Control channels

ch 1 dimmer

Adjustable from channel 1, allows linear adjustment of the light intensity from 0 to 100% according to operator requirements.

ch 2 colour

On Victory II the 8 base colours are multiplied by a colour-temperature conversion filter, thus obtaining 16 colours. The top-quality 38 (dichroic filters are carefully selected to guarantee perfect colour uniformity. They are all easily interchangeable, so that also personal requirements can be satisfied.
The colours may be selected as follows:

- fixed positions, full colour
- intermediate positions for two-colour beams
- variable-speed rotation to obtain a spectacular rainbow effect
- passage from one colour to another with or without blackout.
- synchronization of the colour change with the music on fixed positions (Music Hard).

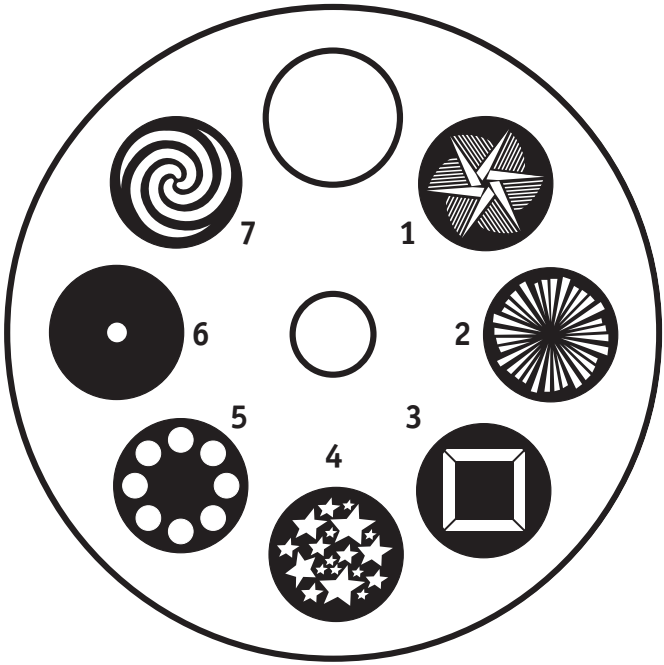
The passage between the different colours is imperceptible to the human eye as it is extremely fast (the absolute fastest among the projectors in this range) and occurs in 0.08 sec.
To activate change with blackout, channel 4 (shutter) must be set to a value of between 199 and 211.

Value	*Color*
0÷9	White
10÷19	White + Yellow
20÷29	Yellow
30÷39	Yellow + Magenta
40÷49	Magenta
50÷59	Magenta + Cyan
60÷69	Cyan
70÷79	Cyan + Orange
80÷89	Orange
90÷99	Orange + Green
100÷109	Green
110÷119	Green + Blue
120÷129	Blue
130÷139	Blue + Red
140÷149	Red
150÷159	Red + White
160÷170	Rainbow - speed 1
171÷180	Rainbow - speed 2
181÷191	Rainbow - speed 3
192÷201	Rainbow - speed 4
202÷212	Rainbow - speed 5
213÷223	Rainbow - speed 6
224÷233	Rainbow - speed 7
234÷244	Rainbow - speed 8
245÷255	Music hard change

ch 3 gobo

The gobo wheel is adjustable from Channel 3.
All the gobos are easily interchangeable, the light filter diameter is 34 mm. The gobo selection is controlled by optical sensors located near the wheel. The Victory gobo unit consists of only one wheel with 7 images and one empty position. All the gobos are easily interchangeable so that the operator may install new figures easily and quickly.
The gobo change occurs in fast imperceptible mode, or in analog mode with a slow passage from one figure to the next. Selecting the rotagobo function, (running of figure adjustable to 4 preset speeds) allows obtaining a special visual effect.
Other than 3 fixed gobos, Victory II is fitted with 4 variable-speed rotating gobos adjustable in the two directions. Gobo change with or without blackout.
The linearity and gobo rotation speed, thanks to an exclusive system created by SGM engineers, is unequalled, and selectable in direction and speed.
Channel 3 interacts with channel 4. From channel 4 the operator may select gobo change with blackout (values 186(198), or slow gobo change (values 225(237).

Value	*Gobo*
0÷19	No gobo
20÷39	Gobo 1 rotante
40÷59	Gobo 2
60÷79	Gobo 3 rotante
80÷99	Gobo 4
100÷119	Gobo 5 rotante
120÷139	Gobo 6
140÷159	Gobo 7 rotante
160÷177	Rotagobo - speed 1
178÷194	Rotagobo - speed 2
195÷212	Rotagobo - speed 3
213÷229	Rotagobo - speed 4
230÷255	Music Hard change gobo



ch 4 shutter/strobe

The shutter/strobe is adjustable from Channel 4.

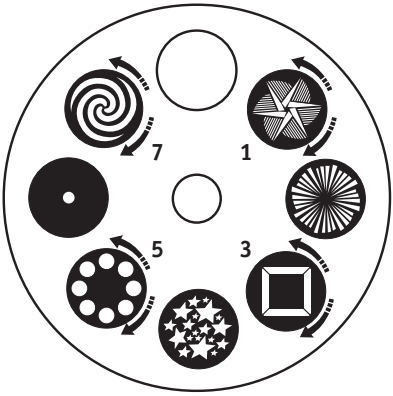
Use of ìMusic Flashî is recommended (see table), which gives a remarkable visual impact.
Channel 4 interacts with channel 2 and channel 3 (values 186(237).
It can enable colour change and/or gobo change with blackout, as well as analog gobo change (slow).

Value	*Shutter/Strobe*
0÷9	Shutter closed
10÷19	Strobe - 1 fps
20÷29	Strobe - 1.39 fps
30÷39	Strobe - 1.65 fps
40÷49	Strobe - 1.94 fps
50÷59	Strobe - 2.34 fps
60÷69	Strobe - 2.78 fps
70÷79	Strobe - 3.29 fps
80÷89	Strobe - 3.91 fps
90÷99	Strobe - 4.56 fps
100÷109	Strobe - 5.45 fps
110÷119	Strobe - 5.98 fps
120÷129	Strobe - 6.98 fps
130÷139	Strobe - 7.85 fps
140÷149	Strobe - 9 fps
150÷159	Shutter Sync: audio low freq
160÷172	Flash Sync: audio low freq
173÷185	Flash Sync: audio high freq
186÷198	Shutter open & auto shade gobos
199÷211	Shutter open & auto shade colours
212÷224	Shutter open & auto shade gobos+colours
225÷237	Shutter open, low speed gobo change
238÷255	Shutter open

ch 7 gobo rotation

Channel 7 controls variable-speed rotation in the two directions of the rotating gobos (pos. 1,3,5,7).

Value	*Rotating gobos*
0÷112	cw rotation speed regulation
113÷142	stop rotation
143÷255	ccw rotation speed regulation



ch 8 palette

Channel 8 controls activation of the palettes which activate the colour conversion and frost filter.
The colour conversion filter allows doubling the number of colours projected by Victory II: from the 8 base colours 16 are thus obtained.
The frost filter allows generating diffused light, ideal to create coloured backgrounds.

Value	*Palette*
0÷63	Off
64÷127	Colour conversion filter
128÷191	Frost
192÷255	Colour cov. filter + frost

ch 9 prism and prism rotation

Victory II is able to create truly innovative and interesting graphic and decorative effects, thanks to the use of a rotating prism lens. The prism rotation speed is adjustable.
The fixed and rotating gobos and the rotating prism are totally independent: this gives the lighting designer a remarkable number of effects to work with, since by merely changing a parameter (direction or rotation speed of the gobo or the prism), the visual effect is changed considerably.

Value	*Prism*
0÷49	Off
50÷79	Prism on - not rotating
80÷255	Prism rotating speed (min to max)

ch 10 reset

Whenever necessary, perhaps due to an imperfect electric line, reset the Victory logic (which may feel the effects of interference on the network when very powerful) from the controller driving the projector. This may be done thanks to the remote reset, first of all activating it on the logic circuit (CS0208) from the relevant dip-switch. Then it can be used according to the following table:

Value	*Reset*
0÷49	Off
50÷234	Lamp histeresis
235÷255	Reset