

# ALPHA SPOT 575

CHANNEL	Dmx MODALITY		
	Option Stnd	Option 16 b	Option Extn
1	COLOUR WHEEL 1 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="1"/>	COLOUR WHEEL 1 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="1"/>	COLOUR WHEEL 1 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="1"/>
2	COLOUR WHEEL 2 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="2"/>	COLOUR WHEEL 2 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="2"/>	COLOUR WHEEL 2 <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="2"/>
3	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>
4	DIMMER <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>	DIMMER <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>	DIMMER <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>
5	IRIS <input type="text" value="I"/> <input type="text" value="r"/> <input type="text" value="i"/> <input type="text" value="s"/>	IRIS <input type="text" value="I"/> <input type="text" value="r"/> <input type="text" value="i"/> <input type="text" value="s"/>	IRIS <input type="text" value="I"/> <input type="text" value="r"/> <input type="text" value="i"/> <input type="text" value="s"/>
6	ROTATING GOBO 1 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="1"/>	ROTATING GOBO 1 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="1"/>	ROTATING GOBO 1 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="1"/>
7	GOBO 1 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>	GOBO 1 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>	GOBO 1 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>
8	ROTATING GOBO 2 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="2"/>	ROTATING GOBO 2 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="2"/>	GOBO FINE 1
9	GOBO 2 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>	GOBO 2 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>	ROTATING GOBO 2 CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="2"/>
10	FROST - PRISM CHANGE <input type="text" value="P"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="m"/>	FROST - PRISM CHANGE <input type="text" value="P"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="m"/>	GOBO 2 ROTATION <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>
11	FOCUS <input type="text" value="F"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="u"/>	FOCUS <input type="text" value="F"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="u"/>	GOBO FINE 2
12	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>	FROST - PRISM CHANGE <input type="text" value="P"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="m"/>
13	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>	FOCUS <input type="text" value="F"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="u"/>
14	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>
15	RESET	RESET	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>
16	LAMP ON-OFF (with option LDmx ON)	LAMP ON-OFF (with option LDmx ON)	PAN-FINE
17	PAN - TILT TIME (with option Vect ON)	PAN-FINE	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>
18	COLOUR TIME (with option Vect ON)	TILT FINE	TILT FINE
19	BEAM TIME (with option Vect ON)	GOBO FINE 1	RESET
20	GOBO TIME (with option Vect ON)	GOBO FINE 2	LAMP ON-OFF (with option Ldmx ON)
21		PAN - TILT TIME (with option Vect ON)	PAN - TILT TIME (with option Vect ON)
22		COLOUR TIME (with option Vect ON)	COLOUR TIME (with option Vect ON)
23		BEAM TIME (with option Vect ON)	BEAM TIME (with option Vect ON)
24		GOBO TIME (with option Vect ON)	GOBO TIME (with option Vect ON)

• COLOUR WHEEL 1 - channel 1

Operation with option **FuIC Off LinC Off Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128	50.0	SLOW ROTATION (0,2 rpm)
117 - 127	46.0 - 49.7	BLUE + WHITE
108 - 116	42.5 - 45.5	BLUE
99 - 107	38.7 - 42.0	ORANGE + BLUE
90 - 98	35.0 - 38.2	ORANGE
81 - 89	31.7 - 34.7	GREEN + ORANGE
72 - 80	28.2 - 31.2	GREEN
63 - 71	24.7 - 28.0	VIOLET + GREEN
54 - 62	21.2 - 24.2	VIOLET
45 - 53	17.5 - 21.0	YELLOW + VIOLET
36 - 44	14.0 - 17.0	YELLOW
27 - 35	10.5 - 13.7	RED + YELLOW
18 - 26	7.0 - 10.0	RED
9 - 17	3.7 - 6.7	WHITE + RED
0 - 8	0.0 - 3.2	WHITE

Operation with option **FuIC On LinC Off Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128	50.0	SLOW ROTATION (0,2 rpm)
108 - 127	42.5 - 49.7	BLUE
90 - 107	35.0 - 42.0	ORANGE
72 - 89	28.2 - 34.7	GREEN
54 - 71	21.2 - 28.0	VIOLET
36 - 53	14.0 - 21.0	YELLOW
18 - 35	7.0 - 13.7	RED
0 - 17	0.0 - 6.7	WHITE

Operation with option **LinC On Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128	50.0	SLOW ROTATION (0,2 rpm)
127	49.7	BLUE + WHITE
0	0.0	WHITE

Operation with option **FuIC Off LinC Off Rain Off**



BIT	%	EFFECT
234 - 255	91.7 - 100	BLUE + WHITE
216 - 233	84.7 - 91.2	BLUE
198 - 215	77.5 - 84.2	ORANGE + BLUE
180 - 197	70.5 - 77.0	ORANGE
162 - 179	63.7 - 70.0	GREEN + ORANGE
144 - 161	56.2 - 63.2	GREEN
126 - 143	49.5 - 56.0	VIOLET + GREEN
108 - 125	42.5 - 49.0	VIOLET
90 - 107	35.0 - 42.0	YELLOW + VIOLET
72 - 89	28.2 - 34.7	YELLOW
54 - 71	21.2 - 28.0	RED + YELLOW
36 - 53	14.0 - 21.0	RED
18 - 35	7.0 - 13.7	WHITE + RED
0 - 17	0.0 - 6.7	WHITE

Operation with option **FuIC On LinC Off Rain Off**



BIT	%	EFFECT
216 - 255	84.7 - 100	BLUE
180 - 215	70.5 - 84.2	ORANGE
144 - 179	56.2 - 70.0	GREEN
108 - 143	42.5 - 56.0	VIOLET
72 - 107	28.2 - 42.0	YELLOW
36 - 71	14.0 - 28.0	RED
0 - 35	0.0 - 13.7	WHITE

Operation with option **LinC On Rain Off**



BIT	%	EFFECT
255	100	BLUE + WHITE
0	0.0	WHITE

• COLOUR WHEEL 2 - channel 2

Operation with option **FuIC Off LinC Off Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128	50.0	SLOW ROTATION (0,2 rpm)
117 - 127	46.0 - 49.7	PINK + WHITE
108 - 116	42.5 - 45.5	PINK
99 - 107	38.7 - 42.0	LIGHT GREEN + PINK
90 - 98	35.0 - 38.2	LIGHT GREEN
81 - 89	31.7 - 34.7	LIGHT BLUE + LIGHT GREEN
72 - 80	28.2 - 31.2	LIGHT BLUE
63 - 71	24.7 - 28.0	TURQUOISE + LIGHT BLUE
54 - 62	21.2 - 24.2	TURQUOISE
45 - 53	17.5 - 21.0	COLD FILTER + TURQUOISE
36 - 44	14.0 - 17.0	COLD FILTER
27 - 35	10.5 - 13.7	WARM FILTER + COLD FILTER
18 - 26	7.0 - 10.0	WARM FILTER
9 - 17	3.7 - 6.7	WHITE + WARM FILTER
0 - 8	0.0 - 3.2	WHITE

Operation with option **FuIC On LinC Off Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128	50.0	SLOW ROTATION (0,2 rpm)
108 - 127	42.5 - 49.7	PINK
90 - 107	35.0 - 42.0	LIGHT GREEN
72 - 89	28.2 - 34.7	LIGHT BLUE
54 - 71	21.2 - 28.0	TURQUOISE
36 - 53	14.0 - 21.0	COLD FILTER
18 - 35	7.0 - 13.7	WARM FILTER
0 - 17	0.0 - 6.7	WHITE

Operation with option **LinC On Rain On**



BIT	%	EFFECT
255	100	FAST ROTATION (200 rpm)
128 127	50.0 49.7	SLOW ROTATION (0.2 rph) PINK + WHITE
0	0.0	WHITE

• STOPPER / STROBE - channel 3



BIT	%	EFFECT
252 - 255	98.7 - 100	OPEN
239 - 251	93.7 - 98.2	RANDOM FAST STROBE
226 - 238	88.7 - 93.2	RANDOM MEDIUM STROBE
213 - 225	83.7 - 88.2	RANDOM SLOW STROBE
208 - 212	81.7 - 83.2	OPEN
207	81.2	FAST PULSATION
108	42.5	SLOW PULSATION
104 - 107	41.0 - 42.0	OPEN
103	40.5	FAST STROBE (12 flash/sec)
4	1.7	SLOW STROBE (1 flash/sec)
0 - 3	0.0 - 1.2	CLOSED

Operation with option **FuIC Off LinC Off Rain Off**



BIT	%	EFFECT
234 - 255	91.7 - 100	PINK + WHITE
216 - 233	84.7 - 91.2	PINK
198 - 215	77.5 - 84.2	LIGHT GREEN + PINK
180 - 197	70.5 - 77.0	LIGHT GREEN
162 - 179	63.7 - 70.0	LIGHT BLUE + LIGHT GREEN
144 - 161	56.2 - 63.2	LIGHT BLUE
126 - 143	49.5 - 56.0	TURQUOISE + LIGHT BLUE
108 - 125	42.5 - 49.0	TURQUOISE
90 - 107	35.0 - 42.0	COLD FILTER + TURQUOISE
72 - 89	28.2 - 34.7	COLD FILTER
54 - 71	21.2 - 28.0	WARM FILTER + COLD FILTER
36 - 53	14.0 - 21.0	WARM FILTER
18 - 35	7.0 - 13.7	WHITE + WARM FILTER
0 - 17	0.0 - 6.7	WHITE

• DIMMER - channel 4



BIT	%	EFFECT
255	100	DIMMER OPEN
0	0.0	DIMMER CLOSED

Operation with option **FuIC On LinC Off Rain Off**



BIT	%	EFFECT
216 - 255	84.7 - 100	PINK
180 - 215	70.5 - 84.2	LIGHT GREEN
144 - 179	56.2 - 70.0	LIGHT BLUE
108 - 143	42.5 - 56.0	TURQUOISE
72 - 107	28.2 - 42.0	COLD FILTER
36 - 71	14.0 - 28.0	WARM FILTER
0 - 35	0.0 - 13.7	WHITE

• IRIS - channel 5



BIT	%	EFFECT
252 - 255	98.7 - 100	MAXIMUM APERTURE
251	98.2	FAST PULSATION, FAST CLOSING
212	83.2	SLOW PULSATION, FAST CLOSING
211	83	FAST PULSATION, FAST OPENING
172	67.5	SLOW PULSATION, FAST OPENING
171	67	FAST PULSATION
132	51.7	SLOW PULSATION
128 - 131	50.0 - 51.2	MAXIMUM APERTURE
0	0.0	MINIMUM APERTURE

Operation with option **LinC On Rain Off**



BIT	%	EFFECT
255	100	PINK + WHITE
0	0.0	WHITE

• ROTATING GOBO 1 CHANGE - channel 6

BIT	%	EFFECT
255	100	GOBO 6 SHAKE, FAST SPEED
.....	.....	.....
235	92.0	GOBO 6 SHAKE, SLOW SPEED
234	91.7	GOBO 5 SHAKE, FAST SPEED
.....	.....	.....
214	84.0	GOBO 5 SHAKE, SLOW SPEED
213	83.7	GOBO 4 SHAKE, FAST SPEED
.....	.....	.....
193	75.5	GOBO 4 SHAKE, SLOW SPEED
192	75.0	GOBO 3 SHAKE, FAST SPEED
.....	.....	.....
172	67.5	GOBO 3 SHAKE, SLOW SPEED
171	67.0	GOBO 2 SHAKE, FAST SPEED
.....	.....	.....
151	59.0	GOBO 2 SHAKE, SLOW SPEED
150	58.7	GOBO 1 SHAKE, FAST SPEED
.....	.....	.....
130	51.0	GOBO 1 SHAKE, SLOW SPEED
108 - 129	42.5 - 50.5	GOBO 6
.....	.....	.....
90 - 107	35.0 - 42.0	GOBO 5
.....	.....	.....
72 - 89	28.2 - 34.7	GOBO 4
.....	.....	.....
54 - 71	21.2 - 28.0	GOBO 3
.....	.....	.....
36 - 53	14.0 - 21.0	GOBO 2
.....	.....	.....
18 - 35	7.0 - 13.7	GOBO 1
.....	.....	.....
0 - 17	0 - 6.7	WHITE

• ROTATING GOBO 2 CHANGE - channel: 8 (Std) - 8 (16 b) - 9 (Extn)

BIT	%	EFFECT
255	100	GOBO 6 SHAKE, FAST SPEED
.....	.....	.....
235	92.0	GOBO 6 SHAKE, SLOW SPEED
234	91.7	GOBO 5 SHAKE, FAST SPEED
.....	.....	.....
214	84.0	GOBO 5 SHAKE, SLOW SPEED
213	83.7	GOBO 4 SHAKE, FAST SPEED
.....	.....	.....
193	75.5	GOBO 4 SHAKE, SLOW SPEED
192	75.0	GOBO 3 SHAKE, FAST SPEED
.....	.....	.....
172	67.5	GOBO 3 SHAKE, SLOW SPEED
171	67.0	GOBO 2 SHAKE, FAST SPEED
.....	.....	.....
151	59.0	GOBO 2 SHAKE, SLOW SPEED
150	58.7	GOBO 1 SHAKE, FAST SPEED
.....	.....	.....
130	51.0	GOBO 1 SHAKE, SLOW SPEED
108 - 129	42.5 - 50.5	GOBO 6
.....	.....	.....
90 - 107	35.0 - 42.0	GOBO 5
.....	.....	.....
72 - 89	28.2 - 34.7	GOBO 4
.....	.....	.....
54 - 71	21.2 - 28.0	GOBO 3
.....	.....	.....
36 - 53	14.0 - 21.0	GOBO 2
.....	.....	.....
18 - 35	7.0 - 13.7	GOBO 1
.....	.....	.....
0 - 17	0 - 6.7	WHITE

• GOBO 1 ROTATION - channel 7

BIT	%	EFFECT
255	100	FAST ROTATION (120 rpm)
.....	.....	.....
193	75.5	SLOW ROTATION (2,2 rph)
191 - 192	74.7 - 75.0	STOP
190	74.2	SLOW ROTATION (2,2 rph)
.....	.....	.....
128	50.0	FAST ROTATION (120 rpm)
127	49.7	540° POSITION
105	41.7	450° POSITION
84	33.0	360° POSITION
63	24.7	270° POSITION
42	16.2	180° POSITION
21	8.2	90° POSITION
0	0.0	0° POSITION

• GOBO 2 ROTATION - channel: 9 (Std) - 9 (16 b) - 10 (Extn)

BIT	%	EFFECT
255	100	FAST ROTATION (120 rpm)
.....	.....	.....
193	75.5	SLOW ROTATION (2,2 rph)
191 - 192	74.7 - 75.0	STOP
190	74.2	SLOW ROTATION (2,2 rph)
.....	.....	.....
128	50.0	FAST ROTATION (120 rpm)
127	49.7	540° POSITION
105	41.7	450° POSITION
84	33.0	360° POSITION
63	24.7	270° POSITION
42	16.2	180° POSITION
21	8.2	90° POSITION
0	0.0	0° POSITION

• FROST / PRISM CHANGE - channel: 10 (Std) - 10 (16 b) - 12 (Extn)

BIT	%	EFFECT
189 - 255	74.0 - 100	LIGHT FROST
.....	.....	.....
126 - 188	49.5 - 73.7	HEAVY FROST
.....	.....	.....
63 - 125	24.7 - 49.0	5 FACE PRISM
.....	.....	.....
0 - 62	0.0 - 24.2	WHITE

• FOCUS - channel: 11 (Std) - 11 (16 b) - 13 (Extn)



BIT	%	EFFECT
255	100	NEAR
0	0.0	DISTANT

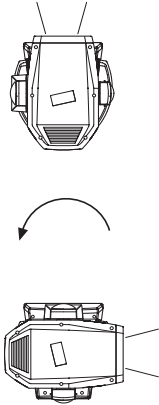
• ZOOM - channel: 12 (Std) - 12 (16 b) - 14 (Extn)



BIT	%	EFFECT
255	100	NARROW BEAM
0	0.0	WIDE BEAM

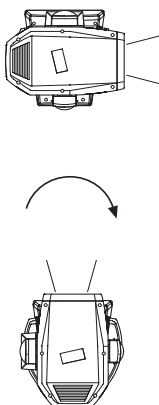
• PAN - channel: 13 (Std) - 13 (16 b) - 15 (Extn)

Operation with option Pan  $\diamond$  Off  
(Tilt conventionally represented at 15% and option Tilt  $\diamond$  Off)



BIT	%
255	100
0	0.0

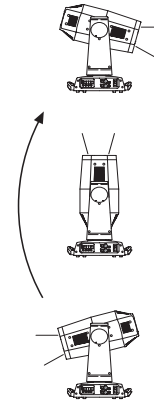
Operation with option Pan  $\diamond$  On  
(Tilt conventionally represented at 15% and option Tilt  $\diamond$  Off)



BIT	%
255	100
0	0.0

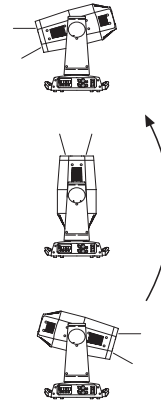
• TILT - channel: 14 (Std) - 14 (16 b) - 17 (Extn)

Operation with option Tilt  $\diamond$  Off  
(Pan conventionally represented at 0% and option Pan  $\diamond$  Off)



BIT	%
255	100
128	50.0
0	0.0

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



BIT	%
255	100
128	50.0
0	0.0

• RESET - channel: 15 (Std) - 15 (16 b) - 19 (Extn)

BIT	%	EFFECT
255	100	COMPLETE RESET Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
128	50.0	COMPLETE RESET PAN / TILT RESET Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
127	49.7	
77	30.0	PAN / TILT RESET EFFECTS RESET Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
76	29.7	
26	10.0	EFFECTS RESET
25	9.7	
0	0.0	UNUSED RANGE

• LAMP CONTROL (only with option LDmx On) - channel: 16 (Std) - 16 (16 b) - 20 (Extn)

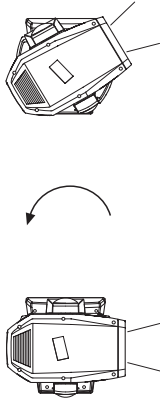
**IMPORTANT: Alpha Spot 575 is not provided with hot restrike igniter**



BIT	%	EFFECT
255	100	LAMP ON The function is activated staying 5 s in Lamp ON levels.
180	70.5	LAMP ON
179	70.0	
		UNUSED RANGE 2
101	39.5	LAMP OFF The function is activated passing through the unused range 1 and staying 5s in Lamp OFF levels.
100	39.0	
26	10.0	LAMP OFF
25	9.7	
0	0.0	UNUSED RANGE 1

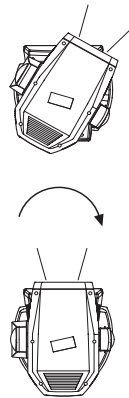
• PAN FINE - channel: 17 (16 b) - 16 (Extn)

Operation with option Pan ◊ Off  
(Tilt conventionally represented at 15% and option Tilt ◊ Off)



BIT	%
255	100
0	0.0

Operation with option Pan ◊ On  
(Tilt conventionally represented at 15% and option Tilt ◊ Off)



BIT	%
255	100
0	0.0

• TILT FINE - channel: 18 (16 b) - 18 (Extn)

Operation with option Tilt ◊ Off  
(Pan conventionally represented at 0% and option Pan ◊ Off)



BIT	%
255	100
0	0.0

Operation with option Tilt ◊ On  
(Pan conventionally represented at 0% and option Pan ◊ Off)



BIT	%
255	100
0	0.0

• GOBO 1 FINE - channel: 19 (16 b) - 8 (Extn)



BIT	%
255	100
127	50.0
0	0.0

• GOBO 2 FINE - channel: 20 (16 b) - 11 (Extn)



BIT	%
255	100
127	50.0
0	0.0

## TIMING CHANNELS

Timing Channel	Channel function
Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
Colour time	Colour wheel 1 - Colour wheel 2
Beam time	Zoom - Focus - Iris - Frost/Prism
Gobo time	Change gobo 1 and 2

## 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			
41	8.2	84	26	127	44	170	60	213	190		
42	8.4	85		128		171		214			
								215			
										255	Follow cue Data