



AQUA 480 BEAM DMX CHART

PR-2469

Short Mode	Standard Mode	Extended Mode	Function	DMX Value	Description
1	1	1	Strobe	000-010	Close
				011-025	Open
				026-225	Strobe speed from slow to fast
				226-246	Random strobe from slow to fast
				247-255	Open
2	2	2	Dimmer	000-035	Close
				036-255	Linear dimming (0-100%)
	3	3	Dimmer Fine	000-255	Dimmer in 16 bit
3	4	4	CYM Macro	000-016	White
				017-035	Yellow+ Magenta=Red
				036-054	Yellow
				055-073	Yellow +Cyan=Green
				074-092	Cyan
				093-111	Cyan + Magenta= Violet
				112-128	Magenta
				129-255	CYM color mixing from slow to fast
4	5	5	Cyan	000-255	Cyan (linear 0~100%)
					6
5	6	7	Yellow	000-255	Yellow (linear 0~100%)
					8
6	7	9	Magenta	000-255	Magenta (linear 0~100%)
					10
7	8	11	Color Wheel	000-063	Indexing(0°-360°)
				064-068	Color1(Red)
				069-073	Color2(Light Green)
				074-078	Color3(Blue)
				079-083	Color4(Cyan)
				084-088	Color5(Yellow)
				089-093	Color6(Magenta)
				094-098	Color7(Orange)
				099-103	Color8(Green)
				104-108	Color9(Dark Blue)
				109-113	Color10(UV)
				114-118	Color11(Light Yellow)
				119-123	Color12(CTO)
				124-127	White
				192-255	Anti-Clockwise rotation from fast to slow
	9	12	Color wheel Fine	0-255	Color Wheel in 16 Bit
				000-019	White
				020-025	Gobo1
				026-031	Gobo2
				032-037	Gobo3
				038-043	Gobo4
				044-049	Gobo5
				050-055	Gobo6
				056-061	Gobo7

8	10	13	Fixed Gobo Wheel	0620-67	Gobo8
				068-073	Gobo9
				074-079	Gobo10
				080-085	Gobo11
				086-091	Gobo12
				092-097	Gobo13
				098-103	Gobo14
				104-109	Gobo15
				110-115	Gobo16
				116-121	Gobo17
				122-127	Gobo18
				128-155	Clockwise rotation from slow to fast
				156-183	Anti Clockwise rotation from slow to fast
				184-187	Shake effect 1 from slow to fast
				188-191	Shake effect 2 from slow to fast
				192-195	Shake effect 3 from slow to fast
				196-199	Shake effect 4 from slow to fast
				200-203	Shake effect 5 from slow to fast
				204-207	Shake effect 6 from slow to fast
				208-211	Shake effect 7 from slow to fast
				212-215	Shake effect 8 from slow to fast
				216-219	Shake effect 9 from slow to fast
				220-223	Shake effect 10 from slow to fast
				224-227	Shake effect 11 from slow to fast
				228-231	Shake effect 12 from slow to fast
				232-235	Shake effect 13 from slow to fast
				236-239	Shake effect 14 from slow to fast
				240-243	Shake effect 15 from slow to fast
244-247	Shake effect 16 from slow to fast				
248-251	Shake effect 17 from slow to fast				
252-255	Shake effect 18 from slow to fast				
9	11	14	Rotating Gobo Wheel 1	000-015	White
				016-031	Gobo 1
				032-047	Gobo 2
				048-063	Gobo 3
				064-079	Gobo 4
				080-095	Gobo 5
				096-111	Gobo 6
				112-127	Gobo 7
				128-156	Clockwise rotation from slow to fast
				157-185	Anti-clockwise rotation from slow to fast
				186-195	Shake of Gobo 1 from slow to fast
				196-205	Shake of Gobo 2 from slow to fast
				206-215	Shake of Gobo 3 from slow to fast
				216-225	Shake of Gobo 4 from slow to fast
				226-235	Shake of Gobo 5 from slow to fast
236-245	Shake of Gobo 6 from slow to fast				
246-255	Shake of Gobo 7 from slow to fast				
10	12	15	Gobo Rotation	000-128	Gobo Indexing(0°~360°)
				129-188	Clockwise rotation from slow to fast
				189-195	Stop
	13	16	Gobo Rotation	196-255	Anti-clockwise rotation from slow to fast
11	14	17	Prism 1	000-255	Gobo Rotation in 16 Bit
				000-016	Open
				017-255	Prism

12	15	18	Prism1 Rotation	000-127	Prism indexing
				128	Stop
				129-191	Clockwise rotation from slow to fast
				192	Stop
				193-255	Anti-clockwise rotation from slow to fast
13	16	19	Prism 2	000-016	White
				017-255	Prism
14	17	20	Prism2 Rotation	000-128	Prism indexing via rotation
				128	Stop
				129-191	Clockwise rotation from slow to fast
				192	Stop
				193-255	Anti-clockwise rotation from slow to fast
15	18	21	Frost	000-255	Linear frost
16	19	22	Focus	000-255	Linear Focus
17	21	24	Pan	000-255	Pan(0°~540°)
18	23	26	Tilt	000-255	Tilt(0°~270°)
	25	28	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
19	26	29	Control	000-019	Reserved
				The following functions will be activated after the DMX value has been held for more than 5s. And the following settings are void if the lamp is off.	
				020-024	Display On
				025-029	Display Off
				030-034	Reserved
				035-039	Lamp Half Power
				040-044	Lamp Full Power
				045-089	Reserved
				090-094	Pan & Tilt Speed Mode
095-099	Pan & Tilt Time Mode				

1. The projector can't be turned on within 1 minute after the lamp-off.

2. Fan error can cause lamp-off.

3. Note: "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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