Axcor Profile 900

DMX Channels

07/2019

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STROBE	STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION DISC ROTATION
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	FROST 2	FROST 2
39	-	PAN-TILT TIME
40	-	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME

CHANNEL	CHANNEL MODE	
	EXTENDED	VECTOR EXTENDED
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STROBE	STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION DISC ROTATION
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	FROST 2	FROST 2
39	FUNCTION 2	PAN-TILT TIME
40	FREQUENCY	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME
43	-	FUNCTION 2
44	-	FREQUENCY

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		**CYAN**
		0 - 255	Linear Cyan movement
2	2		**MAGENTA**
		0 - 255	Linear Magenta movement
3	3		**YELLOW**
		0 - 255	Linear Yellow movement
4	4		**CTO**
		0 - 255	Linear CTO movement
5	5		**COLOR WHEEL**
		0	Empty position
		9	Empty + Dark Red
		18	Dark Red
		27	Dark Red + Blue Brilliant 485
		36	Blue Brilliant 485
		45	Blue Brilliant 485 + Green 5054
		54	Green 5054
		63	Green 5054 + HMG4
		72	Half Minus Green HMG4
		82	HMG4 + Gold Amber 555
		91	Gold Amber 555
		100	Gold Amber + Navy Blue 440
		108	Navy Blue 440
		118	Navy Blue 440 + Empty position
		128 - 255	Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast
6	6		**STROBE**
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow to fast
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
		252 - 255	Light ON
7	7		**DIMMER**
		0 - 255	Light output linearly increase from no-light to maximum brightness
8	8		**DIMMER FINE**
		0 - 255	Fine Dimmer positioning
9	9		**IRIS**
		0 - 131	Iris linearly open from minimum to maximum aperture
		132 - 171	Iris pulsation from slow to fast speed
		172 - 211	Iris pulsation from slow to fast speed with fast opening
		212 - 251	Iris pulsation from slow to fast speed with fast closing
		252 - 255	Maximum aperture

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		**ANIMATION DISC INSERTION**
		0	Animation Disc out
		1 - 255	Animation Disc Linear Insertion
11	11		**ANIMATION DISC ROTATION**
		0-124	Continuous animation disc CW rotation at linearly variable speed from fast to slow
		125-130	Stop rotation
		131-255	Continuous animation disc CCW rotation at linearly variable speed from slow to fast
12	12		**ROTATING GOBO CHANGE**
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD003/001 (Small Dots)
		38 - 55	Gobo 2 - GOD003/002 (Plumens)
		56 - 74	Gobo 3 - GOD003/013 (Clouds V2)
		75 - 92	Gobo 4 - GOD003/004 (Thin Shafts)
		93 - 111	Gobo 5 - GOD003/005 (Oak Three)
		112 - 129	Gobo 6 - GOD003/014 (Water Lines)
		130 - 150	Gobo 1 shakes at variable speed from slow to fast
		151 - 171	Gobo 2 shakes at variable speed from slow to fast
		172 - 192	Gobo 3 shakes at variable speed from slow to fast
		193 - 213	Gobo 4 shakes at variable speed from slow to fast
		214 - 234	Gobo 5 shakes at variable speed from slow to fast
		235 - 255	Gobo 6 shakes at variable speed from slow to fast
13	13		**GOBO ROTATION**
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 105	Gobo indexing: 360° to 450° range
		105 - 127	Gobo indexing: 450° to 540° range
		128 - 190	Continuous CW gobo rotation at linearly variable speed from fast to slow
		191 - 192	Stop rotation
		193 - 255	Continuous CCW gobo rotation at linearly variable speed from slow to fast

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		**FINE GOBO ROTATION**
		0 - 255	Fine CCW Gobo Indexing
15	15		**PRISM INSERTION**
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam
16	16		**PRISMS ROTATION**
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous CCW prism rotation at linearly variable speed from fast to slow
		191 - 192	Stop rotation
		193 - 255	Continuous CW prism rotation at linearly variable speed from slow to fast
17	17		**FROST 1**
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
18	18		**BLADE UP 1**
		0 - 255	Blade moves linearly into the light beam
19	19		**BLADE UP 2**
		0 - 255	Blade moves linearly into the light beam
20	20		**BLADE DOWN 1**
		0 - 255	Blade moves linearly into the light beam
21	21		**BLADE DOWN 2**
		0 - 255	Blade moves linearly into the light beam
22	22		**BLADE RIGHT 1**
		0 - 255	Blade moves linearly into the light beam
23	23		**BLADE RIGHT 2**
		0 - 255	Blade moves linearly into the light beam
24	24		**BLADE LEFT 1**
		0 - 255	Blade moves linearly into the light beam
25	25		**BLADE LEFT 2**
		0 - 255	Blade moves linearly into the light beam
26	26		**FRAME ROTATION**
		0 - 255	Frame CCW linearly rotate
27	27		**FOCUS**
		0 - 255	Focus moves linearly from far to near position
28	28		**FOCUS FINE**
		0 - 255	Fine Focus positioning
29	29		**ZOOM**
		0 - 255	Zoom linearly moves from narrow to wide beam

Channel Mode		DMX Value	Function
Standard	Vector		
30	30		**AUTOFOCUS DISTANCE**
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
31	31		**AUTOFOCUS ADJUSTMENT**
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
32	32		**PAN**
		0 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
33	33		**PAN FINE**
		0 - 255	Fine Pan positioning
34	34		**TILT**
		0 - 255	Tilt CCW movement/positioning from 0° to 268° (default setting)
35	35		**TILT FINE**
		0 - 255	Fine Tilt positioning
36	36		**FUNCTION**
		0 - 11	Unused range
		12 - 24	Fast Pan/Tilt speed
		25 - 37	Normal Pan/Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Standard Dimmer curve
		63 - 75	CMY shortcut ON
		76 - 88	CMY shortcut OFF
		89 - 101	Slow blades speed
		102 - 113	Fast blades speed
		114 - 126	Fast rotating Gobos change
		127 - 139	Normal rotating Gobos change
		140 - 152	Quadratic Dimmer curve
		153 - 164	Output led power 400W
		165 - 177	Output led power 600W
		178 - 190	Output led power 900W
		191 - 203	Led fans full
		204 - 215	Led fans silent
		216 - 228	Linear Dimmer Curve
		229 - 231	Option – Display On/Off reversal
		232 - 255	Free
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds
37	37		**RESET**
		0 - 25	Unused range
		26 - 76	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
		128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.

Channel Mode		DMX Value	Function
Standard	Vector		
38	38		**FROST 2**
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
-	39		**PAN-TILT TIME**
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	40		**COLOUR TIME**
		0 - 255	Cyan - Magenta – Yellow – CTO
-	41		**BEAM TIME**
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	42		**ROTATING GOBO TIME**
		0 - 255	Rotating Gobo

Channel Mode		DMX Value	Function			
Extended	Vector Extended					
39	43		**FUNCTION 2**			
		0 - 11	Unused range			
		12	Base Frequency= 4700 Hz			
		13	Base Frequency= 6000 Hz			
		14	Base Frequency= 7300 Hz			
		15	Base Frequency= 8600 Hz			
		16	Base Frequency= 10000 Hz			
		17	Base Frequency= 12000 Hz			
		18	Base Frequency= 15000 Hz			
		19	Base Frequency= 17578 Hz			
		20	Base Frequency= 20000 Hz			
		21	Base Frequency= 22000 Hz			
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds			
40	44	0 - 255	**FREQUENCY**			
		Base Frequency (see Function 2)		**Min Freq. @ 0 bit**	**Frequency @ 128 bit**	**Max Freq. @ 255 bit**
		4700 Hz		4060 Hz	4700 Hz	5335 Hz
		6000 Hz		5360 Hz	6000 Hz	6635 Hz
		7300 Hz		6660 Hz	7300 Hz	7935 Hz
		8600 Hz		7960 Hz	8600 Hz	9235 Hz
		10000 Hz		9360 Hz	10000 Hz	10635 Hz
		12000 Hz		10720 Hz	12000 Hz	13270 Hz
		15000 Hz		13336 Hz	15000 Hz	16651 Hz
		17578 Hz		16682 Hz	17578 Hz	18467 Hz
		20000 Hz		18720 Hz	20000 Hz	21270 Hz
		22000 Hz		21360 Hz	22000 Hz	22635 Hz

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

VECTOR MODE TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	
56	12
57	
58	13
59	
60	14
61	
62	
63	15
64	
65	16
66	
67	
68	17
69	
70	18
71	
72	
73	19
74	
75	20
76	
77	
78	21
79	
80	
81	22
82	
83	23
84	
85	

BIT	Seconds
86	24
87	
88	25
89	
90	
91	26
92	
93	27
94	
95	
96	28
97	
98	29
99	
100	
101	30
102	
103	
104	31
105	
106	32
107	
108	
109	33
110	
111	34
112	
113	
114	35
115	
116	36
117	
118	
119	37
120	
121	38
122	
123	
124	39
125	
126	
127	40
128	

BIT	Seconds
129	41
130	
131	
132	42
133	
134	43
135	
136	
137	44
138	
139	45
140	
141	
142	46
143	
144	47
145	
146	
147	48
148	
149	49
150	
151	
152	50
153	
154	
155	51
156	
157	52
158	
159	
160	53
161	
162	54
163	
164	
165	55
166	
167	56
168	
169	
170	57
171	

BIT	Seconds
172	58
173	
174	
175	59
176	
177	
178	60
179	
180	65
181	
182	
183	70
184	
185	75
186	
187	
188	80
189	
190	85
191	
192	
193	90
194	
195	95
196	
197	
198	100
199	
200	110
201	
202	
203	120
204	
205	
206	130
207	
208	140
209	
210	
211	150
212	
213	160
214	
215	

BIT	Seconds
216	170
217	
218	180
219	
220	
221	190
222	
223	200
224	
225	
226	210
227	
228	
229	220
230	
231	230
232	
233	
234	240
235	
236	250
237	
238	
239	260
240	
241	270
242	
243	
244	280
245	
246	290
247	
248	
249	300
250	
251	310
252	
253	
254	
255	Follow cue Data