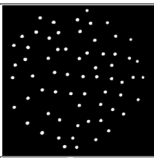

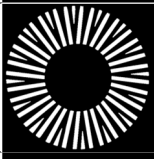
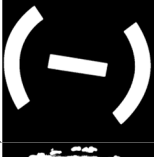

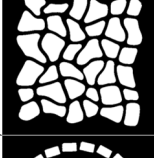
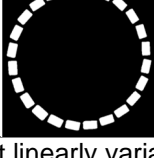


DMX LIST

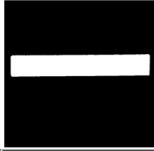





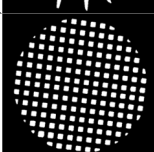
Number of parameter	Function
1	CYAN
2	MAGENTA
3	YELLOW
4	CTO
5	COLOR WHEEL
6	STROBE
7	DIMMER
8	DIMMER FINE
9	IRIS
10	ROTATING GOBO 1 CHANGE
11	GOBO 1 ROTATION
12	GOBO 1 ROTATION FINE
13	ROTATING GOBO 2 CHANGE
14	GOBO 2 ROTATION
15	GOBO 2 ROTATION FINE
16	PRISM INSERTION
17	PRISM ROTATION
18	ANIMATION DISC INSERTION
19	ANIMATION DISC ROTATION
20	FROST
21	FOCUS
22	ZOOM
23	PAN
24	PAN FINE
25	TILT
26	TILT FINE
27	RESET
28	FUNCTION

Number of parameter	DMX Value	Function
1	000 - 255	CYAN
		Linear Cyan colour movement from white to full (Color Mixing → CMY) Linear Cyan colour movement full to white (Color Mixing → RGB)
2	000 - 255	MAGENTA
		Linear Magenta colour movement from white to full (Color Mixing → CMY) Linear Magenta colour movement from full to white (Color Mixing → RGB)
3	000 - 255	YELLOW
		Linear Yellow colour movement from white to full (Color Mixing → CMY) Linear Yellow colour movement from full to white (Color Mixing → RGB)
4	000 - 255	CTO Linear CTO movement
5		COLOR WHEEL
	000 - 009	Empty position
	010 - 018	Empty + Dark Red
	019 - 027	Dark Red
	028 - 036	Dark Red + Brilliant Blue
	037 - 045	Brilliant Blue
	046 - 054	Brilliant Blue + Green
	055 - 063	Green
	064 - 072	Green + Half Minus Green
	073 - 081	Half Minus Green
	082 - 090	Half Minus Green + Light Orange
	091 - 099	Light Orange
	100 - 108	Light Orange + Navy Blue
	109 - 117	Navy Blue
118 - 127	Navy Blue + Empty position	
128 - 255	Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast	
6		STROBE
	000 - 003	Light OFF
	004 - 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	000 - 255	DIMMER Light output linearly increase from no-light to maximum output
8	000 - 255	DIMMER FINE Fine Dimmer control
9		IRIS
	000 - 127	Iris linearly open from minimum to maximum aperture
	128 - 131	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	

Number of parameter	DMX Value	Function	
10		ROTATING GOBO 1 CHANGE	
	000 - 008	Empty position	
	009 - 017	Gobo position 1	
	018 - 026	Gobo position 2	
	027 - 035	Gobo position 3	
	036 - 044	Gobo position 4	
	045 - 053	Gobo position 5	
	054 - 062	Gobo position 6	
	063 - 071	Gobo position 7	
	072 - 113	Continuous CW gobo wheel rotation at linearly variable speed from fast to slow	
	114 - 117	Stop rotation	
	118 - 159	Continuous CCW gobo wheel rotation at linearly variable speed from slow to fast	
	160 - 173	Gobo 1 shakes at variable speed from slow to fast	
	174 - 187	Gobo 2 shakes at variable speed from slow to fast	
	188 - 200	Gobo 3 shakes at variable speed from slow to fast	
	201 - 214	Gobo 4 shakes at variable speed from slow to fast	
	215 - 227	Gobo 5 shakes at variable speed from slow to fast	
228 - 241	Gobo 6 shakes at variable speed from slow to fast		
242 - 255	Gobo 7 shakes at variable speed from slow to fast		

Axcor Spot 400 DMX Chart

Number of parameter	DMX Value	Function
11		GOBO 1 ROTATION
	000 - 021	Gobo indexing: 0° to 90° range
	021 - 042	Gobo indexing: 90° to 180° range
	042 - 063	Gobo indexing: 180° to 270° range
	063 - 084	Gobo indexing: 270° to 360° range
	084 - 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
12		FINE GOBO 1 ROTATION
	000 - 255	Fine CW Gobo Indexing

Number of parameter	DMX Value	Function	
13		ROTATING GOBO 2 CHANGE	
	000 - 008	Empty position	
	009 - 017	Gobo position 1	
	018 - 026	Gobo position 2	
	027 - 035	Gobo position 3	
	036 - 044	Gobo position 4	
	045 - 053	Gobo position 5	
	054 - 062	Gobo position 6	
	063 - 071	Gobo position 7	
	072 - 113	Continuous CCW gobo wheel rotation at linearly variable speed from fast to slow	
	114 - 117	Stop rotation	
	118 - 159	Continuous CW gobo wheel rotation at linearly variable speed from slow to fast	
	160 - 173	Gobo 1 shakes at variable speed from slow to fast	
	174 - 187	Gobo 2 shakes at variable speed from slow to fast	
	188 - 200	Gobo 3 shakes at variable speed from slow to fast	
201 - 214	Gobo 4 shakes at variable speed from slow to fast		
215 - 227	Gobo 5 shakes at variable speed from slow to fast		
228 - 241	Gobo 6 shakes at variable speed from slow to fast		
242 - 255	Gobo 7 shakes at variable speed from slow to fast		

Number of parameter	DMX Value	Function
14		GOBO 2 ROTATION
	000 - 021	Gobo indexing: 0° to 90° range
	021 - 042	Gobo indexing: 90° to 180° range
	042 - 063	Gobo indexing: 180° to 270° range
	063 - 084	Gobo indexing: 270° to 360° range
	084 - 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	
15		FINE GOBO 2 ROTATION
	000 - 255	Fine CW Gobo Indexing
16		PRISM INSERTION
	000 - 127	Prism Excluded
	128 - 255	4 facet Prism inserted
17		PRISM ROTATION
	000 - 021	Prism indexing: 0° to 90° range
	021 - 042	Prism indexing: 90° to 180° range
	042 - 063	Prism indexing: 180° to 270° range
	063 - 084	Prism indexing: 270° to 360° range
	084 - 105	Prism indexing: 360° to 450° range
	105 - 127	Prism indexing: 450° to 540° range
	128 - 190	Continuous CW prism rotation at linearly variable speed from fast to slow
	191 - 192	Stop rotation
193 - 255	Continuous CCW prism rotation at linearly variable speed from slow to fast	
18		ANIMATION DISC INSERTION
	000 - 007	Animation Disc Out
	008 - 255	Animation Disc Linear Insertion
19		ANIMATION DISC ROTATION
	000 - 127	Continuous animation disc CW rotation at linearly variable speed from fast to slow
	128 - 132	Stop rotation
	133 - 255	Continuous animation disc CCW rotation at linearly variable speed from slow to fast
20		FROST
	000 - 255	Frost Linear Insertion
21		FOCUS
	000 - 255	Focus moves linearly from distant to near position
22		ZOOM
	000 - 255	Zoom linearly moves from wide to narrow beam

Axcor Spot 400 DMX Chart

Channel	DMX Value	Function
23		PAN
	000 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
24		PAN FINE
	000 - 255	Fine CCW Pan positioning
25		TILT
	000 - 255	Tilt CW movement/positioning from 0° to 270° (default setting)
26		TILT FINE
	000 - 255	Fine CW Tilt positioning
27		RESET
	000 - 025	Unused range
	026 - 076	Effects Reset Effects Reset sequence is activated staying in this range for 5 seconds
	077 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence is activated staying in this range for 5 seconds.
	128 - 255	Complete Reset All-effects Reset is activated staying in this range for 5 seconds.
28		FUNCTION
	000 – 010	Unused range
	011 – 020	Led Frequency 600Hz
	021 – 030	Led Frequency 1200Hz
	031 – 040	Led Frequency 2000Hz
	041 – 050	Led Frequency 4000Hz
	051 – 060	Led Frequency 8000Hz
	061 – 070	Led Frequency 16000Hz
	071 – 080	Led Frequency 25000Hz
	081 – 090	Fan Mode Auto
	091 – 095	Fan Mode SLN
	096 – 100	Fan Mode Theatre
	101 – 110	Fan Mode Constant
	111 – 120	Pan/Tilt Slow speed
	121 – 130	Pan/Tilt Medium speed
	131 – 140	Pan/Tilt Fast speed
	141 – 150	CMY Normal Speed
151 – 160	CMY Fast Speed	
	161 – 255	Free
		IMPORTANT: The functions are activated/selected staying in the necessary range for 3 seconds

IMPORTANT NOTE

To preserve the LED engine, is recommended to set the Dimmer channel @ 0bit a few minutes before turning off the fixture.

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