

TO SET THE DMX START ADDRESS

Press the **UP** or **DOWN** buttons and the display will show the DMX start address.

Confirm your choice by pressing the **ENTER** button, this will save and set the DMX start address.

The display will show the latest setting each time the projector is powered up.

To control the projector with a DMX controller the DMX start address must be set.

Ensure that none of the Stand-Alone options are set or they will interfere with correct DMX operation.

DMX CONTROL CHANNEL FUNCTIONS

The PILOT 150 uses 8 DMX channels. They are listed in the following table.

CHANNEL	DMX VALUE	DESCRIPTION
1 GOBO WHEEL	0-33	Open / Clear 5-7: Holding for 3 seconds, the unit will reset and then restart
	34-66	GOBO 1 (Swirl)
	67-99	GOBO 2 (Tri-ring)
	100-132	GOBO 3 (Windmill)
	133-165	GOBO 4 (Multi-circle)
	166-199	GOBO 5 (Stars)
	200-232	GOBO 6 (Ring)
	233-255	GOBO 7 (Three-prong)
2 GOBO ROTATION	0-8	Stop
	9-163	Orientation from 0° to 360°
	164-205	Rotate from slow to fast
	206-213	Stop
	214-255	Rotate in opposite direction from slow to fast
3 COLOUR WHEEL	0-27	Open (White)
	28-55	Red
	56-83	Yellow
	84-111	Light green
	112-139	Pink
	140-167	Ultraviolet colour
	168-195	Cyan
	196-223	Green
	224-251	Blue
	252-255	Orange
4 STROBE	0-21	Black-out
	022-110	Open gradually from black to full open (dimming)
	111-135	Open
	136-247	Strobe adjust from slow to fast (1 ~7 flashes / sec.)
	248-255	Open
5 PAN	0-255	Pan movement from 0° to 370°
6 TILT	0-255	Tilt movement from 0° to 265°
7 PAN 16BIT	0-255	16 Bit Pan movement (High-resolution)
8 TILT 16BIT	0-255	16 Bit Tilt movement (High-resolution)

NOTE:

The channels 7 and 8 are only available when the Setup Option 6 (high resolution) is "ON".

For the exact setting refer to "Setup Options – Projector Configuration" above.