

CHANNEL FUNCTION

SHARPY

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

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	COLOUR WHEEL	COLOUR WHEEL
2	STOP / STROBE	STOP / STROBE
3	DIMMER	DIMMER
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE
5	PRISM INSERTION	PRISM INSERTION
6	PRISM ROTATION	PRISM ROTATION
7	EFFECTS MOVEMENT	EFFECTS MOVEMENT
8	FROST	FROST
9	FOCUS	FOCUS
10	PAN	PAN
11	PAN FINE	PAN FINE
12	TILT	TILT
13	TILT FINE	TILT FINE
14	FUNCTION	FUNCTION
15	RESET	RESET
16	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)
17		PAN - TILT TIME
18		COLOUR TIME
19		BEAM TIME
20		GOBO TIME

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 50% - Tilt 50%) all the others channels stay at 0%.

• COLOUR WHEEL - channel 1



BIT	EFFECT
255	FAST ROTATION (160 rpm)
128	SLOW ROTATION (0.2 rpm)
124	BLUE + WHITE
120	BLUE
116	CTB 8000 + BLUE
111	CTB 8000
107	CTO 190 + CTB 8000
103	CTO 190
99	CTO 260 + CTO 190
94	CTO 260
90	CYAN + CTO 260
86	CYAN
82	MAGENTA + CYAN
77	MAGENTA
73	YELLOW + MAGENTA
69	YELLOW
64	PINK + YELLOW
60	PINK
56	LAVENDER + PINK
52	LAVENDER
47	LIGHT GREEN + LAVENDER
43	LIGHT GREEN
39	GREEN + LIGHT GREEN
35	GREEN
30	AQUAMARINE + GREEN
26	AQUAMARINE
22	ORANGE + AQUAMARINE
18	ORANGE
13	RED + ORANGE
9	RED
5	WHITE + RED
0	WHITE

• STOP / STROBE - channel 2



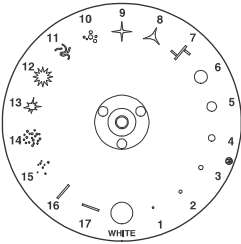
BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION (360 bpm)
108	SLOW PULSATION (30 bpm)
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• DIMMER - channel 3



BIT	EFFECT
255	FAST ROTATION (43 rpm)
193	SLOW ROTATION (1.1 rph)
191 - 192	STOP
190	SLOW ROTATION (1.1 rph)
128	FAST ROTATION (43 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• STATIC GOBO CHANGE - channel 4



BIT	EFFECT
255	GOBO 16 SHAKE FAST SPEED (600 bpm)
250	GOBO 16 SHAKE, SLOW SPEED (24 bpm)
249	GOBO 15 SHAKE FAST SPEED
244	GOBO 15 SHAKE, SLOW SPEED
243	GOBO 14 SHAKE FAST SPEED
237	GOBO 14 SHAKE, SLOW SPEED
236	GOBO 13 SHAKE FAST SPEED
231	GOBO 13 SHAKE, SLOW SPEED
230	GOBO 12 SHAKE FAST SPEED
224	GOBO 12 SHAKE, SLOW SPEED
223	GOBO 11 SHAKE FAST SPEED
218	GOBO 11 SHAKE, SLOW SPEED
217	GOBO 10 SHAKE FAST SPEED
212	GOBO 10 SHAKE, SLOW SPEED
211	GOBO 9 SHAKE FAST SPEED
205	GOBO 9 SHAKE, SLOW SPEED
204	GOBO 8 SHAKE FAST SPEED
199	GOBO 8 SHAKE, SLOW SPEED
198	GOBO 7 SHAKE FAST SPEED
192	GOBO 7 SHAKE, SLOW SPEED
191	GOBO 6 SHAKE FAST SPEED
186	GOBO 6 SHAKE, SLOW SPEED
185	GOBO 5 SHAKE FAST SPEED
180	GOBO 5 SHAKE, SLOW SPEED
179	GOBO 4 SHAKE FAST SPEED
173	GOBO 4 SHAKE, SLOW SPEED
172	GOBO 3 SHAKE FAST SPEED
167	GOBO 3 SHAKE, SLOW SPEED
166	GOBO 2 SHAKE FAST SPEED
160	GOBO 2 SHAKE, SLOW SPEED
159	FAST ROTATION (60 rpm)
118	SLOW ROTATION (5 rpm)
114-117	STOP
113	SLOW ROTATION (5 rpm)
72	FAST ROTATION (60 rpm)
68-71	GOBO 17
64-67	GOBO 16
60-63	GOBO 15
56-59	GOBO 14
52-55	GOBO 13
48-51	GOBO 12
44-47	GOBO 11
40-43	GOBO 10
36-39	GOBO 9
32-35	GOBO 8
28-31	GOBO 7
24-27	GOBO 6
20-23	GOBO 5
16-19	GOBO 4
12-15	GOBO 3
8-11	GOBO 2
4-7	GOBO 1
0-3	WHITE

• PRISM INSERTION - channel 5

BIT	EFFECT
255	PRISM INSERTED 0%-100%: 0.36 sec
128	PRISM EXCLUDED
127	PRISM EXCLUDED
0	PRISM EXCLUDED

• PRISM ROTATION - channel 6



BIT	EFFECT
255	FAST ROTATION (43 rpm)
193	SLOW ROTATION (1.1 rph)
191 - 192	STOP
190	SLOW ROTATION (1.1 rph)
128	FAST ROTATION (43 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• EFFECTS MOVEMENT - channel 7

BIT	EFFECT
255 0	0%-100%: 0.33 sec

• FROST - channel 8



BIT	EFFECT
255 0	FROST INSERTED 0%-100%: 0.12 sec FROST EXCLUDED

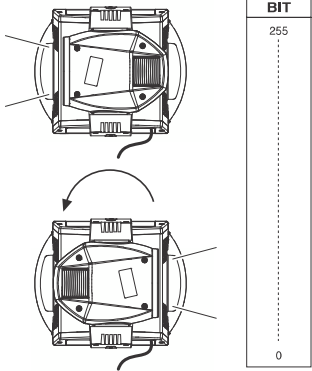
• FOCUS - channel 9



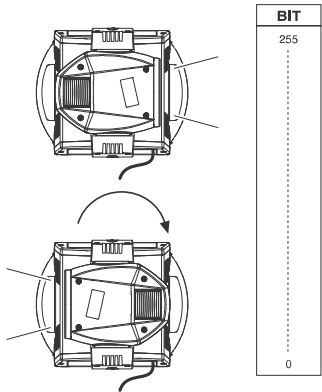
BIT	EFFECT
255 0	NEAR 0%-100%: 1.11 sec DISTANT

• PAN - channel 10

Operation with option InvertPan $\diamond$ Off
(Tilt conventionally represented at 14% and option Invert Tilt $\diamond$ Off)

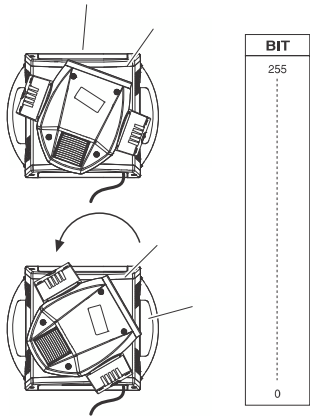


Operation with option InvertPan $\diamond$ On
(Tilt conventionally represented at 14% and option Invert Tilt $\diamond$ Off)

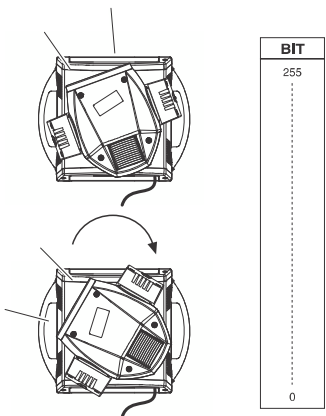


• PAN FINE - channel 11

Operation with option InvertPan $\diamond$ Off
(Tilt conventionally represented at 14% and option Invert Tilt $\diamond$ Off)

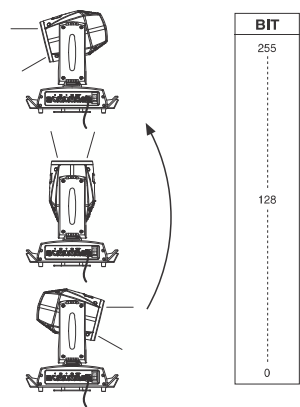


Operation with option InvertPan $\diamond$ On
(Tilt conventionally represented at 14% and option Invert Tilt $\diamond$ Off)

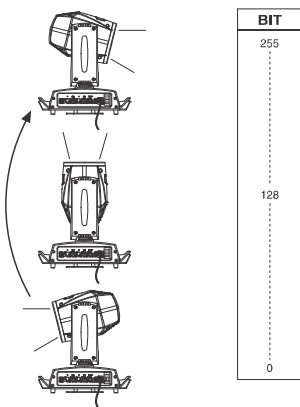


• TILT - channel 12

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

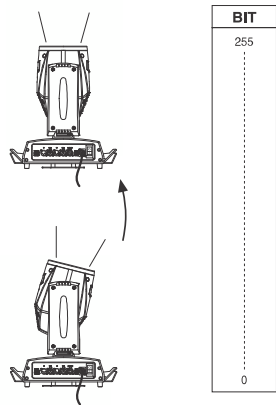


Operation with option Invert Tilt ◇ On
(Pan conventionally represented at 0% and option Invert Pan ◇ Off)

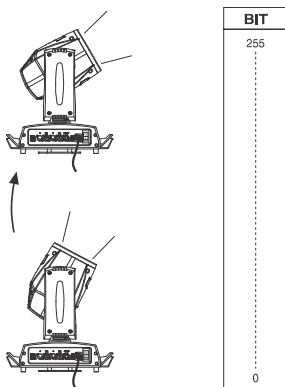


• TILT FINE - channel 13

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



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



• FUNCTION - channel: 14

BIT	EFFECT
255	UNUSED RANGE
63	
51-62	
38-50	
25-37	DIMMER CURVE FUNCTION
12-24	
0-11	PAN-TILT FUNCTION

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• RESET - channel: 15

BIT	EFFECT
255	COMPLETE RESET
128	COMPLETE RESET PAN / TILT RESET
127	
77	PAN / TILT RESET EFFECTS RESET
76	
26	EFFECTS RESET
25	
0	UNUSED RANGE

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

• LAMP CONTROL (only with option LAMP DMX On) - channel: 16

IMPORTANT: SHARPY is not provided with hot restrike ignition

BIT	EFFECT
255	LAMP ON
101	LAMP ON LAMP OFF
100	
26	LAMP OFF
25	
0	UNUSED RANGE

The functions are activated passing through the unused range and staying 5 seconds in necessary level.

TIMING CHANNELS

	Timing Channel	Channel function
17	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
18	Colour time	Colour wheel
19	Beam time	Dimmer - Frost - Prism
20	Gobo time	Static Gobo

TIME TABLE

BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds
0	Full	43	8.6	86	24	129	41	172	58	216	170		
1	0.2	44	8.8	87		130		173		217			
2	0.4	45	9	88	25	131		174		218			
3	0.6	46	9.2	89		132	42	175	219				
4	0.8	47	9.4	90	26	133		176	220				
5	1	48	9.6	91		134	43	177	60	221	190		
6	1.2	49	9.8	92	135	178		222					
7	1.4	50	10	93	27	136	179	65	223	200			
8	1.6	51	10.2	94		137	180		224				
9	1.8	52	10.4	95	28	138	181		225				
10	2	53	10.6	96		139	45	182	70	226	210		
11	2.2	54	11	97	140	183		227					
12	2.4	55	12	98	29	141	46	184	75	228			
13	2.6	56		99		142		185		229			
14	2.8	57	13	100	30	143	47	186		230			
15	3	58		101		144		187	80	231	230		
16	3.2	59	14	102	32	145		188		232			
17	3.4	60		103	31	146	48	189	85	233	240		
18	3.6	61	15	104		147		190		234			
19	3.8	62		105	34	148		191		235			
20	4	63	16	106		35	149	49	192	90	236	250	
21	4.2	64		107	150		193		237				
22	4.4	65	17	108	33	151	50		194	95	238	260	
23	4.6	66		109		152		195	239				
24	4.8	67	18	110	36	153		51	196		100		240
25	5	68		111		154	197		241				
26	5.2	69	19	112	37	155	52		198	110		242	280
27	5.4	70		113		156		199	243				
28	5.6	71	20	114	38	157		53	200		120	244	
29	5.8	72		115		158	201		245				
30	6	73	21	116	39	159	54		202	130		246	300
31	6.2	74		117		160		203	247				
32	6.4	75	22	118	40	161		55	204		140	248	
33	6.6	76		119		162	205		249				
34	6.8	77	23	120	41	163	56		206	150		250	
35	7	78		121		164		207	251				
36	7.2	79	24	122	42	165		57	208		160	252	
37	7.4	80		123		166	209		253				
38	7.6	81	25	124	43	167	58		210	170		254	
39	7.8	82		125		168		211	255				
40	8	83	26	126	44	169		59	212		180	Follow cue Data	
41	8.2	84		127		170	213						
42	8.4	85	27	128	45	171	60		214				
									215				