

## ALPHA PROFILE 1200

CHANNEL	Dmx MODALITY		
	Option Stnd	Option 16 b	Option Extn
1	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>
2	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>
3	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>
4	C.T.O. <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="t"/>	C.T.O. <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="t"/>	C.T.O. <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="t"/>
5	COLOUR WHEEL <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="w"/> <input type="text" value="h"/> <input type="text" value="e"/> <input type="text" value="e"/> <input type="text" value="l"/>	COLOUR WHEEL <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="w"/> <input type="text" value="h"/> <input type="text" value="e"/> <input type="text" value="e"/> <input type="text" value="l"/>	COLOUR WHEEL <input type="text" value="C"/> <input type="text" value="o"/> <input type="text" value="l"/> <input type="text" value="w"/> <input type="text" value="h"/> <input type="text" value="e"/> <input type="text" value="e"/> <input type="text" value="l"/>
6	STOP/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOP/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOP/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>
7	DIMMER <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <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="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="m"/> <input type="text" value="r"/>
8	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"/>
9	FIXED GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	FIXED GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	FIXED GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>
10	ROTATING GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	ROTATING GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	ROTATING GOBO CHANGE <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>
11	GOBO ROTATION <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	GOBO ROTATION <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>	GOBO ROTATION <input type="text" value="G"/> <input type="text" value="o"/> <input type="text" value="b"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="h"/> <input type="text" value="a"/> <input type="text" value="n"/> <input type="text" value="g"/> <input type="text" value="e"/>
12	BLADE UP 1 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="1"/>	BLADE UP 1 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="1"/>	GOBO FINE
13	BLADE UP 2 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="2"/>	BLADE UP 2 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="2"/>	BLADE UP 1 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="1"/>
14	BLADE DW 1 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="1"/>	BLADE DW 1 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="1"/>	BLADE UP 2 <input type="text" value="U"/> <input type="text" value="P"/> <input type="text" value="2"/>
15	BLADE DW 2 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="2"/>	BLADE DW 2 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="2"/>	BLADE DW 1 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="1"/>
16	BLADE RG 1 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>	BLADE RG 1 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>	BLADE DW 2 <input type="text" value="D"/> <input type="text" value="W"/> <input type="text" value="2"/>
17	BLADE RG 2 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>	BLADE RG 2 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>	BLADE RG 1 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="1"/>
18	BLADE LF 1 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="1"/>	BLADE LF 1 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="1"/>	BLADE RG 2 <input type="text" value="R"/> <input type="text" value="G"/> <input type="text" value="2"/>
19	BLADE LF 2 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="2"/>	BLADE LF 2 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="2"/>	BLADE LF 1 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="1"/>
20	FRAMING ROTATION <input type="text" value="R"/> <input type="text" value="o"/> <input type="text" value="f"/> <input type="text" value="r"/>	FRAMING ROTATION <input type="text" value="R"/> <input type="text" value="o"/> <input type="text" value="f"/> <input type="text" value="r"/>	BLADE LF 2 <input type="text" value="L"/> <input type="text" value="F"/> <input type="text" value="2"/>
21	FROST/PRISM/ANIMATION <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>	FROST/PRISM/ANIMATION <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>	FRAMING ROTATION <input type="text" value="R"/> <input type="text" value="o"/> <input type="text" value="f"/> <input type="text" value="r"/>
22	PRISM/ANIMATION ROTATION <input type="text" value="R"/> <input type="text" value="P"/> <input type="text" value="r"/>	PRISM/ANIMATION ROTATION <input type="text" value="R"/> <input type="text" value="P"/> <input type="text" value="r"/>	FROST/PRISM/ANIMATION <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>
23	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"/>	PRISM/ANIMATION ROTATION <input type="text" value="R"/> <input type="text" value="P"/> <input type="text" value="r"/>
24	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"/>	FOCUS <input type="text" value="F"/> <input type="text" value="o"/> <input type="text" value="c"/> <input type="text" value="u"/>
25	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"/>	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>
26	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"/>	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>
27	RESET	RESET	PAN-FINE
28	LAMP ON-OFF (with option LDmx ON)	LAMP ON-OFF (with option LDmx ON)	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>
29	PAN - TILT TIME (with option Vect ON)	PAN-FINE	TILT FINE
30	COLOUR TIME (with option Vect ON)	TILT FINE	RESET
31	BEAM TIME (with option Vect ON)	GOBO FINE	LAMP ON-OFF (with option LDmx ON)
32	GOBO TIME (with option Vect ON)	PAN - TILT TIME (with option Vect ON)	PAN - TILT TIME (with option Vect ON)
33		COLOUR TIME (with option Vect ON)	COLOUR TIME (with option Vect ON)
34		BEAM TIME (with option Vect ON)	BEAM TIME (with option Vect ON)
35		GOBO TIME (with option Vect ON)	GOBO TIME (with option Vect ON)

• COLOUR MIXING - channel 1 - 2 - 3

Operation with option **CMY Off**



BIT	%	EFFECT
255	100	COLOUR EXCLUDED
0	0.0	COLOUR INSERTED

**IMPORTANT:** The projector automatically switches to the half power mode 3 seconds after the channels stay at 0% level. The projector goes back to full power mode when the channels level is put higher than 0%.

Operation with option **CMY On**



BIT	%	EFFECT
255	100	COLOUR INSERTED
0	0.0	COLOUR EXCLUDED

**IMPORTANT:** The projector automatically switches to the half power mode 3 seconds after the channels stay at 100% level. The projector goes back to full power mode when the channels level is put lower than 100%.

• C.T.O. - channel 4

BIT	%	EFFECT
255	100	FILTER INSERTED
0	0.0	FILTER EXCLUDED

• COLOUR WHEEL - channel 5

Operation with option **FuLC 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 - 96	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 **FuLC 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 **FuLC 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 - 77.00	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 **FuLC 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



BIT	%	EFFECT
255	100	BLUE + WHITE
0	0.0	WHITE

• STOP / STROBE - channel 6



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

**IMPORTANT:** The projector automatically switches to the half power mode 3 seconds after the channel stay at 0% level. The projector goes back to full power mode when the channel level is put higher than 0%.

• DIMMER - channel 7



BIT	%	EFFECT
255	100	DIMMER OPEN
0	0.0	DIMMER CLOSED

The lamp is linearly dimmed from full power to half power electronically and mechanically from half power to off.

**IMPORTANT:** The projector automatically switches to the half power mode 3 seconds after the channel stay at 0% level. The projector goes back to full power mode when the channel level is put higher than 0%.

• IRIS - channel 8



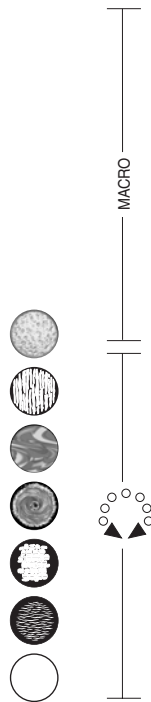
BIT	%	EFFECT
252 - 255	98.7 - 100	MAXIMUM APERTURE
251	98.2	FAST PULSATION, FAST CLOSING
212	83.2	SLOW PULSATION, FAST CLOSING
211	83	FAST PULSATION, FAST OPENING
172	67.5	SLOW PULSATION, FAST OPENING
171	67	FAST PULSATION
132	51.7	SLOW PULSATION
128 - 131	50.0 - 51.2	MAXIMUM APERTURE
0	0.0	MINIMUM APERTURE

• FIXED GOBO CHANGE - channel 9



BIT	%	EFFECT
255	100	GOBO 7 SHAKE, FAST SPEED
240	94.0	GOBO 7 SHAKE, SLOW SPEED
239	93.7	GOBO 6 SHAKE, FAST SPEED
224	88.0	GOBO 6 SHAKE, SLOW SPEED
223	87.5	GOBO 5 SHAKE, FAST SPEED
208	81.7	GOBO 5 SHAKE, SLOW SPEED
207	81.2	GOBO 4 SHAKE, FAST SPEED
192	75.0	GOBO 4 SHAKE, SLOW SPEED
191	74.7	GOBO 3 SHAKE, FAST SPEED
176	69.0	GOBO 3 SHAKE, SLOW SPEED
175	68.7	GOBO 2 SHAKE, FAST SPEED
160	63.0	GOBO 2 SHAKE, SLOW SPEED
159	62.5	FAST ROTATION
118	46.2	SLOW ROTATION
114 - 117	44.7 - 46.0	STOP
113	44.2	SLOW ROTATION
72	28.2	FAST ROTATION
64 - 71	25.0 - 28.0	GOBO 8
56 - 63	22.0 - 24.7	GOBO 7
48 - 55	18.7 - 21.7	GOBO 6
40 - 47	15.5 - 18.2	GOBO 5
32 - 39	12.5 - 15.0	GOBO 4
24 - 31	9.5 - 12.0	GOBO 3
16 - 23	6.2 - 9.0	GOBO 2
8 - 15	3.2 - 6.0	GOBO 1
0 - 7	0 - 3.0	WHITE

• ROTATING GOBO CHANGE - channel 10



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 ROTATION - channel 11



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

• **BLADE UP 1 - channel: 12 (Std) - 12 (16b) - 13 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE RG 2 - channel: 17 (Std) - 17 (16b) - 18 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE UP 2 - channel: 13 (Std) - 13 (16b) - 14 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE LF 1 - channel: 18 (Std) - 18 (16b) - 19 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE DW 1 - channel: 14 (Std) - 14 (16b) - 15 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE LF 2 - channel: 19 (Std) - 19 (16b) - 20 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **BLADE DW 2 - channel: 15 (Std) - 15 (16b) - 16 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

**Important:**

The sum of the levels of channel couples 12-13, 14-15, 16-17 and 18-19, with respect to the metal bands on the beam shaper, cannot be over 152% (76% for each of the two channels). If you attempt to go over this threshold, the projector software will automatically limit the two channel levels, balancing them proportionally. For example:

1. If you set channel 12 and channel 13 from the control desk, both at 100% (100+100=200%: unfeasible), the software will therefore force both channels down to 76% (76+76=152%: feasible).
2. If you set channel 12 at 100% and channel 13 at 80% (100+80=180%: unfeasible), the software will therefore force channel 12 down to 86% and channel 13 down to 66% (86+66=152%: feasible)

**Important:**

The lamp automatically dim to half power in any condition in which the blades completely shut the light beam.

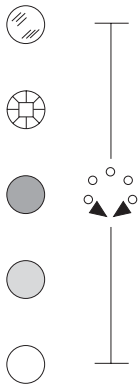
• **BLADE RG 1 - channel: 16 (Std) - 16 (16b) - 17 (Extn)**

BIT	%	EFFECT
255	100	BLADE IN
127	50.0	
0	0.0	BLADE OUT

• **FRAMING ROTATION - channel: 20 (Std) - 20 (16b) - 21 (Extn)**

BIT	%
255	100
127	50.0
0	0.0

• FROST/PRISM/ANIMATION - channel: 21 (Std) - 21 (16b) - 22 (Extn)



BIT	%	EFFECT
204 - 255	80.0 - 100	ANIMATION EFFECT
153 - 203	60.0 - 79.5	9 FACE PRISM
102 - 152	40.0 - 59.5	HEAVY FROST
51 - 101	20.0 - 39.5	LIGHT FROST
0 - 50	0.0 - 19.5	WHITE

• PRISM/ANIMATION ROTATION - channel: 22 (Std) - 22 (16b) - 23 (Extn)



BIT	%	EFFECT
255	100	FAST ROTATION WITH OPTION SILE OFF (120 RPM) WITH OPTION SILE ON (25 RPM)
193	75.5	SLOW ROTATION (3 RPH)
191 - 192	74.7 - 75.0	STOP
190	74.2	SLOW ROTATION (3 RPH)
128	50.0	FAST ROTATION WITH OPTION SILE OFF (120 RPM) WITH OPTION SILE ON (25 RPM)
127	49.7	POSITION 540°
105	41.7	POSITION 450°
84	33.0	POSITION 360°
63	24.7	POSITION 270°
42	16.2	POSITION 180°
21	8.2	POSITION 90°
0	0.0	POSITION 0°

• FOCUS - channel: 23 (Std) - 23 (16b) - 24 (Extn)



BIT	%	EFFECT
255	100	NEAR
0	0.0	DISTANT

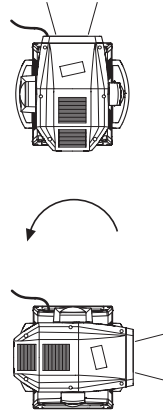
• ZOOM - channel: 24 (Std) - 24 (16b) - 25 (Extn)



BIT	%	EFFECT
255	100	NARROW BEAM
0	0.0	WIDE BEAM

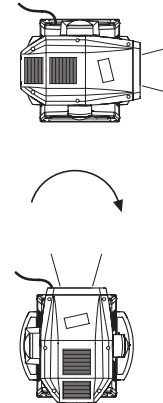
• PAN - channel: 25 (Std) - 25 (16b) - 26 (Extn)

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



BIT	%
255	100
0	0.0

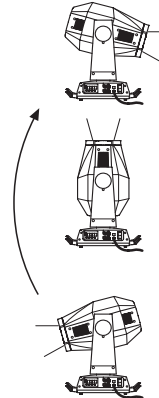
Operation with option Pan  $\diamond$  On  
(Tilt conventionally represented at 15% and option Til  $\diamond$  Off)



BIT	%
255	100
0	0.0

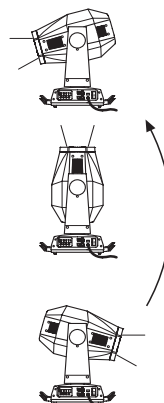
• TILT - channel: 26 (Std) - 26 (16b) - 28 (Extn)

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



BIT	%
255	100
128	50.0
0	0.0

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



BIT	%
255	100
128	50.0
0	0.0

• **RESET - channel: 27 (Std) - 27 (16b) - 30 (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
127	49.7	PAN / TILT RESET Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
77	30.0	PAN / TILT RESET
76	29.7	EFFECTS RESET Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26	10.0	EFFECTS RESET
25	9.7	UNUSED RANGE
0	0.0	

• **LAMP CONTROL - channel: 28 (Std) - 28 (16b) - 31 (Extn)**  
only with option LDmx On

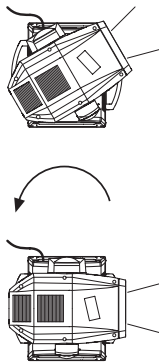


BIT	%	EFFECT
255	100	LAMP AT FULL POWER Lamp ignition after 5 s in full power levels. Immediate transition from half to full power.
180	70.5	LAMP AT FULL POWER
179	70.0	LAMP AT HALF POWER Immediate transition from full to half power. Lamp ignition not allowed in half power.
101	39.5	LAMP AT HALF POWER
100	39.0	LAMP OFF Lamp switch off passing through the unused range and staying 5 s in Lamp OFF levels.
26	10.0	LAMP OFF
25	9.7	UNUSED RANGE
0	0.0	

**IMPORTANT:** with SiFa option enabled, if the lamp is off or working in half power mode some fans automatically decrease the rotating speed to reduce their noise to the half.

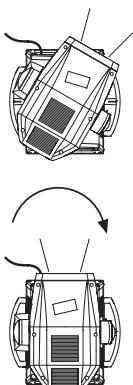
• **PAN FINE - channel: 29 (16b) - 27 (Extn)**

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



BIT	%
255	100
0	0.0

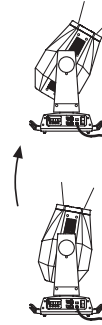
Operation with option Pan ◊ On  
(Tilt conventionally represented at 15% and option Tilt ◊ Off)



BIT	%
255	100
0	0.0

• **TILT FINE - channel: 30 (16b) - 29 (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 FINE - channel: 31 (16b) - 12 (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	CMY - CTO - Colour wheel
Beam time	Zoom - Focus - Iris - Effect wheel
Gobo time	Rotating gobo change - Fixed gobo

## 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	12	98		141		184		228	
13	2.6	56	13	99	30	142	47	185	80	229	230
14	2.8	57	14	100		143		186		230	
15	3	58	15	101	31	144	48	187	85	231	240
16	3.2	59	16	102		145		188		232	
17	3.4	60	17	103	32	146	49	189	90	233	250
18	3.6	61	18	104		147		190		234	
19	3.8	62	19	105	33	148	50	191	95	235	260
20	4	63	20	106		149		192		236	
21	4.2	64	21	107	34	150	51	193	100	237	270
22	4.4	65	22	108		151		194		238	
23	4.6	66	23	109	35	152	52	195	110	239	280
24	4.8	67	24	110		153		196		240	
25	5	68	25	111	36	154	53	197	120	241	290
26	5.2	69	26	112		155		198		242	
27	5.4	70	27	113	37	156	54	199	130	243	300
28	5.6	71	28	114		157		200		244	
29	5.8	72	29	115	38	158	55	201	140	245	280
30	6	73	30	116		159		202		246	
31	6.2	74	31	117	39	160	56	203	150	247	290
32	6.4	75	32	118		161		204		248	
33	6.6	76	33	119	40	162	57	205	160	249	300
34	6.8	77	34	120		163		206		250	
35	7	78	35	121	41	164	58	207	170	251	310
36	7.2	79	36	122		165		208		252	
37	7.4	80	37	123	42	166	59	209	180	253	310
38	7.6	81	38	124		167		210		254	
39	7.8	82	39	125	43	168	60	211	190	255	Follow cue Data
40	8	83	40	126		169		212			
41	8.2	84	41	127	44	170	61	213	200		
42	8.4	85	42	128		171		214			
								215	210		