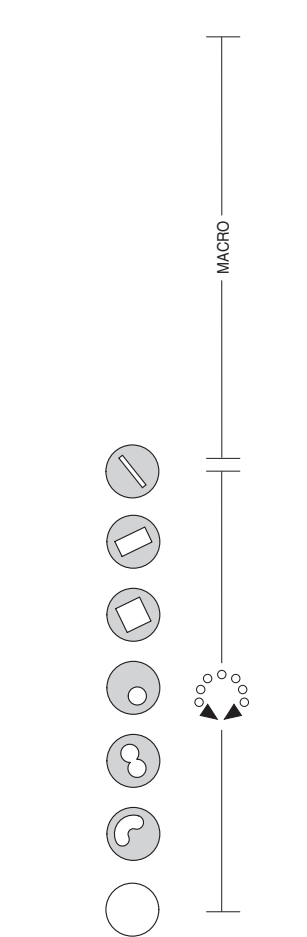
BIT	%	EFFECT
252 - 255	98.7 - 100	MAXIMUM APERTURE
251	98.2	FAST PULSATON, FAST CLOSING
.....
212	83.2	SLOW PULSATON, FAST CLOSING
211	83	FAST PULSATON, FAST OPENING
.....
172	67.5	SLOW PULSATON, FAST OPENING
171	67	FAST PULSATON
.....
132	51.7	SLOW PULSATON
128 - 131	50.0 - 51.2	MAXIMUM APERTURE
.....
0	0.0	MINIMUM APERTURE

• STATIC GOBO CHANGE - channel 9



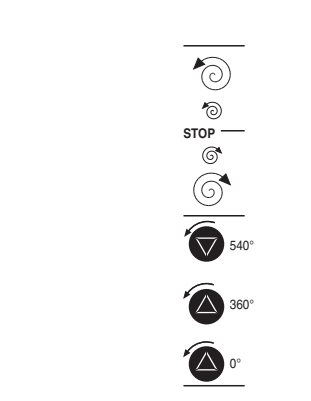
BIT	%	EFFECT
255	100	GOBO 8 SHAKE, FAST SPEED
.....
244	95.5	GOBO 8 SHAKE, SLOW SPEED
243	95.0	GOBO 7 SHAKE, FAST SPEED
.....
232	91.0	GOBO 7 SHAKE, SLOW SPEED
231	90.5	GOBO 6 SHAKE, FAST SPEED
.....
220	86.2	GOBO 6 SHAKE, SLOW SPEED
219	86.0	GOBO 5 SHAKE, FAST SPEED
.....
208	81.7	GOBO 5 SHAKE, SLOW SPEED
207	81.2	GOBO 4 SHAKE, FAST SPEED
.....
196	76.7	GOBO 4 SHAKE, SLOW SPEED
195	76.2	GOBO 3 SHAKE, FAST SPEED
.....
184	72.0	GOBO 3 SHAKE, SLOW SPEED
183	71.7	GOBO 2 SHAKE, FAST SPEED
.....
172	67.5	GOBO 2 SHAKE, SLOW SPEED
171	67.0	GOBO 1 SHAKE, FAST SPEED
.....
160	63.0	GOBO 1 SHAKE, SLOW SPEED
159	62.5	FAST ROTATION (100 rpm)
.....
118	46.2	SLOW ROTATION (5 rpm)
114 - 117	44.7 - 46.0	STOP
113	44.2	SLOW ROTATION (5 rpm)
.....
72	28.2	FAST ROTATION (100 rpm)
64 - 71	25.0 - 28.0	GOBO 8
56 - 63	22.0 - 24.7	GOBO 7
48 - 55	18.7 - 21.7	GOBO 6
40 - 47	15.5 - 18.2	GOBO 5
32 - 39	12.5 - 15.0	GOBO 4
24 - 31	9.5 - 12.0	GOBO 3
16 - 23	6.2 - 9.0	GOBO 2
8 - 15	3.2 - 6.0	GOBO 1
0 - 7	0 - 3.0	WHITE

• ROTATING GOBO CHANGE - channel 10



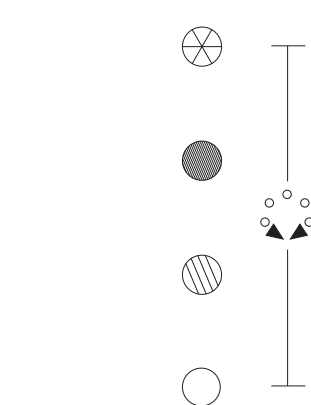
BIT	%	EFFECT
255	100	GOBO 6 SHAKE, FAST SPEED
.....
235	92.0	GOBO 6 SHAKE, SLOW SPEED
234	91.7	GOBO 5 SHAKE, FAST SPEED
.....
214	84.0	GOBO 5 SHAKE, SLOW SPEED
213	83.7	GOBO 4 SHAKE, FAST SPEED
.....
193	75.5	GOBO 4 SHAKE, SLOW SPEED
192	75.0	GOBO 3 SHAKE, FAST SPEED
.....
172	67.5	GOBO 3 SHAKE, SLOW SPEED
171	67.0	GOBO 2 SHAKE, FAST SPEED
.....
151	59.0	GOBO 2 SHAKE, SLOW SPEED
150	58.7	GOBO 1 SHAKE, FAST SPEED
.....
130	51.0	GOBO 1 SHAKE, SLOW SPEED
112-129	44.0-50.5	GOBO 6
.....
93-111	36.2-43.7	GOBO 5
.....
75-92	29.5-36.0	GOBO 4
.....
56-74	22.0-29.0	GOBO 3
.....
38-55	14.7-21.7	GOBO 2
.....
19-37	7.5-14.2	GOBO 1
.....
0-18	0-7.0	WHITE

• GOBO ROTATION - channel 11



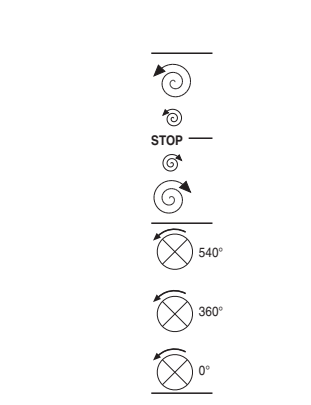
BIT	%	EFFECT
255	100	FAST ROTATION (150 rpm)
.....
193	75.5	SLOW ROTATION (2,2 rph)
191 - 192	74.7 - 75.0	STOP
190	74.2	SLOW ROTATION (2,2 rph)
.....
128	50.0	FAST ROTATION (150 rpm)
127	49.7	540° POSITION
105	41.7	450° POSITION
84	33.0	360° POSITION
63	24.7	270° POSITION
42	16.2	180° POSITION
21	8.2	90° POSITION
0	0.0	0° POSITION

• ROTATING PRISM CHANGE - channel 12



BIT	%	EFFECT
192-255	75.0-100	6 FACE PRISM
.....
128-191	50.0-74.7	OWALYZER
.....
64-127	25.0-49.7	5 FACE PRISM
0 - 63	0.0 - 24.7	WHITE

• PRISM ROTATION - channel 13



BIT	%	EFFECT
255	100	FAST ROTATION (120 rpm)
.....
193	75.5	SLOW ROTATION (3 rph)
191 - 192	74.7 - 75.0	STOP
190	74.2	SLOW ROTATION (3 rph)
.....
128	50.0	FAST ROTATION (120 rpm)
127	49.7	POSITION 540°
105	41.7	POSITION 450°
84	33.0	POSITION 360°
63	24.7	POSITION 270°
42	16.2	POSITION 180°
21	8.2	POSITION 90°
0	0.0	POSITION 0°

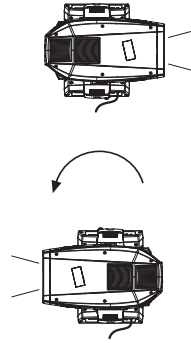
• LIGHT FOST - channel 14



BIT	%	EFFECT
255	100	FROST INSERTED
.....	
0	0.0	FROST EXCLUDED

• PAN - channel 18

Operation with option InvertPan \diamond Off
(Tilt conventionally represented at 14% and option Invert Tilt \diamond Off)



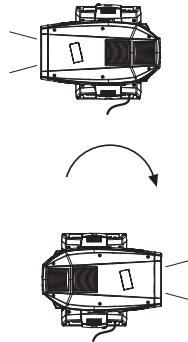
BIT	%
255	100
.....
0	0.0

• MEDIUM FROST - channel 15



BIT	%	EFFECT
255	100	FROST INSERTED
.....	
0	0.0	FROST EXCLUDED

Operation with option InvertPan \diamond On
(Tilt conventionally represented at 14% and option Invert Tilt \diamond Off)



BIT	%
255	100
.....
0	0.0

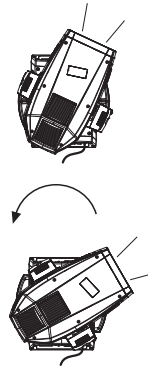
• HEAVY FROST - channel 16



BIT	%	EFFECT
255	100	FROST INSERTED
.....	
0	0.0	FROST EXCLUDED

• PAN FINE - channel 19

Operation with option InvertPan \diamond Off
(Tilt conventionally represented at 14% and option Invert Tilt \diamond Off)



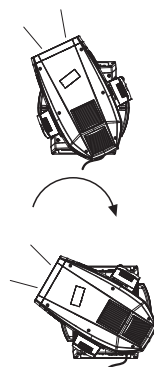
BIT	%
255	100
.....
0	0.0

• FOCUS - channel 17



BIT	%	EFFECT
255	100	NEAR
.....	
0	0.0	DISTANT

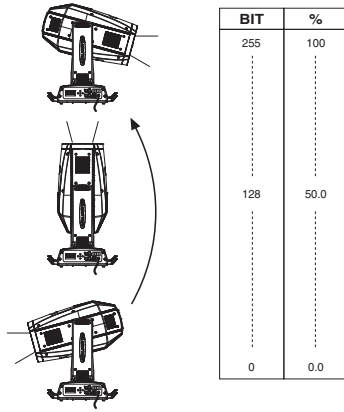
Operation with option InvertPan \diamond On
(Tilt conventionally represented at 14% and option Invert Tilt \diamond Off)



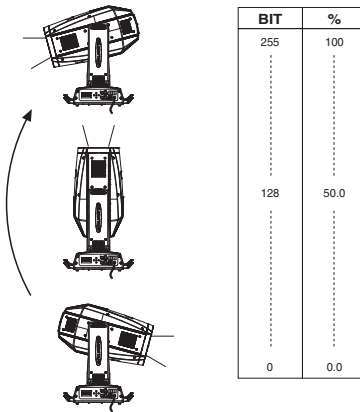
BIT	%
255	100
.....
0	0.0

• **TILT - channel 20**

Operation with option Invert Tilt \diamond Off
(Pan conventionally represented at 0% and option Invert Pan \diamond Off)

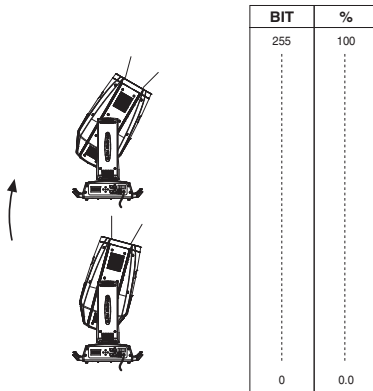


Operation with option Invert Tilt \diamond On
(Pan conventionally represented at 0% and option Invert Pan \diamond Off)

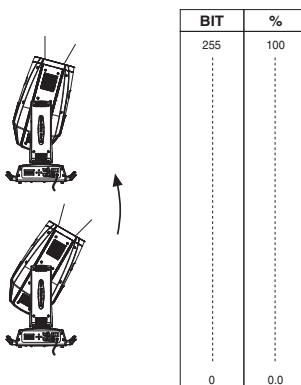


• **TILT FINE - channel 21**

Operation with option Invert Tilt \diamond Off
(Pan conventionally represented at 0% and option Invert Pan \diamond Off)



Operation with option Invert Tilt \diamond On
(Pan conventionally represented at 0% and option Invert Pan \diamond Off)



• **FUNCTION - channel: 22**

BIT	%	EFFECT	
255	100	UNUSED RANGE	
...	...		
63	24.7		
51-62	20.0-24.2		DIMMER CURVE FUNCTION
38-50	14.7-19.5		
25-37	9.7-14.2	PAN-TILT FUNCTION	
12-24	4.7-9.5		FAST (Default)
0-11	0.0-4.2	UNUSED RANGE	

The functions are activated passing through unused range and staying 5 seconds in necessary level.

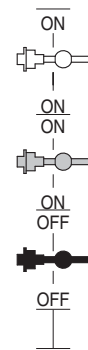
• **RESET - channel: 23**

BIT	%	EFFECT
255	100	COMPLETE RESET
...	...	Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
128	50.0	COMPLETE RESET PAN / TILT RESET
127	49.7	
...	...	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
77	30.0	PAN / TILT RESET EFFECTS RESET
76	29.7	
...	...	Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26	10.0	EFFECTS RESET
25	9.7	
0	0.0	UNUSED RANGE

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 24**

IMPORTANT: Alpha Beam 1500 is not provided with hot strike igniter

BIT	%	EFFECT
255	100	LAMP ON (FULL POWER)
...	...	Lamp ignition after 5 s in full power levels. Immediate transition from half to full power.
180	70.5	LAMP ON (FULL POWER) LAMP ON (HALF POWER)
179	70.0	
...	...	Immediate transition from full to half power. Lamp ignition not allowed in half power.
101	39.5	LAMP ON (HALF POWER) LAMP OFF
100	39.0	
...	...	Lamp switch off passing through the unused range and staying 5 s in Lamp OFF levels.
26	10.0	LAMP OFF
25	9.7	
0	0.0	UNUSED RANGE



TIMING CHANNELS

	Timing Channel	Channel function
25	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
26	Colour time	CMY - Colour wheel
27	Beam time	Dimmer - Light Frost - Medium Frost - Heavy Frost - Iris - Rotating Prism Change
28	Gobo time	Fixed Gobo - Rotating Gobo Change

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