

# TANGO SPOT BWS DMX CHART

PR-6610



Short Mode	Standard Mode	Extended Mode	Function	DMX Value	Function Description
1	1	1	Strobe	0	No effect
				001-127	Pulse strobe from slow to fast
				128-255	Ordinary strobe from slow to fast
2	2	2	Dimmer	000-255	Linear dimmer from dark to bright
	3	3	Dimmer Fine	000-255	Dimmer in 6bit
3	4	4	Dimmer Speed	000-255	Dimmer speed from slow to fast
4	5	5	Color Wheel	000-010	White
				011-019	White/Color 1
				020-028	Color 1(high CRI filter)
				029-037	Color 1/Color 2
				038-046	Color 2(red)
				047-055	Color 2/Color 3
				056-064	Color 3(magenta)
				065-073	Color 3/Color 4
				074-082	Color 4(orange)
				083-091	Color 4/Color 5
				092-100	Color 5(green)
				101-109	Color 5/Color 6
				110-118	Color 6(blue)
				119-127	Color 6/White
				128-191	Forward rainbow effect from slow to fast
192-255	Reverse rainbow effect from slow to fast				
5	6	6	Iris	000-255	Linear Iris from big to small
		7	Iris Fine	000-255	Iris in 16 Bit
6	7	8	Iris Macro	000-010	No Iris Macro
				011-072	Iris Macro 1:From big to small (speed from slow to fast)
				073-136	Iris Macro 2:From small to big (speed from slow to fast)
				137-206	Iris Macro 3: Iris ramp up from slow to fast
				207-214	Iris Macro 4
				215-222	Iris Macro 5
				223-230	Iris Macro 6
				231-255	Iris fully Open
7	8	9	Rotating Gobo Wheel	000-018	White
				019-036	Gobo 1
				037-054	Gobo 2
				055-073	Gobo 3
				074-091	Gobo 4
				092-109	Gobo 5
				110-127	Gobo 6
				128-156	Forward rotation from slow to fast
				157-185	Reverse rotation from slow to fast
				186-196	Gobo1 shake from slow to fast
				197-208	Gobo2 shake from slow to fast

				209-220	Gobo3 shake from slow to fast
				221-232	Gobo4 shake from slow to fast
				233-244	Gobo5 shake from slow to fast
				245-255	Gobo6 shake from slow to fast
8	9	10	Gobo Wheel Rotation	000-128	Gobo Indexing (0~540 degrees)
				129-188	Forward rotation from slow to fast
				189-195	Stop
				196-255	Reverse rotation from slow to fast
	10	11	Gobo Wheel Rotation Fine	000-255	Gobo wheel rotation in 16 bit
9	11	12	Prism 1	000-016	White
				017-255	Prism 1 in
10	12	13	Prism 1 Rotation	000-128	Prism 1 indexing (0~540 degrees)
				129-191	Forward rotation from slow to fast
				192	Stop
				193-255	Reverse rotation from slow to fast
11	13	14	Prism 2	000-016	White
				017-255	Prism 2 in
12	14	15	Prism 2 Rotation	000-128	Prism 2 indexing (0~540 degrees)
				129-191	Forward rotation from slow to fast
				192	Stop
				193-255	Reverse rotation from slow to fast
13	15	16	Metal Effect Wheel	000-019	White
				020-127	Slow rotation of the wheel
				128-170	Effect wheel shake 1 from slow to fast
				171-213	Effect wheel shake 2 from slow to fast
				214-255	Effect wheel shake 3 from slow to fast
14	16	17	Metal Effect Wheel 1 Rotation	000-063	Stop
				064-127	Forward rotation from slow to fast
				128-191	Stop
				192-255	Reverse rotation from slow to fast
15	17	18	Metal Effect Wheel 2 Rotation	000-063	Stop
				064-127	Forward rotation from slow to fast
				128-191	Stop
				192-255	Reverse rotation from slow to fast
16	18	19	Focus	000-255	Linearly focusing
		20	Focus Fine	000-255	Focus in 16 bit
17	19	21	Zoom	000-255	Diameter from big to small
	20	22	Zoom Fine	000-255	Zoom in 16 bit
18	21	23	Control	000-047	Reserved
				048-255	Reset (stop 5S)