# x.Spot®Xtreme Menu Map

This Appendix contains the Menu Map for the standard x.SpotXtreme fixture configuration. Edit Scene parameters in the Preset Menu and some settings in other menus will vary in different module configurations.

# **Navigational Basics**

- 1. Unlock the Menu system by pressing the Menu ▶ button for a few seconds until the display goes to the 2-line format. You are now at the top level menus.
- 2. Use the left and right arrows ◆▶ on the 4-way Navigation button to scroll through Menu options at the current level.
- 3. Stop at the option you want and press the Enter ▲ button to select

  Note: The menu system does not store an option until the Enter button is pressed.
- 4. If there is another level of menu choices repeat Steps 2 and 3.
- 5. When you reach the option or setting level of the menu, the display shows the option currently set for that menu item. Use the up and down ♦ arrows on the Navigation button to scroll to the desired option or setting. The option will blink until selected. Pressing the Enter button stores the setting. Pressing the Menu button returns you to the previous menu level without changing the value of an option.
- 6. Continue pressing the Menu button to move back up levels until exiting the menu system.

#### **Level 1 Menus**

The following tables describe the sub-levels and options for each of the top level menus. See Chapter 3 for a more detailed description of the menu system and examples of selected operations. The following comprise the top level of the x.SpotXtreme menu system:

DMX Address Menu Fixture Mode Menu
Onboard Preset Menu Test Options Menu
Set Parameters Menu Information Menu

#### **DMX Address Menu**

| Level 2                       | Option/Setting                        | Description/Notes   |
|-------------------------------|---------------------------------------|---|
| renters and exits Menu System | ♦ scrolls between values 		 ▲ selects |   |
| SET DMX START<br>CHANNEL: ### |                                       | Selected value becomes the first DMX value in the range for that fixture on a DMX 512 link. |

| Level 2  | Level 3        | Level 4  | Option/Setting   | Description/Notes   |
|--|----------------|--|------------------|---|
| <ul> <li>r enters and exits Menu System and moves up levels</li> <li>♠ moves between items on the same level. ♠ selects</li> </ul> |                | scrolls between val  | ues 🛦 selects    |   |
| PLAYBACK MODE  | PLAYBACK MODE  |  | ON               | Plays the currently programmed sequence of scenes up to 16 scenes or until it reaches a <i>zeroed</i> scene                       |
| MENU   |                |  | 0FF              | Turns Playback off  |
|  | SCENE PLAYING: |  |                  | Displays the scene # currently playing when PLAYBACK MODE is 0N   |
|  |                |  | 1-16             | Selects scene 1-16 in the current User Mode to edit   |
|  |                |  | OPEN 25          | Opens shutter and displays DMX value of 232 or 255  |
|  |                |  | CLOSE            | Closes shutter and displays related DMX value of 0  |
|  | CHASSIS MENU   | FUNCTION settings)   | PERIODIC ## ##   | Sets Periodic beam strobing rates from 1–26 with DMX value  |
|  |                |  | RANDOM ## ##     | Sets Random beam strobing rates from 1–26 with DMX value  |
|  |                |  | RAND/SYNC ## ##  | Sets Synchronized random strobing of all x.SpotXtreme fixtures using the same controller at strobe rates from 1–26 with DMX value |
| EDIT SCENE##   |                | SHUTTER<br>(Options only with<br>LAMP FUNCTION<br>setting at NORMAL or<br>LAMP STROBE) | RAMP/SNAP######  | # Set strobe rate from 1–26 with DMX value to open shutter at variable speeds, then snap shut at full speed                       |
|  |                |  | SNAP/RAMP####### | # Set strobe rate from 1–26 with DMX value to open shutter at full speed, then ramp shut  |
|  |                |  | RAMP/RAMP####### | Set strobe rate from 1–26 with DMX value to open shutter at variable speeds, then ramp shut                                       |
|  |                |  | RNDRMPSNP ## ##  | variable speeds, then snaps shut at full speed  |
|  |                |  | RNDSNPRMP ## ##  | West strobe rate from 1–26 with DMX value to open shutter at full speed, then ramp shut at random variable speeds                 |

| Level 2      | Level 3  | Level 4                          | Option/Settin                        | 1g     | Description/Notes   |  |
|--------------|--|----------------------------------|--------------------------------------|--------|---|--|
|              | <ul> <li>r enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level. ◆ selects</li> </ul> |                                  | ♦ scrolls between values 		▲ selects |        |   |  |
|              |  | SHUTTER<br>(Options only with    | BOOST##BLK                           | ###    | Set time in sec of 1.0, .75,.66,.50,.33,.25 with DMX value to boost the lamp then closes the shutter                            |  |
|              |  | LAMP FUNCTION<br>setting at LAMP | BOOST##WHT                           | ппп    | Select time in sec of 1.0, .75,.66,.50,.33,.25 with DMX value to boost the lamp then leave the shutter open with lamp dimmed    |  |
|              |  | EFFEČT)                          | LIGHTNING#                           | 111111 | Select from factory programmed lightning effects 1–6 with DMX value.<br>Dim channel scales brightness of the lightning effects. |  |
|              |  | DIM                              | ###%                                 | ###    | DIM from 0-100% with DMX value. See LAMP FUNCTION   |  |
|              |  |                                  | NORMAL                               | ###    | No modification to Shutter or Dim functions   |  |
|              |  |                                  | LAMP STROBE                          | ###    | Adds Lamp boosting to strobing in the Shutter options   |  |
|              |  | LAMP FUNCTION                    | LAMP EFFECT                          | ###    | Adds Boost effects and lightning effects to Shutter options   |  |
|              |  |                                  | DUAL DIM                             | ###    | Adds electronic dimming to mechanical dimming for Dim settings.   |  |
|              |  |                                  | LAMP DIM                             | ###    | Sets Dim for electronic dimming only.   |  |
|              |  | PAN                              | DEG### #                             | ####   | Displays Degrees from 0–620 with 16-bit DMX value   |  |
|              |  | TILT                             | DEG### #                             | ####   | Displays Degrees from 0–240 with 16-bit DMX value   |  |
| EDIT SCENE## | CHASSIS MENU   | ENU                              | OPEN                                 | ###    | Opens the frost flags and displays DMX values 1 and 255   |  |
|              |  |                                  | VARIABLE ###%                        | ###    | Set variable diffusion from full (100%) with frost flags closed to (0%)   |  |
|              |  |                                  | CLOSED                               | 135    | DMX value for fully closed frost flags  |  |
|              |  |                                  | PERIODIC ##                          | ###    | Set Periodic strobe rates from 1–16 with DMX value  |  |
|              |  |                                  | RANDOM ##                            | ###    | Set Random strobe rates from 1–16 with DMX value  |  |
|              |  | FROST                            | RAMP/SNAP ##                         | ###    | Set strobe rates from 1–16 with DMX value to ramp frost flags open, then snap shut at full speed                                |  |
|              |  |                                  | SNAP/RAMP ##                         | ###    | Set strobe rates from 1–16 with DMX value to snap frost flags open at full speed, then ramp shut at variable speeds             |  |
|              |  |                                  | RAMP/RAMP ##                         | ###    | Set strobe rates from 1–16 with DMX value to ramp frost flags open then ramp shut at variable speeds                            |  |
|              |  |                                  | RNDRMPSNP ##                         | ###    | Set strobe rates from 1–16 with DMX value to randomly ramp frost flags open then snap shut at full speed                        |  |
|              |  |                                  | RNDSNPRMP ##                         | ###    | Set strobe rates from 1–16 with DMX value to randomly snap frost flags open at full speed, then ramp shut                       |  |

| Level 2  | Level 3      | Level 4                             | Option/Setting | Description/Notes   |
|--|--------------|-------------------------------------|----------------|---|
| <ul> <li>r enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level. ◆ selects</li> </ul> |              | ♦ scrolls between values 	▲ selects |                |   |
|  |              |                                     | MANUAL 6       | 3 Sets Focus parameter to operate manually  |
|  |              | FOCUS FUNCTION                      | Z00MTRACK      | 0 Sets Focus parameter to automatically track Zooming                                   |
|  |              |                                     |                | 4 Reserved for future use   |
|  |              | FOCUS POSITION                      |                | # 0-100% of travel with the corresponding DMX value. 0%=focus in, 100%=focus out        |
|  |              | ZOOM POSITION                       | ###% ##        | # 0-100% of internal lens movement range with the DMX value. 0%=zoom in, 100%=zoom out. |
|  |              | M-SPEED                             | ###.##SEC ##   | # Seconds from.15–252.7 with the corresponding DMX value                                |
| EDIT SCENE ##  | CHASSIS MENU | MACRO                               | MACROOFF       | Displays DMX value for Macro off  |
| LDIT SCENE ##  | CHASSIS HERO |                                     | PAN1### ##     | # Steps of pan sweep motion from 1–58 with DMX value                                    |
|  |              |                                     | MACROOFF 6     | 3 Displays DMX value for Macro off  |
|  |              |                                     | TILT1### ##    | # Steps of tilt sweep motion from 1–58 with DMX value                                   |
|  |              |                                     | MACROOFF 12    | 3 Displays DMX value for Macro off  |
|  |              |                                     | CIRCLE1## ##   | # Clockwise circle angle steps from 1–36 with DMX value                                 |
|  |              |                                     | MACROOFF 16    | 1 Displays DMX value for Macro off  |
|  |              |                                     | CIRCLE2 ## #   | # Counterclockwise circle angle steps from 1–36 with DMX value                          |
|  |              |                                     | TBD ##         | # Reserved for future use   |

| Level 2   | Level 3 | Level 4                              | Option/Setting               | Description/Notes   |  |
|---|---------|--------------------------------------|------------------------------|---|--|
| <ul> <li>▶ enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level.</li> <li>◆ selects</li> </ul> |         | ♦ scrolls between values 		▲ selects |                              |   |  |
|   |         |                                      | INDEXED ###                  | Takes quickest path and snaps to the chosen whole or half color   |  |
|   |         |                                      | FWD SPIN ###                 | Forward color wheel spin at variable speeds   |  |
|   |         |                                      | REV SPIN ###                 | Reverse color wheel spin at variable speeds   |  |
|   |         |                                      | CONTIN ###                   | Positioning at any point on the color wheel   |  |
|   |         |                                      | SLOW SCN ###                 | Oscillates the wheel at a slow range and speed  |  |
|   |         |                                      | FAST SCN ###                 | Oscillates the wheel at a fast range and speed  |  |
|   |         |                                      |                              | Random whole color positions at variable speeds   |  |
|   |         | STATIC COLOR<br>FUNCTION             |                              | Closes then reopens the shutter between indexed color changes   |  |
|   |         | TONCTION                             | MS-INDEXED ###               |   |  |
|   |         |                                      | MS-FWD SPIN ###              |   |  |
|   |         |                                      | MS-REV SPIN ###              | These Static Color Functions operate the same as full speed functions, but  |  |
|   |         |                                      |                              | at the motor speed time assigned in the MSPEED Menu.  |  |
|   |         |                                      |                              | For more information, see"MSpeed (Motor Speed)" on page 4-8   |  |
|   |         |                                      | MS-FAST SCN ###              |   |  |
|   |         |                                      | MS-RANDOM ###                |   |  |
| EDIT SCENE ##   | SLOT 1  |                                      | MS-BLINK ###                 |   |  |
|   | MENU    |                                      | OPEN ###                     |   |  |
|   |         |                                      | COLOR 1/2 ###                |   |  |
|   |         |                                      | COLOR 2 ###<br>COLOR 2/3 ### | When STATIC COLOR FUNCTION = INDEXED or MS-INDEXED, the   |  |
|   |         |                                      |                              | display indicates options for centering the beam at a full color position or between two color positions on the wheel and the associated DMX value. |  |
|   |         |                                      |                              |   |  |
|   |         |                                      |                              | When STATIC COLOR FUNCTION is set at SLOW SCN, FAST SCN, BLINK, MS-SLOW SCN, MS-FAST SCN, or MS-BLINK, that word replaces COLOR                     |  |
|   |         |                                      |                              | in the display and fixture performs that function at the selected position.   |  |
|   |         | STATIC COLOR                         | COLOR 6 ###                  | and diopidy and initial operations that function at the delected position.  |  |
|   |         | STATIC COLOR                         | COLOR 6/1 ###                |   |  |
|   |         |                                      |                              | Options when STATIC COLOR FUNCTION = FWD SPIN OR  |  |
|   |         |                                      |                              | MS-FWD SPIN. Set speed from slow(0%) to fast (100%) to STOP   |  |
|   |         |                                      |                              | Options when STATIC COLOR FUNCTION = REV SPIN or MS-REV SPIN.   |  |
|   |         |                                      |                              | Set speed from slow (0%) to fast spin (100%) to STOP  |  |
|   |         |                                      |                              | STATIC COLOR FUNCTION is = CONTIN, Set from 1-360 degrees.  |  |
|   |         |                                      |                              | Options when STATIC COLOR FUNCTION = RANDOM, Set speed from slow  |  |
|   |         |                                      |                              | (0%) to fast random color (100%) to STOP  |  |

| Level 2       | Level 3  | Level 4        | Option/Setting           | Description/Notes  |  |
|---------------|--|----------------|--------------------------|--|--|
|               | r enters and exits Menu System and moves up levels  ↑ moves between items on the same level.   selects |                | ♦ scrolls between values |  |  |
|               |  |                | PURE MIX ##              | Allows color wheel movement from open (white) to saturated color (permits a smaller "step" between color wheel positions for crossfades).                                |  |
|               |  |                | CONTINUOUS ##            | # Allows complete 360 degree color wheel movement.   |  |
|               |  |                | TBD ##                   | # Reserved, uses pure Mix as default.  |  |
|               |  |                | SPIN ##                  | Puts all three (cyan, magenta, and yellow) color wheels in spin mode.  # Wheel Spin speed, direction, or fixed position can be set individually on CMY channels.         |  |
|               |  |                | CYCLE ##                 | Cycle colors from red to green to blue at variable speeds (rate set by cyan DMX channel).  |  |
|               |  |                | TBD ##                   | # Reserved; uses pure Mix as default.  |  |
|               |  | MIX COLOR FUNC | RANDOM ##                | Performs a pseudo-random color chase of 12 factory-selected colors # using the cyan, magenta, and yellow color wheels at variable speeds (rate set by cyan DMX channel). |  |
|               |  |                | BLINK ##                 | # Defined using Continuous wheel operation. Shutter snaps closed during any color move, then re-opens.   |  |
|               |  |                | MS-PURE MIX ##           | #  |  |
| EDIT SCENE ## | SLOT 1<br>MENU   |                | MS-CONTINUOUS ##         | #  |  |
|               | PIENU  |                | MS-TBD ##                |  |  |
|               |  |                | MS-SPIN ##               | #Jassigned in the MSPEED Menu instead of full speed  |  |
|               |  |                | MS-CYCLE ##              | #  |  |
|               |  |                | MS-TBD ##                | #  |  |
|               |  |                | MS - RANDOM ##           |  |  |
|               |  |                | MS-BLINK ##              |  |  |
|               |  |                |                          | #MIX COLOR FUNC=PURE MIX, set from 0-100% Cyan   |  |
|               |  |                |                          | # MIX COLOR FUNC=CONTIN, Open to 100% Cyan   |  |
|               |  |                | FWD SPIN ## ##           | When MIX COLOR FUNC=SPIN, Set forward spin speed rate from 0–60 or   |  |
|               |  |                | POSITION ### ##          | reverse spin speed rate from 60-0. Set Position on wheel from 1-360  |  |
|               |  | CYAN           | REV SPIN ## ##           | # degrees ' '  |  |
|               |  |                | SPIN STOP ##             | #  ~   |  |
|               |  |                |                          | # MIX COLOR FUNC=CYCLE: Cycle rate as 0–100% of maximum  |  |
|               |  |                |                          | # MIX COLOR FUNC=RANDOM: Random rate as 0–100% of maximum  |  |
|               |  |                | BLINK ###% ##            | # MIX COLOR FUNC=BLINK:Blink rate as 0–100% of maximum   |  |

| Level 2       | Level 3  | Level 4      | Option/Setting                     | g   | Description/Notes   |  |
|---------------|--|--------------|------------------------------------|-----|---|--|
|               | <ul> <li>r enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level. ◆ selects</li> </ul> |              | ♦ scrolls between values ▲ selects |     |   |  |
|               |  |              | PURE MIX ###%                      | ### | MIX COLOR FUNC=PURE MIX: Open-100% Magenta  |  |
|               |  |              | CONTIN ###%                        | ### | MIX COLOR FUNC=CONTIN: Open-100% Magenta  |  |
|               |  |              |                                    | ### |   |  |
|               |  | <br> MAGENTA | POSITION ###                       | ### | When MIX COLOR FUNC=SPIN, Set forward spin speed rate from 0–60 or  |  |
|               |  | INACITA      | REV SPIN ###                       | ### | When MIX COLOR FUNC=SPIN, Set forward spin speed rate from 0–60 or reverse spin speed rate from 60-0. Set Position on wheel from 1-360 degrees. |  |
|               |  |              |                                    | ### |   |  |
|               |  |              | MAGENTA NOT USED                   |     | MIX COLOR FUNC=CYCLE or RANDOM  |  |
|               |  |              | BLINK ###%                         | ### | MIX COLOR FUNC=BLINK  |  |
| EDIT SCENE ## | SLOT 1 MENU  | YELLOW       | PURE MIX ###%                      | ### | MIX COLOR FUNC=PURE MIX.Open-100% Yellow  |  |
| LDIT SCENE ## | SLOT I FILINO  |              | CONTIN ###%                        | ### | MIX COLOR FUNC=CONTIN.Open-100% Yellow  |  |
|               |  |              |                                    | ### |   |  |
|               |  |              | POSITION ###                       | ### | When MIX COLOR FUNC=SPIN, Set forward spin speed rate from 0–60 or reverse spin speed rate from 60-0. Set Position on wheel from 1-360          |  |
|               |  |              | REV SPIN ##                        | ### | degrees.  |  |
|               |  |              | SPIN STOP                          | ### | _   |  |
|               |  |              | YELLOW NOT USED                    |     | MIX COLOR FUNC=CYCLE or RANDOM  |  |
|               |  |              | BLINK ###%                         | ### | MIX COLOR FUNC=BLINK  |  |
|               |  | СТО          | CONTIN ###                         | ### | Always in CONTIN mode. Select 1-360 degrees   |  |
|               |  | СТВ          | CONTIN ###                         | ### | Always in CONTIN mode. Select 1-360 degrees   |  |

| Level 2  | Level 3 | Level 4                  | Option/Setting | Description/Notes  |
|--|---------|--------------------------|----------------|--|
| <b>♦</b> moves between items on the same level. <b>♦</b> selects |         | ♦ scrolls between values |                |  |
|  |         |                          | INDEXED ##     | Quickest path and snap to the chosen position.   |
|  |         |                          | FWD SPIN ##    | Forward wheel spin at variable speeds.   |
|  |         |                          | REV SPIN ##    | Reverse wheel spin at variable speeds.   |
|  |         |                          | SCAN ###       | Oscillates the wheel at a factory-determined range and speed   |
|  |         |                          | RANDOM ##      | Selects random positions at variable speeds.   |
|  |         |                          | BLINK ##       | Closes then reopens the shutter between indexed position changes.  |
|  |         |                          | TBD ###        | Reserved   |
|  |         | GOBO 1 FUNCTION          |                | Sets positioning at any point on the wheel   |
|  |         | GODO IT ONOTION          | MS-INDEXED ### | <u></u>  |
|  |         |                          | MS-FWD SPIN ## |  |
|  |         |                          | MS-REV SPIN ## | Lancian and in the MCDEED Many instead of full around  |
|  | SLOT 2  |                          | SCAN ##        | For more information on Mater Chand and "MChand (Mater Chand)" on  |
| EDIT SCENE ##  | MENU Z  |                          | MS - RANDOM ## | page 4-8   |
|  |         |                          | MS-BLINK ##    | <u> </u>   |
|  |         |                          | MS-TBD ##      |  |
|  |         |                          | MS-CONTIN ##   | <del> </del>   |
|  |         |                          | OPEN ##        | 1 1  |
|  |         |                          | POSITION 2 ##  |  |
|  |         |                          | POSITION 3 ##  |  |
|  |         |                          | 1              | When G0B0 1 FUNCTION = INDEXED or MS-INDEXED, the display indicates options for centering the beam at any litho position on the wheel. |
|  |         |                          | POSITION 5 ##  | When GOBO 1 FUNCTION = RANDOM, SCAN, or BLINK, MS-RANDOM,  |
|  |         |                          | POSITION 6 ##  | MS-SCAN, OR MS-BLINK, that word replaces Position in the display.  |
|  |         |                          | POSITION 7 ##  | #  |
|  |         |                          | POSITION 8 ##  |  |
|  |         |                          | CONTIN ### ### | GOBO 1 FUNCTION = CONTIN. Set from 0-360 degrees.  |

| Level 2   | Level 3     | Level 4                              | Option/Setti | ing   | Description/Notes  |
|---|-------------|--------------------------------------|--------------|-------|--|
| <ul> <li>▶ enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level.</li> <li>◆ selects</li> </ul> |             | ♦ scrolls between values 		▲ selects |              |       |  |
|   |             |                                      | INDEXED      | ###   | Gobo wheel takes the quickest path and snaps to chosen aperture.   |
|   |             |                                      | FWD ROT      | ###   | Forward aperture wheel rotation at variable speeds.  |
|   |             |                                      | REV ROT      | ###   | Reverse aperture wheel rotation at variable speeds.  |
|   |             |                                      | TBD          | ###   | Reserved   |
|   |             |                                      | BLINK        | ###   | Closes and opens the shutter on aperture position changes.   |
|   |             | CORO 1 DOT FUNC                      | TBD          | ###   | Reserved   |
|   |             | GOBO 1 ROT FUNC                      | MS-INDEXED   | ###   |  |
|   |             |                                      | MS-FWD ROT   | ###   | These Gobo 1 Rotate Functions operate the same, but at the motor speed                                   |
|   |             |                                      | MS-REV ROT   | ###   | time assigned in the MSPEED Menu instead of full speed.  |
|   |             |                                      | MS - TBD     | ###   | For more information, see"MSpeed (Motor Speed)" on page 4-8  |
| EDIT SCENE ##   | SLOT 2 MENU |                                      | MS-BLINK     | ###   |  |
|   |             |                                      | MS - TBD     | ###   |  |
|   |             | GOBO 1 ROT                           | DEG ###      |       | GOBO 1 ROT FUNC = INDEXED, TBD, MS-INDEXED. Sets aperture rotation from 0–360 degrees (16-bit DMX value) |
|   |             |                                      | FORWARD###%  | ##### | GOBO 1 ROT FUNC = FWD SPIN, MS-FWD SPIN. Sets aperture   |
|   |             |                                      | STOP :       | ##### | forward rotate speed from 0–100% of maximum speed to STOP (16-bit DMX value)                             |
|   |             |                                      |              |       | GOBO 1 ROT FUNC = REV SPIN, MS-FWD SPIN. Sets aperture   |
|   |             |                                      | STOP :       | ##### | reverse rotate speed from 0–100% of maximum speed to STOP (16-bit DMX value)                             |
|   |             |                                      |              |       | Reserved   |
|   |             |                                      | BLINK###     | ##### | GOBO 1 ROT FUNC = BLINK, MS-BLINK.Sets aperture rotation from 0–360 degrees (16-bit DMX value)           |

| Level 2   | Level 3     | Level 4                              | Option/Setting   | Description/Notes   |
|---|-------------|--------------------------------------|------------------|---|
| <ul> <li>▶ enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level.</li> <li>◆ selects</li> </ul> |             | ♦ scrolls between values   ♦ selects |                  |   |
|   |             |                                      | INDEXED ###      | Takes the quickest path and snaps to the chosen position.   |
|   |             |                                      | FWD SPIN ###     | Allows a forward wheel spin at variable speeds.   |
|   |             |                                      | REV SPIN ###     | Allows a reverse wheel spin at variable speeds.   |
|   |             |                                      | SCAN ###         | Oscillates the wheel at a factory-determined range and speed  |
|   |             |                                      | RANDOM ###       | Selects random whole positions at variable speeds.  |
|   |             |                                      | BLINK ###        | Closes then reopens the shutter between indexed position changes.   |
|   |             |                                      | TBD ###          | Reserved.   |
|   |             | EFFECT FUNCTION                      | CONTIN ###       | Positioning at any point on the wheel.  |
|   |             | LITEOTTONCTION                       | MS-INDEXED ###   |   |
|   |             |                                      | MS-FWD SPIN ###  |   |
|   |             |                                      | MS-REV SPIN ###  | These EFFECT FUNCTIONs operate the same, but at the motor speed time  |
|   |             |                                      | SCAN ###         | assigned in the MSPEED Menu Instead of full speed.  |
| EDIT SCENE ##   | SLOT 2 MENU |                                      | MS - RANDOM ###  | For more information, see "MSpeed (Motor Speed)" on page 4-8  |
|   |             |                                      | MS-BLINK ###     |   |
|   |             |                                      | MS-TBD ###       |   |
|   |             |                                      | MS-CONTIN ###    |   |
|   |             |                                      | OPEN ###         | Sets wheel to open position + DMX value of 0 or 255   |
|   |             |                                      | POSITION 2 ###   | £   |
|   |             |                                      | POSITION 3 ###   | When EFFECT FUNCTION = INDEXED or MS-INDEXED, the display   |
|   |             |                                      | POSTITON 4 ###   | indicates options for centering the beam at any litho position on the wheel   |
|   |             | EFFECT POSITION                      | POSITION 5 ###   | and the associated DMX value.   |
|   |             |                                      |                  | When EFFECT FUNCTION = RANDOM, SCAN, or BLINK, MS-RANDOM, MS-SCAN, OR MS-BLINK, that word replaces Position in the display. |
|   |             |                                      | POSITION 7 ###   | This - Seart, or his - Belink, that word replaces resilion in the display.  |
|   |             |                                      | POSITION 8 ###   | <u> </u>  |
|   |             |                                      | CONTIN########## | When EFFECT FUNCTION = CONTIN. Select from 0-360 degrees + the DMX value.   |

| Level 2   | Level 3       | Level 4                               | Option/Setting  | Description/Notes   |  |
|---|---------------|---------------------------------------|-----------------|---|--|
| <ul> <li>▶ enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level.</li> <li>◆ selects</li> </ul> |               | \$ scrolls between values 		▲ selects |                 |   |  |
|   |               |                                       | INDEXED         | ## Takes the quickest path and snaps to chosen aperture.  |  |
|   |               |                                       | FWD ROT         | ## Allows a forward aperture wheel rotation at variable speeds.   |  |
|   |               |                                       | REV ROT         | ## Allows a reverse aperture wheel rotation at variable speeds.   |  |
|   |               |                                       | TBD :           | ## Reserved   |  |
|   |               |                                       | BLINK           | ## Closes and opens the shutter on aperture position changes.   |  |
|   |               | EFFECT ROT FUNC                       | TBD :           | ## Reserved   |  |
|   |               |                                       | MS-INDEXED      | ##  |  |
|   |               |                                       |                 | #   |  |
|   |               |                                       | MS-REV ROT      | ## These EFFECT ROTATE FUNCTIONs operate the same, but at the motor speed time assigned in the MSPEED Menu instead of full speed. |  |
| EDIT SCENE ##   | SLOT 2 MENU   |                                       | MS-TBD          | For more information, see "MSpeed (Motor Speed)" on page 4-8  |  |
| LDIT SCENE ##   | SEOT Z FILINO |                                       | MS-BLINK        | ##  |  |
|   |               |                                       |                 | <del>##</del>   |  |
|   |               |                                       | DEG ### ##      | ## EFFECT ROT FUNC = INDEXED, TBD, MS-INDEXED Sets aperture rotation from 0–360 degrees (16-bit DMX value)                        |  |
|   |               |                                       | FORWARD####% ## | ## EFFECT ROT FUNC = FWD SPIN, MS-FWD SPIN Sets aperture forward  |  |
|   |               |                                       | STOP ##         | rotate speed from 0–100% to STOP (16-bit DMX value)   |  |
|   |               |                                       | REVERSE###% ##  | ## EFFECT ROT FUNC = REV SPIN, MS-FWD SPIN Sets aperture reverse  |  |
|   |               |                                       | STOP ##         | rotate speed from 0–100% to STOP (16-bit DMX value)   |  |
|   |               |                                       | TBD ##          | ## Reserved (16-bit DMX value)  |  |
|   |               |                                       | BLINK### ##     | ## EFFECT ROT FUNC = BLINK, MS-BLINK. Sets aperture rotation from 0-360 degrees (16-bit DMX value)                                |  |

| Level 2       | Level 3  | Level 4         | Option/Setting           | Description/Notes   |  |
|---------------|--|-----------------|--------------------------|---|--|
|               | <ul> <li>r enters and exits Menu System and moves up levels</li> <li>◆ moves between items on the same level. ◆ selects</li> </ul> |                 | ♦ scrolls between values |   |  |
|               |  |                 | INDEXED ###              | Takes the quickest path and snaps to the chosen position.   |  |
|               |  |                 | FWD SPIN ###             | Allows a forward wheel spin at variable speeds.   |  |
|               |  |                 | REV SPIN ###             | Allows a reverse wheel spin at variable speeds.   |  |
|               |  |                 | SCAN ###                 | Oscillates the wheel at a factory-determined range and speed  |  |
|               |  |                 | RANDOM ###               | Selects random positions at variable speeds.  |  |
|               |  |                 | BLINK ###                | Closes then reopens the shutter between indexed position changes.   |  |
|               |  |                 | TBD ###                  | Reserved  |  |
|               |  | GOBO 2 FUNCTION | CONTIN ###               | Allows positioning at any point on the wheel (allows for a smaller "step" between wheel positions for crossfades).                    |  |
|               |  |                 | MS-INDEXED ###           |   |  |
|               |  |                 | MS-FWD SPIN ###          |   |  |
|               |  | ENU             | MS-REV SPIN ###          | These GOBO 2 FUNCTIONs operate the same, but at the motor speed time assigned in the MSPEED Menu instead of full speed.               |  |
|               |  |                 | SCAN ###                 | -   |  |
| EDIT SCENE ## | SLOT 3 MENU  |                 | MS-RANDOM ###            | For more information, see"MSpeed (Motor Speed)" on page 4-8   |  |
|               |  |                 | MS-BLINK ###             |   |  |
|               |  |                 | MS-TBD ###               |   |  |
|               |  |                 | MS-CONTIN ###            |   |  |
|               |  |                 | OPEN ###                 | Sets wheel to open position with DMX value of 0 or 255  |  |
|               |  |                 | POSITION 2 ###           |   |  |
|               |  |                 | POSITION 3 ###           | When CORO 2 FUNCTION - INDEVED or MC INDEVED the display  |  |
|               |  | GOBO 2POSITION  | POSITION 4 ###           | When GOBO 2 FUNCTION = INDEXED or MS-INDEXED, the display indicates options for centering the beam at any litho position on the wheel |  |
|               |  |                 | POSITION 5 ###           | and the associated DMX value.   |  |
|               |  |                 |                          | When GOBO 2 FUNCTION = RANDOM, SCAN, or BLINK, MS-RANDOM, MS-SCAN, OR MS-BLINK, that word replaces Position in the display.           |  |
|               |  |                 | POSITION 7 ###           | TITS-SCAN, OK 113-DLINK, HIAL WOLU TEPIACES FOSILIOH III HIE dispiay.   |  |
|               |  |                 | POSITION 8 ###           |   |  |
|               |  |                 | CONTIN ### ###           | G0B0 2 FUNCTION=CONTIN. Select from 0-360 degrees with DMX value.   |  |

| Level 2       | Level 3   | Level 4         | Option/Setti                        | ing   | Description/Notes   |  |  |
|---------------|---|-----------------|-------------------------------------|-------|---|--|--|
|               | <ul> <li>▶ enters and exits Menu System and moves up levels</li> <li>♦ moves between items on the same level.</li> <li>♦ selects</li> </ul> |                 | ♦ scrolls between values 	▲ selects |       |   |  |  |
|               |   |                 | INDEXED                             | ###   | Gobo wheel takes the quickest path and snap to chosen aperture.   |  |  |
|               |   |                 | FWD SPIN                            | ###   | Forward aperture wheel rotation at variable speeds.   |  |  |
|               |   |                 | REV SPIN                            | ###   | Reverse aperture wheel rotation at variable speeds.   |  |  |
|               |   |                 | TBD                                 | ###   | Reserved  |  |  |
|               |   |                 | BLINK                               | ###   | Closes and opens the shutter on aperture position changes.  |  |  |
|               |   | GOBO 2 ROT FUNC | TBD                                 | ###   | Reserved  |  |  |
|               |   |                 | MS-INDEXED                          | ###   |   |  |  |
|               | SLOT 3 MENU   |                 | MS-FWD SPIN                         | ###   | These Gobo 2 Rotate Functions operate the same, but at the motor speed                                  |  |  |
|               |   |                 | MS-REV SPIN                         | ###   | time assigned in the MSPEED Menu instead of full speed.   |  |  |
| EDIT SCENE ## |   |                 | MS-TBD                              | ###   | For more information, see"MSpeed (Motor Speed)" on page 4-8   |  |  |
| EDIT SCENE ## |   |                 | MS-BLINK                            | ###   |   |  |  |
|               |   |                 | MS-TBD                              | ###   |   |  |  |
|               |   |                 | DEG ###                             | ##### | GOBO 2 ROT FUNC = INDEXED, TBD, MS-INDEXED Sets aperture rotation from 0–360 degrees (16-bit DMX value) |  |  |
|               |   |                 | FORWARD###%                         | ##### | GOBO 2 ROT FUNC = FWD SPIN, MS-FWD SPIN Sets aperture forward   |  |  |
|               |   |                 | STOP :                              | ##### | rotate speed from 0–100% to ST0P (16-bit DMX value)   |  |  |
|               |   | l -             | REVERSE###%                         | ##### | GOBO 2 ROT FUNC = REV SPIN, MS-FWD SPIN Sets aperture reverse   |  |  |
|               |   |                 | STOP :                              | ##### | rotate speed from 0–100% to STOP (16-bit DMX value)   |  |  |
|               |   |                 |                                     |       | Reserved (16-bit DMX value)   |  |  |
|               |   |                 | BLINK###                            | ##### | GOBO 2 ROT FUNC = BLINK, MS-BLINK. Sets aperture rotation from 0–360 degrees (16-bit DMX value)         |  |  |

| Level 2  | Level 3  | Level 4 | Option/Settin                        | g  | Description/Notes  |  |
|--|--|---------|--------------------------------------|--|--|--|
| <ul><li>enters and exits</li><li>moves between</li></ul> | <ul> <li>renters and exits Menu System and moves up levels</li> <li>★ moves between items on the same level.</li> <li>★ selects</li> </ul> |         | ♦ scrolls between values 		▲ selects |  |  |  |
|  |  |         | CLOSE                                | 0  | Closes iris.   |  |
|  |  |         | VARIABLE ###%                        | ###  | Determines diameter of the beam.   |  |
|  |  |         | OPEN                                 | 128  | Opens iris.  |  |
|  |  |         | PERIODIC ##                          | ###  | Strobes beam diameter at specified intervals.  |  |
|  |  |         | RANDOM ##                            | ###  | Strobes beam diameter at random intervals.   |  |
|  | SLOT 3 MENU  |         | RAMP SNAP ##                         | ###  | Opens iris at variable speeds, then snaps shut at full speed.  |  |
|  |  | IRIS    | SNAP RAMP ##                         | ###  | Opens iris at full speed, then ramps shut at variable speeds.  |  |
| EDIT SCENE ##  |  |         | RAMP RAMP ##                         | ###  | Opens iris at variable speeds, then shuts at same speed.   |  |
|  |  |         | RNDRMPSNP ##                         | ###  | Opens iris at variable, random speeds, then snaps shut at full speed   |  |
|  |  |         | RNDSNPRMP ##                         | ###  | Opens iris at full speed, then ramps shut at variable, random speeds   |  |
|  |  |         | OPEN                                 | 248  | Opens iris   |  |
|  |  |         | X-FADETIME###                        | ###  | Sets time in steps from 0.1–165. Units determined by TIMEBASE  |  |
|  | TIMING MENU  |         | DELAY TIME ###                       | ###  | Sets time in steps from 0.1–165. Units determined by TIMEBASE  |  |
|  |  |         | TIMEBASE XXXXXXX                     |  | Select Seconds, Minutes or Hours as the unit of time   |  |
|  | ZERO SCENE   |         |                                      |  | Erases the current scene. Returns DONE when action is complete   |  |
|  |  |         |                                      |  | Does not erase current scene.  |  |
| COPY SCENE   |  |         | FROM SCENE<br>X ##                   |  | Scrolls from A1-16 through B1-16. After selection is entered the display returns STORING, then advances to TO SCENE X ##     |  |
| MENU   | MENU   |         | TO SCENE<br>X ##                     |  | Scrolls from A1-16 through B1-16. After selection is entered the display returns STORING, then DONE when action is completed |  |
| CAPTURE DMX<br>TO SCENE:##                               |  | 1-16    |                                      | Select scene in the current user mode and captures controllers DMX value                   |  |  |
| DEFAULT PRESETS  |  |         |                                      | Select to return to default presets. If selected, returns STORING, then DONE when complete |  |  |
|  |  |         | NO                                   |  | Leaves current programming   |  |
| SEND PRESETS TO  |  |         | YES                                  |  | Sends presets to all x.spots on the link. Returns D0NE when complete   |  |
| FIXTURES? XXX  |  |         | NO                                   |  | Does not send presets.   |  |

#### **Set Parameters Menu**

| Level 2   | Options/Settings              | Description/Notes  |
|---|-------------------------------|--|
| <ul> <li>r enters and exits Menu System and moves up levels</li> <li>→ moves between items on the same level.  selects</li> </ul> | scrolls between value selects | es .   |
| FACTORY DEFAULT   | ON                            | Reverts fixture to default setting                             |
| SETTINGS: ###   | 0FF                           | Indicates a factory default has changed                        |
| PAN/TILT SWAP:  | ENABLED                       | Swaps the Pan and Tilt Motion                                  |
| TANTIEL SHALL   | DISABLED                      | Restores default Pan and Tilt Motion                           |
| PAN INVERT:   | ENABLED                       | Inverts Pan motor direction                                    |
| FAN INVENT.   | DISABLED                      | Restores default Pan motor direction                           |
| TILT INVERT:  | ENABLED                       | Inverts Tilt motor direction                                   |
| TILI INVERT.  | DISABLED                      | Restores default Tilt motor direction                          |
|   | ENABLED                       | Inverts display functions                                      |
| DISPLAY INVERT:   | DISABLED                      | Prevents display inversion                                     |
|   | AUT0                          | Returns display to normal orientation                          |
| DISPLAY LEVEL:  | ON                            | Turns display on   |
| DISPLAT LEVEL.  | OFF                           | Display fully dimmed when menu is locked                       |
| LAMP LIFE LIMIT:  | ENABLED                       | Tracks the time the lamp is on and sends a warning at 500 hrs. |
| LANGE LIFE LINES:   | DISABLED                      | Disables lamp life tracking                                    |
| DATA LOSS   | LONG                          | Shutter closes when fixture shuts down                         |
| TIMEOUT:  | SHORT                         | Shutter closes 1 second after data loss                        |

#### **Fixture Mode Menu**

| Level 2   | Level 2 Level 3  |                                     | Description/Notes   |  |
|---|--|-------------------------------------|---|--|
| <ul><li>▶ enters and exits Menu</li><li>◆ moves between items</li></ul> | System and moves up levels<br>on the same level. ▲ selects | scrolls between values selects      |   |  |
|   |  | SLOT 1 MODULE:<br>XXXXXXXXXXXXXXXXX |   |  |
| MODULE CONFIG MENU  |  | SLOT 2 MODULE:<br>XXXXXXXXXXXXXXXXX | Displays the contents of each slot. For a listing of modules in common configuration types, see"Module Configuration Menu" on page 3-20 |  |
|   |  | SLOT 3 MODULE:<br>XXXXXXXXXXXXXXXXX |   |  |
| SELECT USER   |  | A                                   | Selects User A  |  |
| MODE:   |  | В                                   | Selects User B  |  |
|   | COPY PRESETS   | A→B                                 | Copies only the preset settings from the User A to User B   |  |
|   | CUPY PRESEIS   | A←B                                 | Copies only the preset settings from the User B to User A   |  |
| COPY USERS  | COPY PARAMETERS  | A→B                                 | Copies the parameter defaults from User A to User B   |  |
| COFT USERS  |  | A←B                                 | Copies the parameter defaults from User B to User A   |  |
|   | COPY ALL   | A→B                                 | Copies preset settings and parameter defaults from User A to User B   |  |
|   | COPT ALL   | A←B                                 | Copies preset settings and parameter defaults from User B to User A   |  |
| PROTOCOL<br>MODE:   |  | STANDARD                            | Factory default setting   |  |
|   |  | REDUCED                             | Optional protocol (under development)   |  |
|   |  | FLAT                                | Optional protocol (under development)   |  |
| CROSSLOAD   |  | NO                                  | Safe setting  |  |
| FIRMWARE:   |  | YES                                 | Uploads fixture software to all other x.SpotXtreme fixtures on the link   |  |

# **Test Options Menu**

| Level 2  | Level 3   | Level 4   | Option/Setting                 | Description/Notes   |
|--|---|---|--------------------------------|---|
| <ul><li>r enters and exits M</li><li>r moves between</li></ul> | Menu System and moves items on the same level. •              | up levels<br>selects  | scrolls between values selects |   |
|  |   |   | ALL                            | Homes all fixture functions   |
|  |   |   | COLOR                          |   |
| HOME FIXTURE:  |   |   | GOBO                           |   |
| TIONE LIXTORE.   |   |   | BEAM                           | Homes an individual fixture function  |
|  |   |   | PAN/TILT                       |   |
|  |   |   | DIMMING                        |   |
| LAMP STATE:  |   |   | ON                             | Indicates or turns lamp on  |
|  |   |   | OFF                            | Indicates or turns lamp off   |
| COPY BOOT:   |   |   | NO                             | Does nothing when selected  |
| CUPY BUUT:   |   |   | YES                            | Copies boot code to fixture   |
| SELF TEST<br>MENU  | CHASSIS TEST MENU  SLOT 1 TEST MENU  SLOT 2 TEST MENU  SLOT 3 | PAN TILT DIM FROST FOCUS ZOOM STATIC COLOR CYAN MAGENTA YELLOW CTO CTB GOBO 1 GOBO 1 ROTATE EFFECTS EFFECTS ROTATE GOBO 2 |                                | Displays the steps and DMX values as a self test for the selected function runs in the format:  STEP ## DMX:### |
|  | TEST MENU   | GOBO 2 ROTATE IRIS  |                                |   |
|  | ALL   |   |                                | Performs and displays all self test functions sequentially  |

| Level 2   | Level 3             | Level 4                    | Level 5   | Option/Setting   | Description/Notes  |  |  |
|---|---------------------|----------------------------|---|--|--|--|--|
| <ul> <li>renters and exits Menu System and moves up levels</li> <li>renters and exits Menu System and moves up levels</li> <li>renters and exits Menu System and moves up levels</li> <li>renters and exits Menu System and moves up levels</li> <li>renters and exits Menu System and moves up levels</li> </ul> |                     |                            |   | scrolls between v  | scrolls between values selects   |  |  |
| SENSOR STATUS   | PAN ENCODER<br>#### |                            |   |  | Displays absolute position of Pan  |  |  |
| MENU  | TILT ENCODER        |                            |   |  | Displays absolute position of Tilt   |  |  |
| UNIQUE NUMBER   |                     |                            |   |  | Displays fixture's unique 10-character number  |  |  |
|   | BY CHANNEL          |                            | In the second   | 1:#############<br>4:##########<br>7########<br>10:###########<br>###:############ | Displays current values for Channels 001– 512 and 6 DMX values/screen. The number at the beginning of each line indicates the first channel with a value displayed on that line. |  |  |
| DMX VALUES<br>MENU  | BY PARAMETER        | CHASSIS<br>PARAMETERS MENU | DMX BREAKS ####  DMX FRAMING ERR ###  DMX OVERRUN ERR ###  DMS START CHANNEL ###  PAN COURSE ###  TILT COARSE ###  TILT COARSE ###  TILT FINE ##  LAMP CONTROL ###  SHUTTER ###  FROST ###  FOCUS CONTROL |  | Displays one parameter per screen with current<br>DMX value below it.  |  |  |

| Level 2  | Level 3                                      | Level 4                       | Level 5  | Option/Setting                    | Description/Notes  |
|--|--|-------------------------------|--|-----------------------------------|--|
| <ul><li>▶ enters and exits M</li><li>♦ moves between i</li></ul> | Ienu System and mov<br>tems on the same leve | es up levels<br>el. ▲ selects | scrolls between v  | scrolls between values<br>selects |  |
|  |  | SLOT1<br>PARAMETERS           | STATIC COLOR FUNCTION ### STATIC COLOR POSITION ### MIX COLOR FUNCTION ### MIX COLOR POSITION ### CYAN ### W## YELLOW ### CTO ### CTO ###  |                                   | Displays one parameter per screen with current DMX value below it. |
| DMX VALUES<br>MENU   | BY PARAMETER                                 | SLOT 2<br>PARAMETERS          | GOBO 1 FUNCTION ### GOBO 1 POSITION ### GOBO 1 ROTATE FUNCTION ### GOBO 1 ROTATE COARSE ### GOBO 1 ROTATE FINE ### EFFECTS FUNCTION ### EFFECTS POSITION ### EFFECTS ROTATE FUNCTION ### EFFECTS ROTATE COARSE ### EFFECTS ROTATE FUNCTION ### EFFECTS ROTATE FUNCTION ### |                                   | Displays one parameter per screen with current DMX value below it. |

| Level 2  | Level 3                | Level 4             | Level 5   | Option/Setting   | Description/Notes  |  |  |
|--|------------------------|---------------------|---|--|--|--|--|
| <ul> <li>r enters and exits Menu System and moves up levels</li> <li>→ moves between items on the same level. A selects</li> </ul> |                        |                     |   | scrolls between v  | scrolls between values selects   |  |  |
| DMX VALUES<br>MENU   | BY PARAMETER           | SLOT3<br>PARAMETERS | GOBO 2 FUNCTION ### GOBO 2 POSITION ### GOBO 2 ROTATE FUNCTION ### GOBO 2 ROTATE COARSE ### GOBO 2 ROTATE FINE ### IRIS |  | Displays one parameter per screen with current DMX value below it.           |  |  |
|  | CURRENT<br>TEMPERATURE |                     |   | TOPBOX: ###C<br>HEAD 1: ###C<br>HEAD 2: ###C   |  |  |  |
| TEMPERATURES   | MAXIMUM<br>TEMPERATURE |                     |   | TOPBOX: ###C<br>HEAD 1: ###C<br>HEAD 2: ###C   | Displays current temperature of selected sensor i centigrade                 |  |  |
| MENU   | MINIMUM<br>TEMPERATURE |                     |   | TOPBOX: ###C<br>HEAD 1: ###C<br>HEAD 2: ###C   |  |  |  |
|  | TEMPERATURES           |                     |   | NO   | Default "safe" setting   |  |  |
|  | RESET                  |                     |   | YES  | Press Enter for 5 seconds to reset all four sensors t<br>current temperature |  |  |
| FAN SPEED<br>MENU  |                        |                     |   | TOPBOX 1: ###RPS<br>TOPBOX 2: ###RPS<br>HEAD 1: ###RPS<br>HEAD 2: ###RPS<br>OPTICS: ###RPS | Indicates the speed of selected fan in revolutions per second                |  |  |
| FIXTURE HOURS:   | ###:##                 |                     |   | •  | Displays fixture operation time in hours:minutes                             |  |  |
| FIXTURE HOURS  |                        |                     |   | NO   | Default "safe" setting   |  |  |
| RESET:   |                        |                     |   | YES Press Enter for 5 seconds to reset fixture hours to                                    |  |  |  |
| LAMP HOURS:  | ###:##                 |                     |   |  | Displays lamp operation time in hours:minutes                                |  |  |
| LAMP STRIKES:  | ####                   |                     |   |  | Displays current number of lamp strikes                                      |  |  |

| Level 2  | Level 3   | Level 4 | Level 5   | Option/Setting   | Description/Notes  |  |
|--|---|---------|-----------|--|--|--|
|  |   |         |           |  | scrolls between values<br>selects  |  |
| LAMP HR/STRIKE<br>RESET: ###                                     |   |         | NO<br>YES | Default "safe" setting Press Enter for 5 seconds to reset fixture hours to 0 |  |  |
| LAMP OFF LAMP STATUS:  LAMP OFF LAMP ON LAMP STRIKING LAMP ERROR |   |         |           | 1  | Displays current lamp<br>status  |  |
| SOFTWARE<br>VERSION:   | V ##.##.###   |         |           |  | Major.Minor.Build  |  |
| MODULE VERSION MENU  | PAN HW:# SW:# TILT HW:# SW:# FOCUS/FROST/ZOOM HW:# SW:# SLOT 1A HW:# SW:# SLOT 1B HW:# SW:# SLOT 2A HW:# SW:# SLOT 2B HW:# SW:# SLOT 3A HW:# SW:# SLOT 3B HW:# SW:# SLOT 3B HW:# SW:# |         |           |  | Displays the Hardware and Software versions for each logic board in the fixture.  Displays NOT AVAILABLE if a board does not exist in that position. |  |
| DISPLAY ERRORS<br>MENU   | XXXXXXXXXXXXXXXXX   |         |           |  | Scrolls through errors displayed in 2-line,<br>16-character format   |  |
| CHANNELS<br>NEEDED:  | ##  |         |           |  | Displays channel range for current configuration (38 for standard x.SpotXtreme)  |  |
| NEXT DMX<br>CHANNEL:   | ##  |         |           |  | (Current start channel + channels needed+1)  |  |