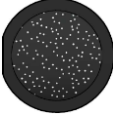








<b>Number</b>	<b>PARAMETER</b>
1	CYAN
2	MAGENTA
3	YELLOW
4	CTO
5	COLOR WHEEL
6	STROBE EFFECT
7	DIMMER
8	DIMMER FINE
9	IRIS
10	ROTATING GOBO CHANGE
11	GOBO ROTATION
12	FINE GOBO ROTATION
13	PRISM INSERTION
14	PRISM ROTATION
15	ANIMATION WHEEL INSERTION
16	ANIMATION WHEEL ROTATION
17	FROST
18	FOCUS
19	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	<b>CYAN</b> Linear Cyan colour movement from white to full (Color Mixing → CMY) Linear Cyan colour movement full to white (Color Mixing → RGB)
2	000 - 255	<b>MAGENTA</b> Linear Magenta colour movement from white to full (Color Mixing → CMY) Linear Magenta colour movement full to white (Color Mixing → RGB)
3	000 - 255	<b>YELLOW</b> Linear Yellow colour movement from white to full (Color Mixing → CMY) Linear Yellow colour movement full to white (Color Mixing → RGB)
4	000 - 255	<b>CTO</b> Linear CTO filter movement from white to full
5		<b>COLOR WHEEL</b>
	000 - 009	Empty position
	010 - 018	Empty + Dark Red
	019 - 027	Dark Red
	028 - 036	Dark Red + Brilliant Blue
	037 - 045	Brilliant Blue
	046 - 054	Brilliant Blue + Green
	055 - 063	Green
	064 - 072	Green + H.M. Green
	073 - 081	H.M. Green
	082 - 090	H.M. Green + Light Orange
	091 - 099	Light Orange
	100 - 108	Light Orange + Navy Blue
109 - 117	Navy Blue	
118 - 127	Navy Blue + Empty position	
128 - 255	Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast	
6		<b>STROBE EFFECT</b>
	000 - 003	Light OFF
	004 - 103	Strobe at linearly variable frequency from low (1Hz) to high (25Hz)
	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	000 - 255	<b>DIMMER</b> Light output linearly increase from no-light to maximum brightness
8	000 - 255	<b>DIMMER FINE</b> Fine Dimmer positioning
9		<b>IRIS</b>
	000 - 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	

Number	DMX Value	Function
10		<b>ROTATING GOBO CHANGE</b>
	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		<b>GOBO ROTATION</b>
	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

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

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

<i>Number</i>	<i>DMX Value</i>	<i>Function</i>
<b>29</b>		<b>FRAME MACRO EFFECTS</b>
	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	
<b>30</b>	000 - 255	<b>FRAME MACRO SPEED</b> Macro Speed from Slow to Fast
<b>31</b>	000 - 255	<b>PAN</b> Pan CCW movement/positioning from 0° to 540° (default setting)
<b>32</b>	000 - 255	<b>PAN FINE</b> Fine CCW Pan positioning
<b>33</b>	000 - 255	<b>TILT</b> Tilt CW movement/positioning from 0° to 270° (default setting)
<b>34</b>	000 - 255	<b>TILT FINE</b> Fine CW Tilt positioning

Number	DMX Value	Function
35		<b>RESET</b>
	000 - 025	Unused range
	026 - 076	Effects reset procedure (No Pan/Tilt)
	077 - 127	Pan / Tilt reset procedure.
	128 - 255	All effects reset procedure.
		<b>IMPORTANT:</b> The function is activate staying on the selected range for 5 seconds.
36		<b>FUNCTION</b>
	000 - 010	Unused range
	011 - 020	Led Frequency 600Hz
	021 - 030	Led Frequency 1200Hz (Default)
	031 - 040	Led Frequency 2000Hz
	041 - 050	Led Frequency 4000Hz
	051 - 060	Led Frequency 8000Hz
	061 - 070	Led Frequency 16000Hz
	071 - 080	Led Frequency 25000Hz
	081 - 090	Fan Mode Auto (Default)
	091 - 100	Fan Mode SLN
	101 - 110	Fan Mode Theatre
	111 - 120	Fan Mode Constant
	121 - 130	Pan/Tilt Slow speed
	131 - 140	Pan/Tilt Medium speed
	141 - 150	Pan/Tilt Fast speed (Default)
	151 - 160	CMY Normal Speed
	161 - 170	CMY Fast Speed (Default)
	171 - 180	Display OFF (Default)
	181 - 190	Display ON
191 - 200	Dimmer curve 1 (Default)	
201 - 210	Dimmer curve 2	
211 - 220	Dimmer curve 3	
221 - 230	Dimmer curve 4	
231 - 240	P/T Smooth Off	
241 - 250	P/T Smooth On (Default)	
251 - 255	Not used	
		<b>IMPORTANT:</b> The functions are activated/selected staying in the necessary range for 3 seconds

### IMPORTANT NOTES

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

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