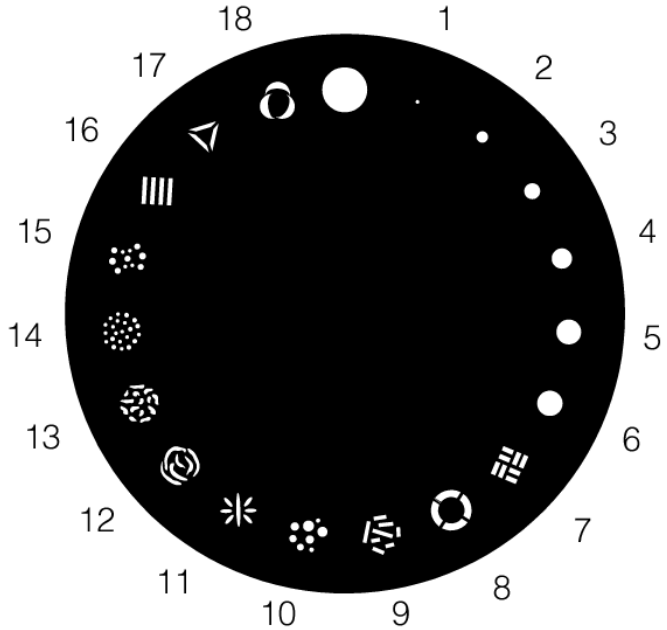









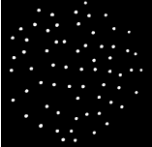
N°	CHANNEL
1	CYAN
2	MAGENTA
3	YELLOW
4	COLOUR WHEEL 1
5	COLOUR WHEEL 2
6	COLOUR WHEEL 3
7	STOPPER / STROBE
8	DIMMER
9	DIMMER FINE
10	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT
14	GOBO ROTATION
15	GOBO ROTATION FINE
16	4 FACET PRISMS INSERTION
17	PRISMS ROTATION
18	8 FACET PRISMS INSERTION
19	PRISMS ROTATION
20	FROST
21	ZOOM
22	FOCUS
23	FOCUS FINE
24	BEAM MODE
25	PAN
26	PAN FINE
27	TILT
28	TILT FINE
29	FUNCTION
30	RESET
31	LAMP CONTROL

Channel	DMX Value	Function
1		CYAN
	000 - 255	Linear Cyan movement
2		MAGENTA
	000 - 255	Linear Magenta movement
3		YELLOW
	000 - 255	Linear Yellow movement
4		COLOUR WHEEL 1
	000 - 023	Empty position
	024 - 046	Empty + UV filter
	047 - 069	UV filter
	070 - 092	UV filter + Lavender
	093 - 115	Lavender
	116 - 139	Lavender + CT0 3200K
	140 - 162	CT0 3200K
	163 - 185	CT0 3200K + CT0 2500K
	186 - 208	CT0 2500K
	209 - 231	CT0 2500K + Blue Wood
232 - 255	Blue Wood	
5		COLOUR WHEEL 2
	000 - 023	Empty position
	024 - 046	Empty + Dark Green
	047 - 069	Dark Green
	070 - 092	Dark Green + CTB
	093 - 115	CTB
	116 - 139	CTB + Dark Blue
	140 - 162	Dark Blue
	163 - 185	Dark Blue + H.M. Green
	186 - 208	H.M. Green
	209 - 231	H.M. Green + Dark Red
232 - 255	Dark Red	

Channel	DMX Value	Function
6		COLOUR WHEEL 3
	000 - 023	Empty position
	024 - 046	Empty + Light Green
	047 - 069	Light Green
	070 - 092	Light Green + Pink
	093 - 115	Pink
	116 - 139	Pink + Aquamarine
	140 - 162	Aquamarine
	163 - 185	Aquamarine + Dark Orange
	186 - 208	Dark Orange
	209 - 231	Dark Orange + Light Orange
232 - 255	Light Orange	
7		STOPPER / STROBE
	000 - 003	Light OFF
	004 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 flashes/sec)
	104 - 107	Light ON
	108 - 207	Pulsation at linearly variable speed from slow (0.5 flash/sec) to fast (12 flashes/sec)
	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	
8		DIMMER
	000 - 255	Light output linearly increase from no-light to maximum brightness
9		DIMMER FINE
	000 - 255	Fine Dimmer positioning

Channel	DMX Value	Function
10		STATIC GOBO CHANGE
	000 - 003	Empty position
	004 - 007	Gobo 1
	008 - 011	Gobo 2
	012 - 014	Gobo 3
	015 - 018	Gobo 4
	019 - 022	Gobo 5
	023 - 026	Gobo 6
	027 - 029	Gobo 7
	030 - 033	Gobo 8
	034 - 037	Gobo 9
	038 - 041	Gobo 10
	042 - 044	Gobo 11
	045 - 048	Gobo 12
	049 - 052	Gobo 13
	053 - 056	Gobo 14
	057 - 059	Gobo 15
	060 - 063	Gobo 16
	064 - 067	Gobo 17
	068 - 071	Gobo 18
	072 - 113	Continuous gobo wheel CCW rotation at linearly variable speed from fast to slow
	114 - 117	Stop rotation
	118 - 159	Continuous gobo wheel CW rotation at linearly variable speed from slow to fast
	160 - 165	Gobo 1 shakes at variable speed from slow to fast
	166 - 170	Gobo 2 shakes at variable speed from slow to fast
	171 - 175	Gobo 3 shakes at variable speed from slow to fast
	176 - 181	Gobo 4 shakes ...
	182 - 186	Gobo 5 shakes ...
	187 - 191	Gobo 6 shakes ...
	192 - 196	Gobo 7 shakes ...
	197 - 202	Gobo 8 shakes ...
	203 - 207	Gobo 9 shakes ...
208 - 212	Gobo 10 shakes ...	
213 - 218	Gobo 11 shakes ...	
219 - 223	Gobo 12 shakes ...	
224 - 228	Gobo 13 shakes ...	
229 - 233	Gobo 14 shakes ...	
234 - 239	Gobo 15 shakes ...	
240 - 244	Gobo 16 shakes ...	
245 - 249	Gobo 17 shakes ...	
250 - 255	Gobo 18 shakes ...	
11		ANIMATION DISK INSERTION
	000 - 255	Linear Animation Disk Insertion
12		ANIMATION DISK ROTATION
	000 - 004	Stop rotation
	005 - 127	Continuous animation disc CCW rotation at linearly variable speed from slow to fast
	128 - 132	Stop rotation
133 - 255	Continuous animation disc CW rotation at linearly variable speed from slow to fast	



Channel	DMX Value	Function	
13		ROTATING GOBO SELECT	
	000 - 007	Empty position	
	008 - 015	Gobo 1	
	016 - 023	Gobo 2	
	024 - 031	Gobo 3	
	032 - 039	Gobo 4	
	040 - 047	Gobo 5	
	048 - 055	Gobo 6	
	056 - 063	Gobo 7	
	064 - 071	Gobo 8	
	072 - 113	Continuous Gobo wheel CCW rotation at linearly variable speed from fast to slow	
	114 - 117	Stop rotation	
	118 - 159	Continuous Gobo wheel CW rotation at linearly variable speed from slow to fast	
	160 - 171	Gobo 1 shakes at variable speed from slow to fast	
	172 - 183	Gobo 2 shakes at variable speed from slow to fast	
	184 - 195	Gobo 3 shakes at variable speed from slow to fast	
	196 - 207	Gobo 4 shakes at variable speed from slow to fast	
	208 - 219	Gobo 5 shakes at variable speed from slow to fast	
220 - 231	Gobo 6 shakes at variable speed from slow to fast		
232 - 243	Gobo 7 shakes at variable speed from slow to fast		
244 - 255	Gobo 8 shakes at variable speed from slow to fast		

Channel	DMX Value	Function
14		GOBO ROTATION
	000 - 021	Gobo indexing CW: 0° to 90° range
	021 - 042	Gobo indexing CW: 90° to 180° range
	042 - 063	Gobo indexing CW: 180° to 270° range
	063 - 084	Gobo indexing CW: 270° to 360° range
	084 - 105	Gobo indexing CW: 360° to 450° range
	105 - 127	Gobo indexing CW: 450° to 540° range
	128 - 190	Continuous gobo rotation CW at linearly variable speed from fast to slow
191 - 192	Stop rotation	
193 - 255	Continuous gobo rotation CCW at linearly variable speed from slow to fast	
15		GOBO ROTATION FINE
	000 - 255	Fine Gobo Indexing CW
16		4 FACET PRISM INSERTION
	000 - 127	Prism out
	128 - 255	4-facet Prism into the light beam
17		4 FACET PRISM ROTATION
	000 - 021	Prism indexing CW: 0° to 90° range
	021 - 042	Prism indexing CW: 90° to 180° range
	042 - 063	Prism indexing CW: 180° to 270° range
	063 - 084	Prism indexing CW: 270° to 360° range
	084 - 105	Prism indexing CW: 360° to 450° range
	105 - 127	Prism indexing CW: 450° to 540° range
	128 - 190	Continuous prism rotation CW at linearly variable speed from fast to slow
191 - 192	Stop rotation	
193 - 255	Continuous prism rotation CCW at linearly variable speed from slow to fast	
18		8 FACET PRISM INSERTION
	000 - 127	Prism out
	128 - 255	8-facet Prism into the light beam
19		8 FACET PRISM ROTATION
	000 - 021	Prism indexing CW: 0° to 90° range
	021 - 042	Prism indexing CW: 90° to 180° range
	042 - 063	Prism indexing CW: 180° to 270° range
	063 - 084	Prism indexing CW: 270° to 360° range
	084 - 105	Prism indexing CW: 360° to 450° range
	105 - 127	Prism indexing CW: 450° to 540° range
	128 - 190	Continuous prism rotation CW at linearly variable speed from fast to slow
191 - 192	Stop rotation	
193 - 255	Continuous prism rotation CCW at linearly variable speed from slow to fast	
20		FROST
	000 - 255	Frost blades moves linearly from no-diffusion to maximum diffusion

Channel	DMX Value	Function
21		ZOOM
	000 - 255	Zoom linearly moves from narrow to wide beam
22		FOCUS
	000 - 255	Focus moves linearly from far to near position
23		FOCUS FINE
	000 - 255	Fine Focus positioning
24		BEAM MODE
	000 - 127	Spot mode
	128 - 255	Beam mode
25		PAN
	000 - 255	Pan movement/positioning CCW
26		PAN FINE
	000 - 255	Fine Pan positioning CCW
27		TILT
	000 - 255	Tilt movement/positioning CW
28		TILT FINE
	000 - 255	Fine Tilt positioning
29		FUNCTION
	000 - 110	Free
	111 - 120	Standard CMY speed
	121 - 130	Fast CMY speed
	131 - 140	Dimmer Curve 1
	141 - 150	Dimmer Curve 2
	151 - 255	Free
		The functions are activated/selected staying in the necessary range for 3 seconds
30		RESET
	000 - 025	Free
	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 staying in this range for 5 seconds
128 - 255	Complete Reset All-effects Reset sequence staying in this range for 5 seconds	
31		LAMP CONTROL
	000 - 025	Free
	026 - 100	Lamp OFF Lamp switch-off staying in this range for 3 seconds
101 - 255	Lamp ON Lamp switch-on staying in this range for 3 seconds SHARPY PLUS is not provided with hot re-strike igniter After switching-off the lamp wait at least 2 minutes before switching-on it again	

IMPORTANT

After switching-off the lamp wait at least 2 minutes before switching-on it again

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

Remember to "Switch-Off" the bulb, before to "Switch-Off" the fixture.