

channel	function	type of control	effect	decimal
1	<b>Base (pan) coarse</b>	proportional	coarse control of the base movement	0-255
2	<b>Base (pan) fine</b>	proportional	fine control of the base movement	0-255
3	<b>Yoke (tilt) coarse</b>	proportional	coarse control of the Yoke movement	0-255
4	<b>Yoke (tilt) fine</b>	proportional	fine control of the Yoke movement	0-255
5	<b>movement speed</b>	step	standard (fast)	0-10
		step	Ultra fast movement (best for programming position)	11-25
		proportional	vector mode from fast to slow	26-127
		proportional	Tracking mode (fast to slow)	128-247
		step	Tracking mode (slow)	248-255
6	<b>Shutter, Strobe</b>	step	Shutter closed	0-9
		proportional	Synchro strobe-effect from slow to fast	10-127
		step	Shutter open	128-130
		proportional	Random strobe-effect from slow to fast	131-248
		step	Shutter open	249-255
7	<b>focus</b>	proportional	proportional focus control	0-255
8	<b>Rotating gobos, selection</b>	step	Open	0-10
		step	Rot. gobo 1	11-30
		step	Rot. gobo 2	31-50
		step	Rot. gobo 3	51-70
		step	Rot. gobo 4	71-90
		step	Rot. gobo 5	91-110
		step	Rot. gobo 6	111-127
		proportional	From no gobo to gobo 6, 360° gobo positioning	128-192
		proportional	Gobo wheel rotation from slow to fast	193-255
9	<b>gobo 360° positioning</b>	step	no effect	0-10
		proportional	proportional indexable gobo positioning 360°	11-255
<b>NOTE: when channel 9 is between 0 and10, channel 10 stop the rotation without indexing the gobo</b>				
10	<b>gobo rotation</b>	step	no effect	0-10
		proportional	continuous gobo rotation clockwise with proportional speed from fast to slow	11-131
		step	gobo stop	132-134
		proportional	continuous gobo rotation counter-clockwise with proportional speed from slow to fast	135-255
11	<b>colours</b>	step	Open/white	0-5
		step	colour 1	6-13
		step	colour 2	14-20
		step	colour 3	21-27
		step	colour 4	28-34
		step	colour 5	35-41
		step	colour 6	42-48
		step	colour 7	49-59
		proportional	From white to colour 7, 360° color positioning	60-127
		proportional	Forwards rainbow effect from fast to slow	128-190
		step	No rotation	191-192
		proportional	Backwards rainbow effect from slow to fast	193-255
12	<b>gobo shake and black-out effect</b>	step	No effect	0-9
		proportional	gobo shake slow to fast 3 different amplitude sizes each	10-249
		step	Black-out while PAN,TILT moving, color or gobo changes	250-255
13	<b>Lamp ON, motor Reset</b>	step	lamp off	0-19
		step	no effects (idle)	20-100
		step	effects reset (only once), pan/tilt does not move	101-170
		step	all motor reset (only once)	171-200
		step	silent fans (if external temperature allowed)	201-240
		step	Lamp ON	241-255
<b>Back panel can modify function channel (13) (inhibit lamp off)</b>				
<b>note 1: function channel (13) has a delay time of 6 second to prevent accidental activation.</b>				
<b>note 2 :on/off lamp mode is not affected unless an opposite value is received</b>				
Fixture type: iSPOT 150		Chart name: DMX 512 standard		
Chart number: 200/1		Release: 1 Date: 24/04/2001		