XR 1700 FRAMING DMX CHART

PR-2887

Short Mode	Standard Mode	Extended Mode	Function	Decimal Low	Decimal High
1	1	1	**Strobe**		
			Close (lamp switches to 1200W mode after shutter is closed for 5 seconds)	0	10
			Open	11	25
			Strobe speed from slow to fast	26	225
			Random strobe speed slow to fast	226	246
			Open	247	255
2	2	2	**Dimmer**		
			Close	0	0
			Dimmer from dark to light (0-100%)	1	255
	3	3	**Dimmer Fine**		
			Dimmer in 16 bit precision	0	255
			CYM Macro		
			The following functions can be used after CMY,CTO, Color Wheel 1 and Color Wheel2 channels are disabled		
			No Function	0	7
			Colour Macro 1	8	9
			Colour Macro 2	10	11
			Colour Macro 3	12	13
			Colour Macro 4	14	15
			Colour Macro 5	16	17
			Colour Macro 6	18	19
			Colour Macro 7	20	21
			Colour Macro 8	22	23
			Colour Macro 9	24	25
			Colour Macro 10	26	27
			Colour Macro 11	28	29
			Colour Macro 12	30	31
			Colour Macro 13	32	33
			Colour Macro 14	34	35
			Colour Macro 15	36	37
			Colour Macro 16	38	39
			Colour Macro 17	40	41
			Colour Macro 18	42	43
			Colour Macro 19	44	45
			Colour Macro 20	46	47
			Colour Macro 21	48	49
			Colour Macro 22	50	51
			Colour Macro 23	52	53
			Colour Macro 24	54	55
			Colour Macro 25	56	57
			Colour Macro 26	58	59

			Colour Macro 27	60	61
			Colour Macro 28	62	63
			Colour Macro 29	64	65
			Colour Macro 30	66	67
			LEE colour swatches LEE		
			LEE 4 (Medium Bastard Amber)	68	69
			LEE 10 (Medium Yellow)	70	71
			LEE 19 (Fire)	72	73
			LEE 26 (Bright Red)	74	75
			LEE 58 (Lavender)	76	77
			LEE 68 (Sky Blue)	78	79
			LEE 71 (Tokyo Blue)	80	81
			LEE 79 (Just Blue)	82	83
			LEE 88 (Lime Green)	84	85
			LEE 90 (Dark Yellow Green)	86	87
			LEE 100 (Spring Yellow)	88	89
			LEE 101 (Yellow)	90	91
			LEE 102 (Light Amber)	92	93
			LEE 103 (Straw)	94	95
3	4	4	Lee 104 (Deep Amber)	96	97
			LEE 105 (Orange)	98	99
			LEE 106 (Primary Red)	100	101
			LEE 111 (Dark Pink)	102	103
			LEE 115 (Peacock Blue)	104	105
			LEE 116 (Medium Blue-Green)	106	107
			LEE 117 (Steel Blue)	108	109
			LEE 118 (Light Blue)	110	111
			LEE 119 (Dark Blue)	112	113
			LEE 120 (Deep Blue)	114	115
			LEE 121 (LEE Green)	116	117
			LEE 128 (Bright Pink)	118	119
			LEE 131 (Marine Blue)	120	121
			LEE 132 (Medium Blue)	122	123
			LEE 134 (Golden Amber)	124	125
			LEE 135 (Deep Golden Amber)	126	127
			LEE 136 (Pale Lavender)	128	129
			LEE 137 (Special Lavender)	130	131
			LEE 138 (Pale Green)	132	133
			LEE 139 (Primary Green)	134	135
			LEE 141 (Bright Blue)	136	137
			LEE 147 (Apricot)	138	139
			LEE 148 (Bright Rose)	140	141
			LEE 152 (Pale Gold)	142	143
			LEE 154 (Pale Rose)	144	145
			LEE 157 (Pink)	146	147
			LEE 158 (Deep Orange)	148	149
			LEE 162 (Bastard Amber)	150	151
			LEE 164 (Flame Red)	152	153
			LEE 165 (Daylight Blue)	154	155
			LEE 169 (Lilac Tint)	156	157
			LEE 170 (Deep Lavender)	158	159
			LEE 172 (Lagoon Blue)	160	161
			LEE 179 (Chrome Orange)	162	163

			LEE 180 (Dark Lavender)	164	165
			LEE 181 (Congo Blue)	166	167
			LEE 197 (Alice Blue)	168	169
			LEE 201 (Full C.T. Blue)	170	171
			LEE 202 (Half C.T. Blue)	172	173
			LEE 203 (Quarter C.T. Blue)	174	175
			LEE 204 (Full C.T. Orange)	176	177
			LEE 205 (Half C.T. Orange)	178	179
			LEE 206 (Quarter C.T. Orange)	180	181
			LEE 247 (LEE Minus Green)	182	183
			LEE 248 (Half Minus Green)	184	185
			LEE 281 (Three Quarter C.T. Blue)	186	187
			LEE 285 (Three Quarter C.T. Orange)	188	189
			LEE 352 (Glacier Blue)	190	191
			LEE 353 (Lighter Blue)	192	193
			LEE 715 (Cabana Blue)	194	195
			LEE 778 (Millennium Gold)	196	197
			LEE 793 (Vanity Fair)	198	199
			CMY colour mixing from slow to fast	200	255
4	5	5	**Cyan**		
			Cyan (Linear 0-100%)	0	255
		6	**Cyan Fine**		
			Cyan in 16 Bit precision	0	255
5	6	7	**Yellow**		
			Yellow (Linear 0-100%)	0	255
		8	**Yellow Fine**		
			Yellow in 16 Bit precision	0	255
6	7	9	**Magenta**		
			Magenta (Linear 0-100%)	0	255
		10	**Magenta Fine**		
			Magenta in 16 Bit precision	0	255
7	8	11	**CTO**		
			Linear adjust from high to low	0	255
		12	**CTO Fine**		
			CTO in 16 Bit precision	0	255
8	9	13	**Colour Wheel 1**		
			Continual positioning		
			Index 0-360°	0	63
			Positioning		
			White	64	67
			White/colour 1(Red)	68	71
			Colour 1(Red)	72	75
			Colour 1(Red)/colour 2(Yellow)	76	79
			Colour 2(Yellow)	80	83
			Colour 2(Yellow)/colour 3(Blue)	84	87
			Colour 3(Blue)	88	91
			Colour 3(Blue)/colour 4(Green)	92	95
			Colour 4(Green)	96	99
			Colour 4(Green)/colour 5(Pink)	100	103
			Colour 5(Pink)	104	107
			Colour 5(Pink)/colour 6(Orange)	108	111
			Colour 6(Orange)	112	115
			Colour 6(Orange)/ Colour 7(UV)	116	119

			Colour 7(UV)	120	123
			Colour 7(UV)/white	124	127
			Rainbow clockwise rotation speed from slow to fast	128	191
			Rainbow anticlockwise rotation speed from slow to	192	255
	10	14	**Colour Wheel 1 Fine**		
			Colour Continual positioning in 16 Bit precision	0	255
9	11	15	Iris		
			Linear Iris from small to big 0-100%	0	255
		16	Iris in 16 bit		
			Iris in 16 bit precision	0	255
10	12	17	Iris Macro	0	10
			Iris Macro disabled	11	74
			Iris Macro1: from big to small with speed from slow to fast	75	138
			Iris Macro2: from small to big with speed from slow to fast	139	202
			Iris Macro3: Iris contracts from slow to fast	203	210
			Iris Macro4: (Macro1 at random) with speed from slow to fast	211	218
			Iris Macro5: (Macro2 at random) with speed from slow to fast	219	226
			Iris Macro6: (Macro3 at random) with speed from slow to fast	227	255
11	13	18	**Rotating gobo wheel 1**		
			White	0	31
			Gobo1	32	47
			Gobo2	48	63
			Gobo3	64	79
			Gobo4	80	95
			Gobo5	96	111
			Gobo6	112	127
			Clockwise rotation from slow to fast	128	143
			Anti-clockwise rotation from slow to fast	144	159
			Gobo1 shake from slow to fast	160	175
			Gobo2 shake from slow to fast	176	191
			Gobo3 shake from slow to fast	192	207
			Gobo4 shake from slow to fast	208	223
			Gobo5 shake from slow to fast	224	239
			Gobo6 shake from slow to fast	240	255
12	14	19	**Rotating gobo wheel 1 rotation**		
			Indexing 0-360°	0	127
			Stop	128	128
			Clockwise rotation from slow to fast	129	188

			Stop	189	195
			Anti-clockwise rotation from slow to fast	196	255
	15	20	Rotating gobo wheel 1 rotation in 16 bit		
			Rotating gobo wheel 1 fine rotation	0	255
13	16	21	**Rotating gobo wheel 2**		
			White	0	31
			Gobo1	32	47
			Gobo2	48	63
			Gobo3	64	79
			Gobo4	80	95
			Gobo5	96	111
			Gobo6	112	127
			Clockwise rotation from slow to fast	128	143
			Anti-clockwise rotation from slow to fast	144	159
			Gobo1 shake from slow to fast	160	175
			Gobo2 shake from slow to fast	176	191
14	17	22	**Rotating gobo wheel 2 rotation**		
			Indexing 0-360°	0	127
			Stop	128	128
			Clockwise rotation from slow to fast	129	188
			Stop	189	195
			Anti-clockwise rotation from slow to fast	196	255
	18	23	Rotating gobo wheel 2 rotation in 16 bit		
			Rotating gobo wheel 1 fine rotation	0	255
15	19	24	Framing blade 1 left		
			Framing blade 1 left linearly closing from big to	0	255
		25	Framing blade 1 left in 16 bit		
			Framing blade 1 left fine adjustment	0	255
16	20	26	Framing blade 1 right		
			Framing blade 1 right linearly closing from big to	0	255
		27	Framing blade 1 right in 16 bit		
			Framing blade 1 right fine adjustment	0	255
17	21	28	Framing blade 2 left		
			Framing blade 2 left linearly closing from big to	0	255
		29	Framing blade 2 left in 16 bit		
			Framing blade 2 left fine adjustment	0	255
18	22	30	Framing blade 2 right		
			Framing blade 2 right linearly closing from big to	0	255
		31	Framing blade 2 right in 16 bit		
			Framing blade 2 right fine adjustment	0	255
19	23	32	Framing blade 3 left		
			Framing blade 3 left linearly closing from big to	0	255
		33	Framing blade 3 left in 16 bit		
			Framing blade 3 left fine adjustment	0	255
20	24	34	Framing blade 3 right		
			Framing blade 3 right linearly closing from big to small	0	255

		35	Framing blade 3 right in 16 bit		
			Framing blade 3 right fine adjustment	0	255
21	25	36	Framing blade 4 left		
			Framing blade 4 left linearly closing from big to	0	255
		37	Framing blade 4 left in 16 bit		
			Framing blade 4 left fine adjustment	0	255
22	26	38	Framing blade 4 right		
			Framing blade 4 right linearly closing from big to	0	255
		39	Framing blade 4 right in 16 bit		
			Framing blade 4 right fine adjustment	0	255
23	27	40	Framing module rotation		
			Framing module indexing(0-360degrees)	0	127
			Stop	128	
			Framing module clockwise rotation from slow to fast	129	188
			Stop	189	195
			Framing module anti-clockwise rotation from slow to	196	255
		41	Framing module rotation fine		
			Framing module rotation in 16 bit	0	255
24	28	42	**Prism1**		
			Open	0	16
			Prism 1 in	17	255
25	29	43	**Prism1 rotation**		
			Prism index	0	127
			Stop	128	128
			Clockwise rotation speed from slow to fast	129	191
			Stop	192	192
			Anti-clockwise rotation speed from slow to fast	193	255
26	30	44	**Prism2**		
			Open	0	16
			Prism 2 in	17	255
27	31	45	**Prism2 rotation**		
			Prism index	0	127
			Stop	128	128
			Clockwise rotation speed from slow to fast	129	191
			Stop	192	192
			Anti-clockwise rotation speed from slow to fast	193	255
28	32	46	**Dual Effect Wheel**		
			No effect	0	19
			Proportional indexing	20	127
			Shake from open to full position with speed from slow to fast	128	170
			Shake from open to half position with speed from slow to fast	171	213
			Shake. from half position to full position with speed from slow to fast	214	255
29	33	47	**Dual Effect Wheel 1 rotation**		
			No rotation	0	0
			Clockwise rotation from slow to fast	1	127
			No rotation	128	128
			Anti-clockwise rotation from slow to fast	129	255
			Dual Effect Wheel 2 rotation		
			No rotation	0	0

30	34	48	Clockwise rotation from fast to slow	1	127
			No rotation	128	128
			Anti-clockwise rotation from slow to fast	129	255
31	35	49	**Light Frost**		
			Light Frost from 0% to 100%	0	255
32	36	50	**Heavy Frost**		
			Heavy Frost from 0% to 100%	0	255
33	37	51	**Autofocus (Not realized yet)**		
			While only Iris, Rotating Gobo Wheel 1 and Rotating Gobo Wheel 2 are in use, the projector has automatic focus function at some distance. Use "Autofocus Calibrations" channel (34/38/52) to focus the image. Priority: Gobo Wheel 2>Gobo Wheel 1> IRIS		
			The following function can be realized after the focus channel (35/39/53) is disabled.		
			Autofocus off	0	15
			Autofocus for 5m	16	75
			Autofocus for 10m	76	135
			Autofocus for 15m	136	195
			Autofocus for 20m	196	255
34	38	52	**Autofocus Calibrations**		
			Focus calibrations up	0	127
			Focus calibrations down	128	255
35	39	53	**Focus**		
			Linearly focusing	0	255
		54	**Focus Fine**		
			Focus in 16 precision	0	255
36	40	55	**Zoom**		
			Linearly zooming	0	255
		56	**Zoom Fine**		
			Zoom in 16 Bit precision	0	255
37	41	57	**Pan**		
			Pan movement	0	255
	42	58	**Pan Fine**		
			Pan movement in 16 bit precision	0	255
38	43	59	**Tilt**		
			Tilt movement	0	255
	44	60	**Tilt fine**		
			Tilt movement 16 bit precision	0	255
39	45	61	**Pan/Tilt speed**		
			Fast Speed Mode	0	1
			Pan &Tilt speed from fast to slow	2	255
			Power/Special functions		
			No function:	0	4
			Reserved	5	19
			1.To activate following functions, stay in DMX value for at least 5 s		
			2.The lamp is allowed to be turned off 5 minutes after the lamp is on. And the lamp is allowed to be turned on 5 minutes after the lamp is off.		

40	46	62	3. Before the lamp on or lamp off, set “control by DMX”/Lamp Control/Config Setting s as ON via control panel.		
			Graphic display on	20	24
			Graphic display off	25	29
			Reserved	30	34
			Lamp power 1500W	35	39
			Lamp power 1700W	40	44
			Reserved	45	89
			Pan/Tilt speed mode	90	94
			Pan/Tilt time mode	95	99
			Reserved	100	129
			Lamp on	130	139
			Pan/Tilt reset	140	149
			Colour system reset	150	159
			Gobo wheels reset	160	169
			Dimmer/Shutter reset	170	179
			Zoom/focus/frost/prism reset	180	189
			Iris/Dual effect wheel reset	190	199
			Total reset	200	209
			Reserved	210	229
			Lamp off	230	239
			Reserved	240	255

1. The projector can’t be turned on within 1 minute after the lamp-off.
2. Fan error can cause lamp-off.
3. "Speed Mode" means Pan and Tilt will move from Point A to Point B at their respective maximum speeds."Time Mode" means both Pan and Tilt will arrive at designated point at the same time. It's advised Time Mode be used if the projector runs circles or in oblique lines.

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