

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STROBE	STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION DISC ROTATION
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	FROST 2	FROST 2
39	-	PAN-TILT TIME
40	-	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME

CHANNEL	CHANNEL MODE	
	EXTENDED	VECTOR EXTENDED
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STROBE	STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION DISC ROTATION
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	FROST 2	FROST 2
39	FUNCTION 2	PAN-TILT TIME
40	FREQUENCY	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME
43	-	FUNCTION 2
44	-	FREQUENCY

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		<b>CYAN</b>
		0 - 255	Linear Cyan movement
2	2		<b>MAGENTA</b>
		0 - 255	Linear Magenta movement
3	3		<b>YELLOW</b>
		0 - 255	Linear Yellow movement
4	4		<b>CTO</b>
		0 - 255	Linear CTO movement
5	5		<b>COLOR WHEEL</b>
		0	Empty position
		9	Empty + Dark Red
		18	Dark Red
		27	Dark Red + Blue Brilliant 485
		36	Blue Brilliant 485
		45	Blue Brilliant 485 + Green 5054
		54	Green 5054
		63	Green 5054 + HMG4
		72	Half Minus Green HMG4
		82	HMG4 + Gold Amber 555
		91	Gold Amber 555
		100	Gold Amber + Navy Blue 440
		108	Navy Blue 440
		118	Navy Blue 440 + Empty position
128 - 255	Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast		
6	6		<b>STROBE</b>
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 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		<b>DIMMER</b>
		0 - 255	Light output linearly increase from no-light to maximum brightness
8	8		<b>DIMMER FINE</b>
		0 - 255	Fine Dimmer positioning
9	9		<b>IRIS</b>
		0 - 131	Iris linearly open from minimum to 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		

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		<b>ANIMATION DISC INSERTION</b>
		0	Animation Disc out
		1 - 255	Animation Disc Linear Insertion
11	11		<b>ANIMATION DISC ROTATION</b>
		0-124	Continuous animation disc CW rotation at linearly variable speed from fast to slow
		125-130	Stop rotation
		131-255	Continuous animation disc CCW rotation at linearly variable speed from slow to fast
12	12		<b>ROTATING GOBO CHANGE</b>
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD003/001 (Small Dots)
		38 - 55	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 Three)
		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
13	13		<b>GOBO ROTATION</b>
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 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		

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		<b>FINE GOBO ROTATION</b>
		0 - 255	Fine CCW Gobo Indexing
15	15		<b>PRISM INSERTION</b>
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam
16	16		<b>PRISMS ROTATION</b>
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous CCW prism rotation at linearly variable speed from fast to slow
		191 - 192	Stop rotation
193 - 255	Continuous CW prism rotation at linearly variable speed from slow to fast		
17	17		<b>FROST 1</b>
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
18	18		<b>BLADE UP 1</b>
		0 - 255	Blade moves linearly into the light beam
19	19		<b>BLADE UP 2</b>
		0 - 255	Blade moves linearly into the light beam
20	20		<b>BLADE DOWN 1</b>
		0 - 255	Blade moves linearly into the light beam
21	21		<b>BLADE DOWN 2</b>
		0 - 255	Blade moves linearly into the light beam
22	22		<b>BLADE RIGHT 1</b>
		0 - 255	Blade moves linearly into the light beam
23	23		<b>BLADE RIGHT 2</b>
		0 - 255	Blade moves linearly into the light beam
24	24		<b>BLADE LEFT 1</b>
		0 - 255	Blade moves linearly into the light beam
25	25		<b>BLADE LEFT 2</b>
		0 - 255	Blade moves linearly into the light beam
26	26		<b>FRAME ROTATION</b>
		0 - 255	Frame CCW linearly rotate
27	27		<b>FOCUS</b>
		0 - 255	Focus moves linearly from far to near position
28	28		<b>FOCUS FINE</b>
		0 - 255	Fine Focus positioning
29	29		<b>ZOOM</b>
		0 - 255	Zoom linearly moves from narrow to wide beam

Channel Mode		DMX Value	Function
Standard	Vector		
30	30		<b>AUTOFOCUS DISTANCE</b>
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
31	31		<b>AUTOFOCUS ADJUSTMENT</b>
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
32	32		<b>PAN</b>
		0 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
33	33		<b>PAN FINE</b>
		0 - 255	Fine Pan positioning
34	34		<b>TILT</b>
		0 - 255	Tilt CCW movement/positioning from 0° to 268° (default setting)
35	35		<b>TILT FINE</b>
		0 - 255	Fine Tilt positioning
36	36		<b>FUNCTION</b>
		0 - 11	Unused range
		12 - 24	Fast Pan/Tilt speed
		25 - 37	Normal Pan/Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Standard Dimmer curve
		63 - 75	CMY shortcut ON
		76 - 88	CMY shortcut OFF
		89 - 101	Slow blades speed
		102 - 113	Fast blades speed
		114 - 126	Fast rotating Gobos change
		127 - 139	Normal rotating Gobos change
		140 - 152	Quadratic Dimmer curve
		153 - 164	Output led power 400W
		165 - 177	Output led power 600W
		178 - 190	Output led power 900W
		191 - 203	Led fans full
		204 - 215	Led fans silent
216 - 228	Linear Dimmer Curve		
229 - 231	Option – Display On/Off reversal		
232 - 255	Free		
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds
37	37		<b>RESET</b>
		0 - 25	Unused range
		26 - 76	Effects Reset Effects 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		
38	38		<b>FROST 2</b>
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
-	39		<b>PAN-TILT TIME</b>
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	40		<b>COLOUR TIME</b>
		0 - 255	Cyan - Magenta – Yellow – CTO
-	41		<b>BEAM TIME</b>
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	42		<b>ROTATING GOBO TIME</b>
		0 - 255	Rotating Gobo

Channel Mode		DMX Value	Function		
Extended	Vector Extended				
39	43		<b>FUNCTION 2</b>		
		0 - 11	Unused range		
		12	Base Frequency= 4700 Hz		
		13	Base Frequency= 6000 Hz		
		14	Base Frequency= 7300 Hz		
		15	Base Frequency= 8600 Hz		
		16	Base Frequency= 10000 Hz		
		17	Base Frequency= 12000 Hz		
		18	Base Frequency= 15000 Hz		
		19	Base Frequency= 17578 Hz		
		20	Base Frequency= 20000 Hz		
		21	Base Frequency= 22000 Hz		
					The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds
40	44	0 - 255	<b>FREQUENCY</b>		
		<b>Base Frequency (see Function 2)</b>	<b>Min Freq. @ 0 bit</b>	<b>Frequency @ 128 bit</b>	<b>Max Freq. @ 255 bit</b>
		4700 Hz	4060 Hz	4700 Hz	5335 Hz
		6000 Hz	5360 Hz	6000 Hz	6635 Hz
		7300 Hz	6660 Hz	7300 Hz	7935 Hz
		8600 Hz	7960 Hz	8600 Hz	9235 Hz
		10000 Hz	9360 Hz	10000 Hz	10635 Hz
		12000 Hz	10720 Hz	12000 Hz	13270 Hz
		15000 Hz	13336 Hz	15000 Hz	16651 Hz
		17578 Hz	16682 Hz	17578 Hz	18467 Hz
		20000 Hz	18720 Hz	20000 Hz	21270 Hz
		22000 Hz	21360 Hz	22000 Hz	22635 Hz

### IMPORTANT

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

## 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