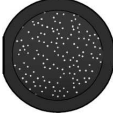








DMX List

<i>Number</i>	<i>PARAMETER</i>
1	CYAN
2	MAGENTA
3	YELLOW
4	CTO
5	COLOR WHEEL
6	STROBE EFFECT
7	DIMMER
8	DIMMER FINE
9	IRIS
10	ROTATING GOBO CHANGE
11	GOBO ROTATION
12	FINE GOBO ROTATION
13	PRISM INSERTION
14	PRISM ROTATION
15	ANIMATION WHEEL INSERTION
16	ANIMATION WHEEL ROTATION
17	FROST
18	FOCUS
19	ZOOM
20	BLADE 1 MOVEMENT
21	BLADE 1 SWIVELLING
22	BLADE 2 MOVEMENT
23	BLADE 2 SWIVELLING
24	BLADE 3 MOVEMENT
25	BLADE 3 SWIVELLING
26	BLADE 4 MOVEMEN
27	BLADE 4 SWIVELLING
28	FRAME ROTATION
29	FRAME MACROS
30	FRAME MACRO SPEED
31	PAN
32	PAN FINE
33	TILT
34	TILT FINE
35	RESET
36	FUNCTION

Number	DMX Value	Function
1	000 - 255	CYAN Linear Cyan colour movement from white to full (Color Mixing → CMY) Linear Cyan colour movement full to white (Color Mixing → RGB)
2	000 - 255	MAGENTA Linear Magenta colour movement from white to full (Color Mixing → CMY) Linear Magenta colour movement full to white (Color Mixing → RGB)
3	000 - 255	YELLOW Linear Yellow colour movement from white to full (Color Mixing → CMY) Linear Yellow colour movement full to white (Color Mixing → RGB)
4	000 - 255	CTO Linear CTO filter movement from white to full
5	000 - 009 010 - 018 019 - 027 028 - 036 037 - 045 046 - 054 055 - 063 064 - 072 073 - 081 082 - 090 091 - 099 100 - 108 109 - 117 118 - 127 128 - 255	COLOR WHEEL Empty position Empty + Dark Red Dark Red Dark Red + Brilliant Blue Brilliant Blue Brilliant Blue + Green Green Green + H.M. Green H.M. Green H.M. Green + Light Orange Light Orange Light Orange + Navy Blue Navy Blue Navy Blue + Empty position Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast
6	000 - 003 004 - 103 104 - 107 108 - 207 208 - 212 213 - 225 226 - 238 239 - 251 252 - 255	STROBE EFFECT Light OFF Strobe at linearly variable frequency from low (1Hz) to high (25Hz) Light ON Pulsation at linearly variable speed from slow to fast Light ON Random Strobe at low frequency Random Strobe at medium frequency Random Strobe at high frequency Light ON
7	000 - 255	DIMMER Light output linearly increase from no-light to maximum brightness
8	000 - 255	DIMMER FINE Fine Dimmer positioning
9	000 - 127 128 - 131 132 - 171 172 - 211 212 - 251 252 - 255	IRIS Iris linearly open from minimum to maximum aperture Maximum aperture Iris pulsation from slow to fast speed Iris pulsation from slow to fast speed with fast opening Iris pulsation from slow to fast speed with fast closing Maximum aperture

Number	DMX Value	Function
10		ROTATING GOBO CHANGE
	000 - 008	Empty position
	009 - 017	Gobo 1 (Small Dots) 
	018 - 026	Gobo 2 (Plumens) 
	027 - 035	Gobo 3 (Clouds V2) 
	036 - 044	Gobo 4 (Half Circle) 
	045 - 053	Gobo 5 (Oak Tree) 
	054 - 062	Gobo 6 (Water Lines) 
	063 - 071	Gobo 7 (Broken Circle) 
	072 - 113 114 - 117 118 - 159 160 - 173 174 - 187 188 - 200 201 - 214 215 - 227 228 - 241 242 - 255	Continuous CCW gobo wheel rotation at linearly variable speed from fast to slow Stop rotation Continuous CW gobo wheel rotation at linearly variable speed from slow to fast Gobo 1 shakes at variable speed from slow to fast Gobo 2 shakes at variable speed from slow to fast Gobo 3 shakes at variable speed from slow to fast Gobo 4 shakes at variable speed from slow to fast Gobo 5 shakes at variable speed from slow to fast Gobo 6 shakes at variable speed from slow to fast Gobo 7 shakes at variable speed from slow to fast
11		GOBO ROTATION
	000 - 021	Gobo indexing: 0° to 90° range
	021 - 042	Gobo indexing: 90° to 180° range
	042 - 063	Gobo indexing: 180° to 270° range
	063 - 084	Gobo indexing: 270° to 360° range
	084 - 105	Gobo indexing: 360° to 450° range
	105 - 127	Gobo indexing: 450° to 540° range
	128 - 190	Continuous CW gobo rotation at linearly variable speed from fast to slow
	191 - 192	Stop rotation
	193 - 255	Continuous CCW gobo rotation at linearly variable speed from slow to fast

Number	DMX Value	Function
12	000 - 255	FINE GOBO ROTATION Fine CCW Gobo Indexing
13	000 - 127 128 - 255	PRISM INSERTION Prism Excluded 4 facet Prism inserted
14	000 - 021 021 - 042 042 - 063 063 - 084 084 - 105 105 - 127 128 - 190 191 - 192 193 - 255	PRISM ROTATION Prism indexing: 0° to 90° range Prism indexing: 90° to 180° range Prism indexing: 180° to 270° range Prism indexing: 270° to 360° range Prism indexing: 360° to 450° range Prism indexing: 450° to 540° range Continuous CW prism rotation at linearly variable speed from fast to slow Stop rotation Continuous CCW prism rotation at linearly variable speed from slow to fast
15	000 - 007 008 - 255	ANIMATION WHEEL INSERTION Animation Disc Out Animation Disc Linear Insertion
16	000 - 127 128 - 132 133 - 255	ANIMATION WHEEL ROTATION Continuous animation disc CCW rotation at linearly variable speed from fast to slow Stop rotation Continuous animation disc CW rotation at linearly variable speed from slow to fast
17	000 - 255	FROST Frost Linear Insertion
18	000 - 255	FOCUS Focus moves linearly from distant to near position
19	000 - 255	ZOOM Zoom linearly moves from wide to narrow beam

Number	DMX Value	Function
20	000 - 255	BLADE 1 MOVEMENT Blade moves linearly into the light beam
21	000 - 127 128 129 - 255	BLADE 1 SWIVELLING Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
22	000 - 255	BLADE 2 MOVEMENT Blade moves linearly into the light beam
23	000 - 127 128 129 - 255	BLADE 2 SWIVELLING Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
24	000 - 255	BLADE 3 MOVEMENT Blade moves linearly into the light beam
25	000 - 127 128 129 - 255	BLADE 3 SWIVELLING Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
26	000 - 255	BLADE 4 MOVEMENT Blade moves linearly into the light beam
27	000 - 127 128 129 - 255	BLADE 4 SWIVELLING Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
28	000 - 255	FRAME ROTATION Frame CW linearly rotate

Number	DMX Value	Function
29		FRAME MACRO EFFECTS
	000 - 003	Macro OFF
	004 - 011	Macro 1
	012 - 018	Macro 2
	019 - 025	Macro 3
	026 - 032	Macro 4
	033 - 039	Macro 5
	040 - 047	Macro 6
	048 - 054	Macro 7
	055 - 061	Macro 8
	062 - 068	Macro 9
	069 - 075	Macro 10
	076 - 082	Macro 11
	083 - 090	Macro 12
	091 - 097	Macro 13
	098 - 104	Macro 14
	105 - 111	Macro 15
	112 - 118	Macro 16
	119 - 125	Macro 17
	126 - 133	Macro 18
	134 - 140	Macro 19
	141 - 147	Macro 20
	148 - 154	Macro 21
	155 - 161	Macro 22
	162 - 168	Macro 23
	169 - 176	Macro 24
	177 - 183	Macro 25
	184 - 190	Macro 26
	191 - 197	Macro 27
	198 - 204	Macro 28
	205 - 211	Macro 29
	212 - 219	Macro 30
	220 - 226	Macro 31
	227 - 233	Macro 32
	234 - 240	Macro 33
241 - 247	Macro 34	
248 - 255	Macro 35	
30	000 - 255	FRAME MACRO SPEED Macro Speed from Slow to Fast
31	000 - 255	PAN Pan CCW movement/positioning from 0° to 540° (default setting)
32	000 - 255	PAN FINE Fine CCW Pan positioning
33	000 - 255	TILT Tilt CW movement/positioning from 0° to 270° (default setting)
34	000 - 255	TILT FINE Fine CW Tilt positioning

Number	DMX Value	Function
35	000 - 025	RESET Unused range Effects reset procedure (No Pan/Tilt) Pan / Tilt reset procedure. All effects reset procedure. IMPORTANT: The function is activate staying on the selected range for 5 seconds.
	026 - 076	
	077 - 127	
	128 - 255	
36	000 - 010	FUNCTION Unused range Led Frequency 600Hz Led Frequency 1200Hz Led Frequency 2000Hz Led Frequency 4000Hz Led Frequency 8000Hz Led Frequency 16000Hz Led Frequency 25000Hz Fan Mode Auto Fan Mode SLN Fan Mode Theatre Fan Mode Constant Pan/Tilt Slow speed Pan/Tilt Medium speed Pan/Tilt Fast speed CMY Normal Speed CMY Fast Speed Display OFF Display ON Free IMPORTANT: The functions are activated/selected staying in the necessary range for 3 seconds
	011 - 020	
	021 - 030	
	031 - 040	
	041 - 050	
	051 - 060	
	061 - 070	
	071 - 080	
	081 - 090	
	091 - 095	
	096 - 100	
	101 - 110	
	111 - 120	
	121 - 130	
	131 - 140	
	141 - 150	
	151 - 160	
	161 - 170	
	171 - 180	
181 - 255		

IMPORTANT NOTES

To preserve the LED engine is recommend to set the Dimmer channel @ 0 bit few minutes before turning off the fixture.

To prevent accidental breakage of the effects, which could collide with each others during transport, before switching the projector OFF, check that all the Channels have been excluded (DMX level @ 0 bit).