










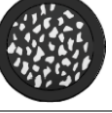


CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOUR WHEEL	COLOUR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ROTATING GOBO 1 CHANGE	ROTATING GOBO 1 CHANGE
11	GOBO 1 ROTATION	GOBO 1 ROTATION
12	FINE GOBO 1 ROTATION	FINE GOBO 1 ROTATION
13	ROTATING GOBO 2 CHANGE	ROTATING GOBO 2 CHANGE
14	GOBO 2 ROTATION	GOBO 2 ROTATION
15	FINE GOBO 2 ROTATION	FINE GOBO 2 ROTATION
16	ANIMATION DISK INSERTION or STATIC GOBO WHEEL (C61603)	ANIMATION DISK INSERTION or STATIC GOBO WHEEL (C61603)
17	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
18	PRISM INSERTION	PRISM INSERTION
19	PRISM ROTATION	PRISM ROTATION
20	FROST	FROST
21	FOCUS	FOCUS
22	FOCUS FINE	FOCUS FINE
23	ZOOM	ZOOM
24	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
25	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
26	PAN	PAN
27	PAN FINE	PAN FINE
28	TILT	TILT
29	TILT FINE	TILT FINE
30	FUNCTION	FUNCTION
31	RESET	RESET
32	LAMP CONTROL	LAMP CONTROL
33	-	PAN-TILT TIME
34	-	COLOUR TIME
35	-	BEAM TIME
36	-	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 + Brilliant Blue 485
		32	Brilliant Blue 485
		40	Brilliant Blue 485 + Green 5054
		48	Green 5054
		56	Green 5054 + HMG4
		64	Half Minus Green HMG4
		72	HMG4 + Golden Amber 555
		80	Golden Amber 555
		88	Golden 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 Colour Wheel <<< counter-clockwise 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. Dimmer blades move from totally closed to totally open
8	8		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
9	9		IRIS
		0 - 127	Iris linearly open from minimum to maximum aperture
		128 - 131	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
10	10		ROTATING GOBO 1 CHANGE
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD003/001 (Small Dots) 
		38 - 56	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 Tree) 
		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
11	11		GOBO 1 ROTATION
		0 - 21	Gobo indexing <<< counter-clockwise: 0° to 90° range
		21 - 42	Gobo indexing <<< counter-clockwise: 90° to 180° range
		42 - 63	Gobo indexing <<< counter-clockwise: 180° to 270° range
		63 - 84	Gobo indexing <<< counter-clockwise: 270° to 360° range
		84 - 105	Gobo indexing <<< counter-clockwise: 360° to 450° range
		105 - 127	Gobo indexing <<< counter-clockwise: 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		
12	12		FINE GOBO 1 ROTATION
		0 - 255	Fine Gobo Indexing <<< counter-clockwise
13	13		ROTATING GOBO 2 CHANGE
		0 - 18	Empty position
		19 - 37	Gobo 1 – GOD003/007 (Broken Circle) 
		38 - 56	Gobo 2 – GOD003/008 (Fat Line) 
		56 - 74	Gobo 3 – GOD003/009 (Multiple Cones) 
		75 - 92	Gobo 4 – GOD003-010 (Half Circle) 
		93 - 111	Gobo 5 – GOD003/011 (Ripple) 
		112 - 129	Gobo 6 – GOD003/012 (Shattered) 
		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
14	14		GOBO 2 ROTATION
		0 - 21	Gobo indexing >>> clockwise: 0° to 90° range
		21 - 42	Gobo indexing >>> clockwise: 90° to 180° range
		42 - 63	Gobo indexing >>> clockwise: 180° to 270° range
		63 - 84	Gobo indexing >>> clockwise: 270° to 360° range
		84 - 105	Gobo indexing >>> clockwise: 360° to 450° range
		105 - 127	Gobo indexing >>> clockwise: 450° to 540° range
		128 - 190	Continuous gobo rotation <<< counter-clockwise at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation >>> clockwise at linearly variable speed from slow (2.2 rph) to fast (180 rpm)
15	15		FINE GOBO 2 ROTATION
		0 - 255	Fine Gobo Indexing >>> clockwise
16	16		ANIMATION DISK INSERTION
		0 - 255	<i>If selected: Option → Animation Disk</i> Linear Animation Disk Insertion

Channel Mode		DMX Value	Function
Standard	Vector		
16 Optional	16 Optional		STATIC GOBO CHANGE – p/n C61603 <i>If selected: Option → Fix Gobo Disk</i>
		0 - 7	Empty position
		8 - 15	Gobo 1
		16 - 23	Gobo 2
		24 - 31	Gobo 3
		32 - 39	Gobo 4
		40 - 47	Gobo 5
		48 - 55	Gobo 6
		56 - 63	Gobo 7
		64 - 71	Gobo 8
		72 - 113	Continuous rotation <<< counter-clockwise at linearly variable speed from fast to slow
		114 - 117	Stop
		118 - 159	Continuous rotation >>> clockwise at linearly variable speed from fast to slow
		160 - 171	Gobo 1 shakes at variable speed from slow to fast
		172 - 183	Gobo 2 shakes at variable speed from slow to fast
		184 - 195	Gobo 3 shakes at variable speed from slow to fast
196 - 207	Gobo 4 shakes at variable speed from slow to fast		
208 - 219	Gobo 5 shakes at variable speed from slow to fast		
220 - 231	Gobo 6 shakes at variable speed from slow to fast		
232 - 243	Gobo 7 shakes at variable speed from slow to fast		
244 - 255	Gobo 8 shakes at variable speed from slow to fast		
17	17		ANIMATION DISK ROTATION <i>Excluded if selected the Static Gobo channel</i>
		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)
18	18		PRISM INSERTION
		0 - 127	Prism out
		128 - 255	4 facet prism into the light beam
19	19		PRISMS ROTATION
		0 - 21	Prism indexing >>> clockwise: 0° to 90° range
		21 - 42	Prism indexing >>> clockwise: 90° to 180° range
		42 - 63	Prism indexing >>> clockwise: 180° to 270° range
		63 - 84	Prism indexing >>> clockwise: 270° to 360° range
		84 - 105	Prism indexing >>> clockwise: 360° to 450° range
		105 - 127	Prism indexing >>> clockwise: 450° to 540° range
		128 - 190	Continuous prism rotation <<< counter-clockwise at linearly variable speed from fast (80 rpm) to slow (3 rph)
		191 - 192	Stop rotation
193 - 255	Continuous prism rotation >>> clockwise at linearly variable speed from slow (3 rph) to fast (80 rpm)		
20	20		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion 0 – 138: Light Frost 139 – 255: Heavy Frost
21	21		FOCUS
		0 - 255	Focus moves linearly from far to near position

Channel Mode		DMX Value	Function
Standard	Vector		
22	22		FOCUS FINE
		0 - 255	Fine Focus positioning
23	23		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
24	24		AUTOFOCUS DISTANCE
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
25	25		AUTOFOCUS ADJUSTMENT
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
26	26		PAN
		0 - 255	Pan movement/positioning <<< counter-clockwise from 0° to 540° (invert Pan=Off; Invert Tilt=Off) <ul style="list-style-type: none"> • Fast Speed: 4.21 sec • Normal Speed: 4.95 sec
27	27		PAN FINE
		0 - 255	Fine Pan positioning <<< counter-clockwise
28	28		TILT
		0 - 255	Tilt movement/positioning from 0° to 268° (invert Pan=Off; Invert Tilt=Off) <ul style="list-style-type: none"> • Fast Speed: 2.53 sec • Normal Speed: 3.24 sec
29	29		TILT FINE
		0 - 255	Fine Tilt positioning
30	30		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 - 139	Free
		140 - 152	Fast Gobo change (default)
		153 - 164	Normal Gobo change
		165 - 203	Free
		204 - 213	Linear Dimmer curve
		214 - 255	Free
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds
31	31		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		
32	32		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 and 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.
-	33		PAN-TILT TIME
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	34		COLOUR TIME
		0 - 255	Cyan - Magenta – Yellow
-	35		BEAM TIME
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	36		GOBO TIME
		0 - 255	Rotating Gobo

IMPORTANT
<p>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.).</p>
<p>Remember to “Switch-Off” the bulb, before to “Switch-Off” the fixture.</p>
<p>If you will change in the “Option menu” from “Animation Disk” to “Fix Gobo Disk” or vice-versa, it is necessary to Switch-off the fixture before using it.</p>

VECTOR MODE TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	12
56	13
57	14
58	15
59	16
60	17
61	18
62	19
63	20
64	21
65	22
66	23
67	24
68	25
69	26
70	27
71	28
72	29
73	30
74	31
75	32
76	33
77	34
78	35
79	36
80	37
81	38
82	39
83	40
84	41
85	42

BIT	Seconds
86	24
87	25
88	26
89	27
90	28
91	29
92	30
93	31
94	32
95	33
96	34
97	35
98	36
99	37
100	38
101	39
102	40
103	41
104	42
105	43
106	44
107	45
108	46
109	47
110	48
111	49
112	50
113	51
114	52
115	53
116	54
117	55
118	56
119	57
120	58
121	59
122	60
123	61
124	62
125	63
126	64
127	65
128	66

BIT	Seconds
129	41
130	42
131	43
132	44
133	45
134	46
135	47
136	48
137	49
138	50
139	51
140	52
141	53
142	54
143	55
144	56
145	57
146	58
147	59
148	60
149	61
150	62
151	63
152	64
153	65
154	66
155	67
156	68
157	69
158	70
159	71
160	72
161	73
162	74
163	75
164	76
165	77
166	78
167	79
168	80
169	81
170	82
171	83

BIT	Seconds
172	58
173	59
174	60
175	61
176	62
177	63
178	64
179	65
180	66
181	67
182	68
183	69
184	70
185	71
186	72
187	73
188	74
189	75
190	76
191	77
192	78
193	79
194	80
195	81
196	82
197	83
198	84
199	85
200	86
201	87
202	88
203	89
204	90
205	91
206	92
207	93
208	94
209	95
210	96
211	97
212	98
213	99
214	100
215	101

BIT	Seconds
216	170
217	180
218	190
219	200
220	210
221	220
222	230
223	240
224	250
225	260
226	270
227	280
228	290
229	300
230	310
231	320
232	330
233	340
234	350
235	360
236	370
237	380
238	390
239	400
240	410
241	420
242	430
243	440
244	450
245	460
246	470
247	480
248	490
249	500
250	510
251	520
252	530
253	540
254	550
255	Follow cue Data