

CHANNEL FUNCTION

ALPHA BEAM 700

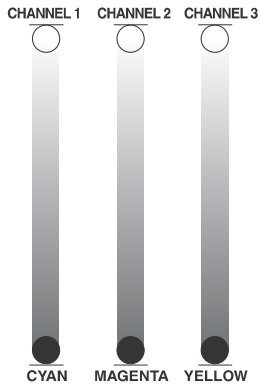
NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0 bit).

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	PRISM INSERTION	PRISM INSERTION
13	PRISM ROTATION	PRISM ROTATION
14	FROST	FROST
15	FOCUS	FOCUS
16	PAN	PAN
17	PAN FINE	PAN FINE
18	TILT	TILT
19	TILT FINE	TILT FINE
20	FUNCTION	FUNCTION
21	RESET	RESET
22	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
23		PAN - TILT TIME
24		COLOUR TIME
25		BEAM TIME
26		GOBO TIME

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit) all the others channels stay at 0 bit.

• **COLOUR MIXING - channel 1 - 2 - 3**

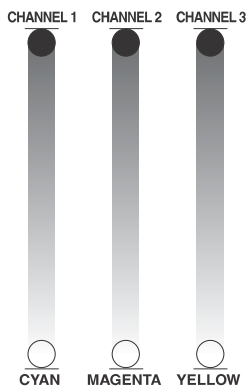
Operation with option color mixing: RGB



BIT	EFFECT
255	COLOUR EXCLUDED
0	COLOUR INSERTED

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

Operation with option color mixing: CMY



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 255 bit level. The lamp goes back to full power when the channels level is put lower than 255 bit.

• **COLOUR WHEEL - channel 4**



BIT	EFFECT
255	FAST ROTATION (160 rpm)
...	...
128	SLOW ROTATION (0.2 rpm)
127	BLUE + WHITE
120	BLUE
112	ORANGE + BLUE
105	ORANGE
97	AQUAMARINE + ORANGE
90	AQUAMARINE
82	GREEN + AQUAMARINE
75	GREEN
67	CTO 2500 + GREEN
60	CTO 2500
52	CTO 3200 + CTO 2500
45	CTO 3200
37	CTB + CTO 3200
30	CTB
22	RED + CTB
15	RED
8	WHITE + RED
0	WHITE

• **STOP / STROBE - channel 5**



BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION
...	...
108	SLOW PULSATION
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
...	...
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

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

• **DIMMER - channel 6**



BIT	EFFECT
255	
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	
0	

• **IRIS - channel 8**



BIT	EFFECT
252 - 255	MAXIMUM APERTURE
251	FAST PULSATION, FAST CLOSING
...	...
212	SLOW PULSATION, FAST CLOSING
211	FAST PULSATION, FAST OPENING
...	...
172	SLOW PULSATION, FAST OPENING
171	FAST PULSATION
...	...
132	SLOW PULSATION
128 - 131	MAXIMUM APERTURE
0	MINIMUM APERTURE

• STATIC GOBO CHANGE - channel 9

BIT	EFFECT
255	GOBO 7 SHAKE, FAST SPEED
...	
240	GOBO 7 SHAKE, SLOW SPEED
239	GOBO 6 SHAKE, FAST SPEED
...	
224	GOBO 6 SHAKE, SLOW SPEED
223	GOBO 5 SHAKE, FAST SPEED
...	
208	GOBO 5 SHAKE, SLOW SPEED
207	GOBO 4 SHAKE, FAST SPEED
...	
192	GOBO 4 SHAKE, SLOW SPEED
191	GOBO 3 SHAKE, FAST SPEED
...	
176	GOBO 3 SHAKE, SLOW SPEED
175	GOBO 2 SHAKE, FAST SPEED
...	
160	GOBO 2 SHAKE, SLOW SPEED
159	FAST ROTATION (100 rpm)
...	
118	SLOW ROTATION (5 rpm)
114 - 117	STOP
113	SLOW ROTATION (5 rpm)
...	
72	FAST ROTATION (100 rpm)
64 - 71	GOBO 8
56 - 63	GOBO 7
48 - 55	GOBO 6
40 - 47	GOBO 5
32 - 39	GOBO 4
24 - 31	GOBO 3
16 - 23	GOBO 2
8 - 15	GOBO 1
0 - 7	WHITE

• ROTATING GOBO CHANGE - channel 10

BIT	EFFECT
255	GOBO 7 SHAKE, FAST SPEED
...	
238	GOBO 7 SHAKE, SLOW SPEED
237	GOBO 6 SHAKE, FAST SPEED
...	
220	GOBO 6 SHAKE, SLOW SPEED
219	GOBO 5 SHAKE, FAST SPEED
...	
202	GOBO 5 SHAKE, SLOW SPEED
201	GOBO 4 SHAKE, FAST SPEED
...	
184	GOBO 4 SHAKE, SLOW SPEED
183	GOBO 3 SHAKE, FAST SPEED
...	
166	GOBO 3 SHAKE, SLOW SPEED
165	GOBO 2 SHAKE, FAST SPEED
...	
148	GOBO 2 SHAKE, SLOW SPEED
147	GOBO 1 SHAKE, FAST SPEED
...	
130	GOBO 1 SHAKE, SLOW SPEED
114-129	GOBO 7
...	
98-113	GOBO 6
...	
82-97	GOBO 5
...	
65-81	GOBO 4
...	
49-64	GOBO 3
...	
33-48	GOBO 2
...	
17-32	GOBO 1
0-16	WHITE

• GOBO ROTATION - channel 11

BIT	EFFECT
255	FAST ROTATION (180 rpm)
...	
193	SLOW ROTATION (2.2 rph)
191 - 192	STOP
190	SLOW ROTATION (2.2 rph)
...	
128	FAST ROTATION (180 rpm)
127	540° POSITION
105	450° POSITION
84	360° POSITION
63	270° POSITION
42	180° POSITION
21	90° POSITION
0	0° POSITION

• PRISM INSERTION - channel 12

BIT	EFFECT
255	
...	
128	PRISM INSERTED
127	
...	
0	PRISM EXCLUDED

• PRISM ROTATION - channel 13

BIT	EFFECT
255	FAST ROTATION (120 rpm)
...	
193	SLOW ROTATION (3 rph)
191 - 192	STOP
190	SLOW ROTATION (3 rph)
...	
128	FAST ROTATION (120 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• FROST - channel 14



BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

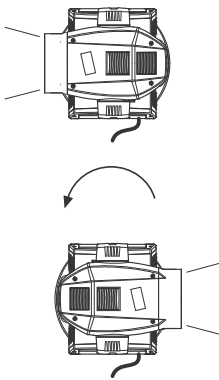
• FOCUS - channel 15



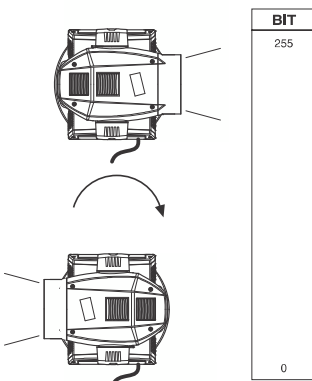
BIT	EFFECT
255	DISTANT
0	NEAR

• PAN - channel 16

Operation with option InvertPan \diamond Off
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)

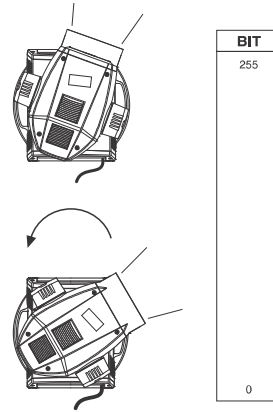


Operation with option InvertPan \diamond On
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)

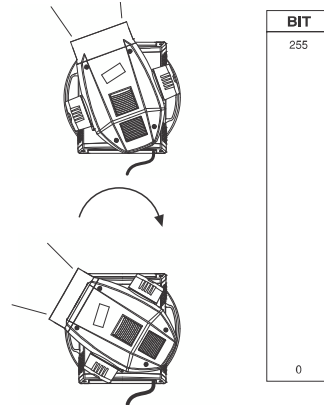


• PAN FINE - channel 17

Operation with option InvertPan \diamond Off
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)

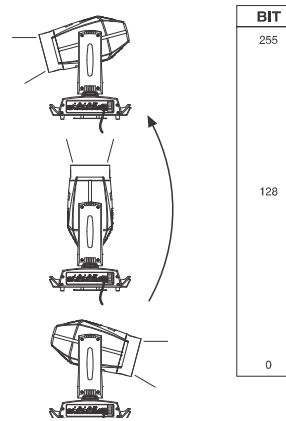


Operation with option InvertPan \diamond On
(Tilt conventionally represented at 35 bit and option Invert Tilt \diamond Off)

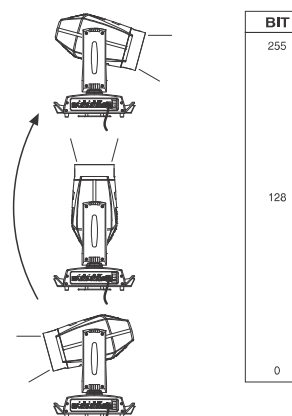


• TILT - channel 18

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

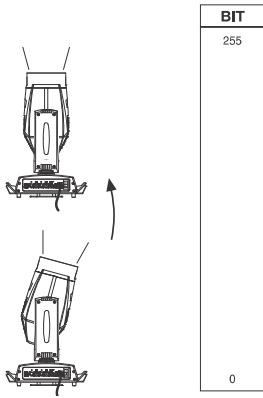


Operation with option Invert Tilt \diamond On
(Pan conventionally represented at 0 bit and option Invert Pan \diamond Off)

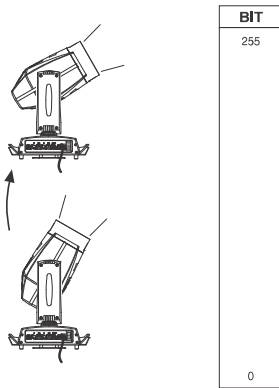


• **TILT FINE - channel 19**

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



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



• **FUNCTION - channel: 20**

BIT	EFFECT	
255	UNUSED RANGE	
52		
51		LINEAR (DEFAULT) — DIMMER CURVE FUNCTION
39		
26		NORMAL SPEED — PAN-TILT FUNCTION
13		
0-12		UNUSED RANGE

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

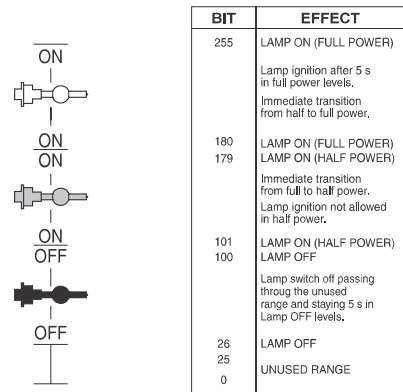
• **RESET - channel: 21**

BIT	EFFECT
243 – 255	COMPLETE RESET Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
240 – 242	Rotating Gobo OFFSET 13
237 – 239	Rotating Gobo OFFSET 12
234 – 236	Rotating Gobo OFFSET 11
231 – 233	Rotating Gobo OFFSET 10
228 – 230	Rotating Gobo OFFSET 9
225 – 227	Rotating Gobo OFFSET 8
222 – 224	Rotating Gobo OFFSET 7
219 – 221	Rotating Gobo OFFSET 6
216 – 218	Rotating Gobo OFFSET 5
213 – 215	Rotating Gobo OFFSET 4
210 – 212	Rotating Gobo OFFSET 3
207 – 209	Rotating Gobo OFFSET 2
204 – 206	Rotating Gobo OFFSET 1
128 – 203	COMPLETE RESET Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
77 – 127	PAN/TILT RESET Pan/Tilt reset is activated passing through the unused range and staying 5 seconds in Pan/Tilt reset levels.
26 – 76	EFFECTS RESET Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
0 – 25	Unused range

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

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 22**

IMPORTANT: Alpha Beam 700 is not provided with hot restrike igniter



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

TIMING CHANNELS

	Timing Channel	Channel function
23	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
24	Colour time	CMY - Colour wheel
25	Beam time	Dimmer - Frost - Iris - Prism insertion
26	Gobo time	Static 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		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		255	Follow cue Data
41	8.2	84	26	127	44	170	60	213	190		
42	8.4	85		128		171		214			
								215	200		