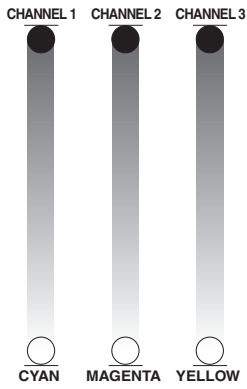


## ALPHA BEAM 300

CHANNEL	Dmx MODALITY	
	Option Vect	Option Stnd
1	CYAN <span style="border: 1px solid black; padding: 2px;">C</span> <span style="border: 1px solid black; padding: 2px;">y</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span>	CYAN <span style="border: 1px solid black; padding: 2px;">C</span> <span style="border: 1px solid black; padding: 2px;">y</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span>
2	MAGENTA <span style="border: 1px solid black; padding: 2px;">M</span> <span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">n</span> <span style="border: 1px solid black; padding: 2px;">t</span>	MAGENTA <span style="border: 1px solid black; padding: 2px;">M</span> <span style="border: 1px solid black; padding: 2px;">g</span> <span style="border: 1px solid black; padding: 2px;">n</span> <span style="border: 1px solid black; padding: 2px;">t</span>
3	YELLOW <span style="border: 1px solid black; padding: 2px;">Y</span> <span style="border: 1px solid black; padding: 2px;">e</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">w</span>	YELLOW <span style="border: 1px solid black; padding: 2px;">Y</span> <span style="border: 1px solid black; padding: 2px;">e</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">w</span>
4	COLOUR WHEEL <span style="border: 1px solid black; padding: 2px;">C</span> <span style="border: 1px solid black; padding: 2px;">o</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">r</span>	COLOUR WHEEL <span style="border: 1px solid black; padding: 2px;">C</span> <span style="border: 1px solid black; padding: 2px;">o</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">r</span>
5	STOP / STROBE <span style="border: 1px solid black; padding: 2px;">S</span> <span style="border: 1px solid black; padding: 2px;">h</span> <span style="border: 1px solid black; padding: 2px;">u</span> <span style="border: 1px solid black; padding: 2px;">t</span>	STOP / STROBE <span style="border: 1px solid black; padding: 2px;">S</span> <span style="border: 1px solid black; padding: 2px;">h</span> <span style="border: 1px solid black; padding: 2px;">u</span> <span style="border: 1px solid black; padding: 2px;">t</span>
6	DIMMER <span style="border: 1px solid black; padding: 2px;">D</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">m</span> <span style="border: 1px solid black; padding: 2px;">r</span>	DIMMER <span style="border: 1px solid black; padding: 2px;">D</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">m</span> <span style="border: 1px solid black; padding: 2px;">r</span>
7	FIXED GOBO CHANGE <span style="border: 1px solid black; padding: 2px;">G</span> <span style="border: 1px solid black; padding: 2px;">o</span> <span style="border: 1px solid black; padding: 2px;">b</span> <span style="border: 1px solid black; padding: 2px;">F</span>	FIXED GOBO CHANGE <span style="border: 1px solid black; padding: 2px;">G</span> <span style="border: 1px solid black; padding: 2px;">o</span> <span style="border: 1px solid black; padding: 2px;">b</span> <span style="border: 1px solid black; padding: 2px;">F</span>
8	FROST <span style="border: 1px solid black; padding: 2px;">F</span> <span style="border: 1px solid black; padding: 2px;">r</span> <span style="border: 1px solid black; padding: 2px;">s</span> <span style="border: 1px solid black; padding: 2px;">t</span>	FROST <span style="border: 1px solid black; padding: 2px;">F</span> <span style="border: 1px solid black; padding: 2px;">r</span> <span style="border: 1px solid black; padding: 2px;">s</span> <span style="border: 1px solid black; padding: 2px;">t</span>
9	PAN <span style="border: 1px solid black; padding: 2px;">P</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span>	PAN <span style="border: 1px solid black; padding: 2px;">P</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span>
10	PAN FINE <span style="border: 1px solid black; padding: 2px;">P</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span> <span style="border: 1px solid black; padding: 2px;">F</span>	PAN FINE <span style="border: 1px solid black; padding: 2px;">P</span> <span style="border: 1px solid black; padding: 2px;">a</span> <span style="border: 1px solid black; padding: 2px;">n</span> <span style="border: 1px solid black; padding: 2px;">F</span>
11	TILT <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">t</span>	TILT <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">t</span>
12	TILT FINE <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">t</span> <span style="border: 1px solid black; padding: 2px;">F</span>	TILT FINE <span style="border: 1px solid black; padding: 2px;">T</span> <span style="border: 1px solid black; padding: 2px;">i</span> <span style="border: 1px solid black; padding: 2px;">l</span> <span style="border: 1px solid black; padding: 2px;">t</span> <span style="border: 1px solid black; padding: 2px;">F</span>
13	RESET	RESET
14	LAMP CONTROL (with option LDMX ON)	LAMP CONTROL (with option LDMX ON)
15	PAN - TILT TIME	
16	COLOUR TIME	
17	BEAM TIME	
18	GOBO TIME	

• COLOUR MIXING - channel 1 - 2 - 3

Operation with option **CMY On**



BIT	%	EFFECT
255	100	COLOUR INSERTED
0	0.0	COLOUR EXCLUDED

Operation with option **CMY Off**



BIT	%	EFFECT
255	100	COLOUR EXCLUDED
0	0.0	COLOUR INSERTED

• COLOUR WHEEL 1 - channel 4

Operation with option **LinC Off FulC Off Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (167 rpm)
119-127	46.7-49.7	BLUE + WHITE
112-118	44.0-46.2	BLUE
105-111	41.2-43.7	ORANGE + BLUE
98-104	38.2-41.0	ORANGE
91-97	35.5-38.0	AQUAMARINE + ORANGE
84-90	33.0-35.0	AQUAMARINE
77-83	30.0-32.5	GREEN + AQUAMARINE
70-76	27.5-29.7	GREEN
63-69	24.7-27.0	CTO 2500 + GREEN
56-62	22.0-24.2	CTO 2500
49-55	19.0-21.7	CTO 3200 + CTO 2500
42-48	16.2-18.7	CTO 3200
35-41	13.7-16.0	CTB + CTO 3200
28-34	11.0-13.2	CTB
21-27	8.2-10.5	RED + CTB
14-20	5.5-8.0	RED
7-13	3.0-5.0	WHITE + RED
0-6	0.0-2.5	WHITE

Operation with option **LinC Off FulC On Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (167 rpm)
128	50.0	SLOW ROTATION (0.2 rpm)
112 - 127	44.0 - 49.7	BLUE
98 - 111	38.2 - 43.7	ORANGE
84 - 97	33.0 - 38.0	AQUAMARINE
70 - 83	27.5 - 32.5	GREEN
56 - 69	22.0 - 27.0	CTO 2500
42 - 55	16.2 - 21.7	CTO 3200
28 - 41	11.0 - 16.0	CTB
14 - 27	5.5 - 10.5	RED
0 - 13	0.0 - 5.0	WHITE

Operation with option **LinC On Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (167 rpm)
128 127	50.0 49.7	SLOW ROTATION (0.2 rpm) BLUE + WHITE
0	0.0	WHITE

Operation with option **LinC Off FulC Off Rain Off**



BIT	%	EFFECT
238-255	93.2-100	BLUE + WHITE
224-237	88.0-93.0	BLUE
210-223	82.5-87.5	ORANGE + BLUE
196-209	76.7-82.0	ORANGE
182-195	71.2-76.2	AQUAMARINE + ORANGE
168-181	66.0-71.0	AQUAMARINE
154-167	60.5-65.5	GREEN + AQUAMARINE
140-153	54.7-60.0	GREEN
126-139	49.5-54.2	CTO 2500 + GREEN
112-125	44.0-49.0	CTO 2500
98-111	38.2-43.7	CTO 3200 + CTO 2500
84-97	33.0-38.0	CTO 3200
70-83	27.5-32.5	CTB + CTO 3200
56-69	22.0-27.0	CTB
42-55	16.2-21.7	RED + CTB
28-41	11.0-16.0	RED
14-27	5.5-10.5	WHITE + RED
0-14	0.0-5.0	WHITE

Operation with option **LinC Off FulC On Rain Off**



BIT	%	EFFECT
224-255	88.0-100	BLUE
196-223	76.7-87.5	ORANGE
168-195	66.0-76.2	AQUAMARINE
140-167	54.7-65.5	GREEN
112-139	44.0-54.2	CTO 2500
84-111	33.0-43.7	CTO 3200
56-83	22.0-32.5	CTB
28-55	11.0-21.7	RED
0-27	0.0-10.5	WHITE

Operation with option **LinC On Rain Off**



BIT	%	EFFECT
255	100	BLUE + WHITE
0	0.0	WHITE

• STOPPER / 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 PULSATION
108	42.5	SLOW PULSATION
104 - 107	41.0 - 42.0	OPEN
103	40.5	FAST STROBE (13 flash/sec)
4	1.7	SLOW STROBE (1 flash/sec)
0 - 3	0.0 - 1.2	CLOSED

• FROST - channel 8



BIT	%	EFFECT
255	100	FROST INSERTED
0	0.0	FROST EXCLUDED

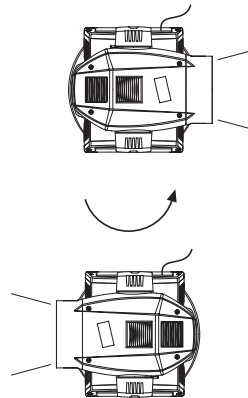
• DIMMER - channel 6



BIT	%	EFFECT
255	100	DIMMER OPEN
0	0.0	DIMMER CLOSED

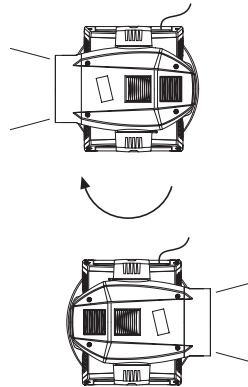
• PAN - channel: 9

Operation with option Pan  $\diamond$  Off  
(Tilt conventionally represented at 15% and option Tilt  $\diamond$  Off)



BIT	%
255	100
0	0.0

Operation with option Pan  $\diamond$  On  
(Tilt conventionally represented at 15% and option Tilt  $\diamond$  Off)



BIT	%
255	100
0	0.0

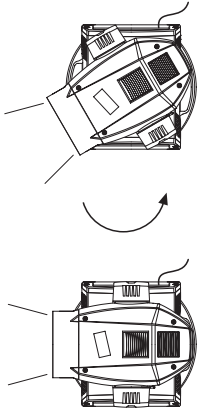
• FIXED GOBO CHANGE - channel 7



BIT	%	EFFECT
255	100	GOBO 7 SHAKE, FAST SPEED
...	...	...
240	94.0	GOBO 7 SHAKE, SLOW SPEED
239	93.7	GOBO 6 SHAKE, FAST SPEED
...	...	...
224	88.0	GOBO 6 SHAKE, SLOW SPEED
223	87.5	GOBO 5 SHAKE, FAST SPEED
...	...	...
208	81.7	GOBO 5 SHAKE, SLOW SPEED
207	81.2	GOBO 4 SHAKE, FAST SPEED
...	...	...
192	75.0	GOBO 4 SHAKE, SLOW SPEED
191	74.7	GOBO 3 SHAKE, FAST SPEED
...	...	...
176	68.0	GOBO 3 SHAKE, SLOW SPEED
175	68.7	GOBO 2 SHAKE, FAST SPEED
...	...	...
160	63.0	GOBO 2 SHAKE, SLOW SPEED
159	62.5	FAST ROTATION (40 rpm)
...	...	...
118	46.2	SLOW ROTATION (1 rpm)
114 - 117	44.7 - 46.0	STOP
113	44.2	SLOW ROTATION (1 rpm)
...	...	...
72	28.2	FAST ROTATION (40 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

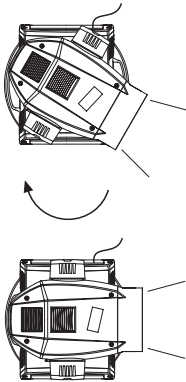
• **PAN FINE - channel: 10**

Operation with option Pan  $\diamond$  Off  
(Tilt conventionally represented at 15% and option Til  $\diamond$  Off)



BIT	%
255	100
0	0.0

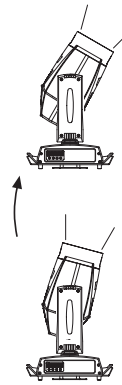
Operation with option Pan  $\diamond$  On  
(Tilt conventionally represented at 15% and option Til  $\diamond$  Off)



BIT	%
255	100
0	0.0

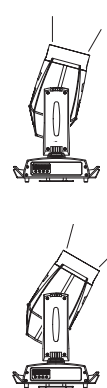
• **TILT FINE - channel: 12**

Operation with option Til  $\diamond$  Off  
(Pan conventionally represented at 0% and option Pan  $\diamond$  Off)



BIT	%
255	100
0	0.0

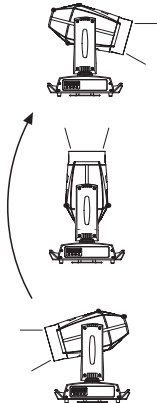
Operation with option Til  $\diamond$  On  
(Pan conventionally represented at 0% and option Pan  $\diamond$  Off)



BIT	%
255	100
0	0.0

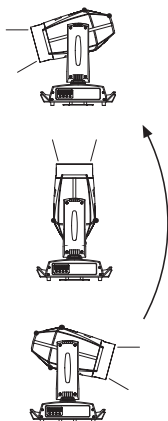
• **TILT - channel: 11**

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



BIT	%
255	100
128	50.0
0	0.0

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



BIT	%
255	100
128	50.0
0	0.0

• **RESET - channel: 13**

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
127	49.7	PAN / TILT RESET  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
76	29.7	EFFECTS RESET  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	EFFECTS RESET
0	0.0	UNUSED RANGE

• **LAMP CONTROL (only with option LDmx On) - channel: 14**

**IMPORTANT: Alpha Beam 300 is not provided with hot restrike igniter**



BIT	%	EFFECT
255	100	LAMP ON  The function is activated staying 5 s in Lamp ON levels.
180	70.5	LAMP ON
179	70.0	LAMP ON
		UNUSED RANGE 2
101	39.5	LAMP OFF
100	39.0	LAMP OFF  The function is activated passing through the unused range 1 and staying 5s in Lamp OFF levels.
26	10.0	LAMP OFF
25	9.7	LAMP OFF
0	0.0	UNUSED RANGE 1

## TIMING CHANNELS

Timing Channel	Channel function
Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
Colour time	CMY - Colour wheel
Beam time	Dimmer - Frost
Gobo time	Fixed Gobo wheel

## 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	210
10	2	53	10.6	96		139		182		226	
11	2.2	54	11	97	29	140	46	183	75	227	220
12	2.4	55		98		141		184		228	
13	2.6	56	12	99	30	142	47	185	80	229	230
14	2.8	57		100		143		186		230	
15	3	58	13	101	31	144	48	187	85	231	240
16	3.2	59		102		145		188		232	
17	3.4	60	14	103	32	146	49	189	90	233	250
18	3.6	61		104		147		190		234	
19	3.8	62	15	105	33	148	50	191	95	235	260
20	4	63		106		149		192		236	
21	4.2	64	16	107	34	150	51	193	100	237	270
22	4.4	65		108		151		194		238	
23	4.6	66	17	109	35	152	52	195	110	239	280
24	4.8	67		110		153		196		240	
25	5	68	18	111	36	154	53	197	120	241	290
26	5.2	69		112		155		198		242	
27	5.4	70	19	113	37	156	54	199	130	243	300
28	5.6	71		114		157		200		244	
29	5.8	72	20	115	38	158	55	201	140	245	280
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		207		251	
36	7.2	79		122		165		208		252	310
37	7.4	80	24	123	42	166	58	209	170	253	
38	7.6	81		124		167		210		254	
39	7.8	82	25	125	43	168	59	211	180		
40	8	83		126		169		212			
41	8.2	84	26	127	44	170	60	213	190		
42	8.4	85		128		171		214			
								215			
										255	Follow cue Data