



AQUA 350 BWS DMX CHART

PR-2367

Short Mode	Standard Mode	Extended Mode	Function	DMX Value	Description
1	1	1	Strobe	000-010	Close
				011-025	Open
				026-225	Strobe from slow to fast
				226-246	Random strobe from slow to fast
				247-255	Open
2	2	2	Dimmer	000-010	Close
				011-255	Linearly dimming 0-100%
	3	3	Dimmer Fine	000-255	Dimmer in 16 bit
3	4	4	CMY Macro	000-016	White
				017-035	Yellow +Magenta=Red
				036-054	Yellow
				055-073	Cyan +Yellow=Green
				074-092	Cyan
				093-111	Cyan +Magenta=Blue
				112-128	Magenta
				129-255	CMY color mixing from slow to fast
4	5	5	Cyan	000-255	Linear Cyan (0-100%)
		6	Cyan Fine	000-255	Cyan in 16 bit
5	6	7	Yellow	000-255	Linear Yellow (0-100%)
		8	Yellow Fine	000-255	Yellow in 16 bit
6	7	9	Magenta	000-255	Linear Magenta (0-100%)
		10	Magenta Fine	000-255	Magenta in 16 bit
7	8	11	Color Wheel	000-063	Indexing(0°-360°)
				064-067	White
				068-071	Color 1
				072-075	Color 2
				076-079	Color 3
				080-083	Color 4
				084-087	Color 5
				088-091	Color 6
				092-095	Color 7
				096-099	Color 8
				100-103	Color 9
				104-107	Color 10
				108-111	Color 11
				112-115	Color 12
				116-119	Color 13
				120-127	White
				128-191	Clockwise rotation from slow to fast
				192-255	Anit-Clockwise rotation from slow to fast
				000-007	Hole 1
				008-017	Hole 2
				018-027	Hole 3
				028-037	Gobo 1
				038-047	Gobo 2
				048-057	Gobo 3
				058-067	Gobo 4

8	10	13	Fixed Gobo Wheel	068-077	Gobo 5
				078-087	Gobo 6
				088-097	Gobo 7
				098-107	Gobo 8
				108-117	Gobo 9
				118-127	Hole 4
				128-143	Clockwise rotation from slow to fast
				144-159	Anit-Clockwise rotation from slow to fast
				160-168	Hole 2 shake from fast to slow
				169-177	Hole 3 shake from fast to slow
				178-186	Gobo 1 shake from fast to slow
				187-195	Gobo 2 shake from fast to slow
				196-204	Gobo 3 shake from fast to slow
				205-213	Gobo 4 shake from fast to slow
				214-222	Gobo 5 shake from fast to slow
				223-231	Gobo 6 shake from fast to slow
				232-240	Gobo 7 shake from fast to slow
				241-249	Gobo 8 shake from fast to slow
				250-255	Gobo 9 shake from fast to slow
				9	11
008-017	Gobo1				
018-027	Gobo2				
028-037	Gobo3				
038-047	Gobo4				
048-057	Gobo5				
058-067	Gobo6				
068-077	Gobo7				
078-087	Gobo8				
088-097	Gobo9				
098-107	Gobo10				
108-117	Gobo11				
118-127	Gobo12				
128-143	Clockwise rotation from slow to fast				
144-159	Anit-Clockwise rotation from slow to fast				
160-167	Shake effect 1 from fast to slow				
168-175	Shake effect 2 from fast to slow				
176-183	Shake effect 3 from fast to slow				
184-191	Shake effect 4 from fast to slow				
192-199	Shake effect 5 from fast to slow				
200-207	Shake effect 6 from fast to slow				
208-215	Shake effect 7 from fast to slow				
216-223	Shake effect 8 from fast to slow				
224-231	Shake effect 9 from fast to slow				
232-239	Shake effect 10 from fast to slow				
240-247	Shake effect 11 from fast to slow				
248-255	Shake effect 12 from fast to slow				
10	12	15	Gobo Rotation	000-128	Gobo indexing (0-360°)
				129-188	Clockwise rotation from slow to fast
				189-195	Stop
				196-255	Anit-Clockwise rotation from slow to fast
	13	16	Gobo Rotation	000-255	Gobo Rotation in 16 bit
11	14	17	Effect Wheel	000-063	White
				064-127	Circular Prism
				128-191	Frost Filter
				192-255	Linear Prism

12	15	18	Effect Wheel Rotation	000-127	Effect wheel rotation indexing
				128	Stop
				129-191	Clockwise rotation from slow to fast till stop
				192	Stop
				193-255	Anti- Clockwise rotation from slow to fast
13	16	19	Prism	000-016	White
				017-255	Prism
14	17	20	Prism Rotation	000-127	Prism rotation indexing
				128	Stop
				129-191	Clockwise rotation from slow to fast
				192	Stop
				193-255	Anit-Clockwise rotation from slow to fast
15	18	21	Animation Wheel	000-010	No
				011-020	Animation wheel inn
				021-255	Animation wheel going back and forth from slow to fast
16	19	22	Focus	000-255	Linear Focus
		23	Focus Fine	000-255	Focus in 16 bit precision
17	20	24	Zoom	000-255	Linear Zoom
		25	Zoom Fine	000-255	Zoom in 16 bit
18	21	26	Pan	000-255	Pan(0°~540°)
		22	Pan Fine	000-255	Pan in 16 bit precision
19	23	28	Tilt	000-255	Tilt(0°~270°)
		24	Tilt Fine	000-255	Tilt in 16 bit precision
	25	30	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
20	26	31	Control	000-019	Reserved
				To activate the following functions, the DMX values should be kept for 5s	
				020-024	Graphic display on
				025-029	Graphic 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
				100-129	Reserved
				130-139	Lamp on
				140-149	Pan & Tilt reset
				150-159	Color system reset
				160-169	Gobo wheel reset
				170-179	Dimmer and strobe reset
				180-189	Focus, frost and prism reset
				190-199	Reserved
				200-209	Total reset
				210-229	Reserved
230-239	Lamp off				
240-255	Reserved				

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

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