

ADJ FOCUS SPOT 4Z - DMX TRAITS

Features subject to change without notice

Rotation direction (Clockwise/Counter-Clockwise) and control of effects depends on head orientation and Pan/Tilt settings

MODE / CHANNEL			VALUE	FUNCTION
Basic	Standard	Extended		
1	1	1	000-255	PAN Movement 8-bit Pan Movement by 630/540
	2	2	000-255	PAN Fine 16-bit Fine control Pan movement
2	3	3	000-255	Tilt Movement 8-bit Tilt Movement
	4	4	000-255	Tilt Fine 16-bit Fine control of Tilt movement
3	5	5		Color Wheel
			000-007	White
			008-014	Red
			015-021	Orange
			022-028	Yellow
			029-035	Green
			036-042	Blue
			043-049	Pink
			050-056	Cyan
			057-063	Magenta
			064-127	Color Mixing
			128-189	Color Wheel Clockwise Rotation Fast-Slow
			190-193	Nothing
			194-255	Color Wheel Counter-Clockwise Rotation Slow-Fast
4	6	6		Gobo Wheel
			000-004	Open
			005-019	Gobo 1
			020-034	Gobo 2
			035-049	Gobo 3
			050-064	Gobo 4
			065-079	Gobo 5
			080-094	Gobo 6
			095-109	Gobo 1 Shake Slow-Fast
			110-124	Gobo 2 Shake Slow-Fast
			125-139	Gobo 3 Shake Slow-Fast
			140-154	Gobo 4 Shake Slow-Fast
			155-169	Gobo 5 Shake Slow-Fast
			170-189	Gobo 6 Shake Slow-Fast
			190-221	Gobo Wheel Clockwise Rotation Fast-Slow
			222-223	Nothing
			224-255	Gobo Wheel Counter-Clockwise Slow-Fast
5	7	7		Gobo Rotation
			000-127	Gobo Rotation Indexing
			128-191	Gobo Rotation Clockwise Fast-Slow
			192-255	Gobo Rotation Counter-Clockwise Slow-Fast
6	8	8		Shutter & Strobing
			000-031	Shutter Closed (No Function)
			032-063	Shutter Open
			064-095	Strobing Slow-Fast
			096-127	Shutter Open
			128-159	Pulse Strobing Slow-Fast
			160-191	Shutter Open
			192-223	Random Strobing Slow-Fast
7	9	9		Master Dimmer
			000-255	Intensity 0 to 100%
		10	000-255	Dimmer Fine 16-bit

ADJ FOCUS SPOT 4Z - DMX TRAITS

Features subject to change without notice

Rotation direction (Clockwise/Counter-Clockwise) and control of effects depends on head orientation and Pan/Tilt settings

MODE / CHANNEL			VALUE	FUNCTION
Basic	Standard	Extended		
8	10	11		Prism 1
			000-031	Open
			032-255	6 Facet Circular Prism
9	11	12		Prism 1 Indexing & Rotation
			000-127	Prism 1 Indexing
			128-189	Clockwise Rotation Fast-Slow
			190-193	No Rotation
			194-255	Counter-Clockwise Rotation Slow-Fast
		13	000-255	Prism 1 Indexing Fine 16-bit
10	12	14		Prism 2
			000-031	Open
			032-063	5 Facet Linear Prism
11	13	15		Prism 2 Indexing & Rotation
			000-127	Prism 2 Indexing
			128-189	Clockwise Rotation Fast-Slow
			190-193	No Rotation
			194-255	Counter-Clockwise Rotation Slow-Fast
		16	000-255	Prism 2 Indexing Fine 16-bit
12	14	17	000-255	Focus Continuous adjustment from far to near
13	15	18	000-255	Zoom (beam angle Narrow to Wide)
		19	000-255	Zoom Fine 16-bit
14	16	20		Dim Curves
			000-020	Standard
			021-040	Stage
			041-060	TV
			061-080	Architectural
			081-100	Theatre
			101-120	Stage 2
			121-255	Default Unit Setting
15	17	21	000-255	Pan/Tilt Speed Max. to min. speed
16	18	22		Function, reset, internal programs
			000-009	No Function
			010-019	Blackout with Pan/Tilt Movement
			020-029	Blackout with Color Wheel Movement
			030-039	Blackout with Gobo Wheel Movement
			040-059	Color and Gobo Motor Reset
			060-069	Prism Motor Reset
			070-079	Pan & Tilt Motor Reset
			080-089	Focus Motor Reset
			090-099	All Motors Reset
			100-119	Internal Program 1 (Scene 1~8 of EEPROM)
			120-139	Internal Program 2 (Scene 9~16 of EEPROM)
			140-159	Internal Program 3 (Scene 17~24 of EEPROM)
			160-179	Internal Program 4 (Scene 25~32 of EEPROM)
			180-199	Internal Program 5 (Scene 33~40 of EEPROM)
			200-219	Internal Program 6 (Scene 41~48 of EEPROM)
			220-239	Internal Program 7 (Scene 49~56 of EEPROM)
			240-255	No Function