

FINE 320 BEAM channelv1.1

Specific	STND	16BT	EXTN	Value	Function
Strobe	1	1	1	000~005	Closed
				006~010	Open
				011~105	Strobe at linearly variable frequency from slow to fast(0~20Hz)
				106~110	Open
				111~179	Thunder Strobe from slow to fast
				180~185	Open
				186~253	Random Strobe
				254~255	Open
Dimmer	2	2	2	000~255	0%->100%
Dimmer Fine	3	3	3	000~255	0%->100%
Pan	4	4	4	000~255	Movement positioning from 0° to 540°
Pan Fine	5	5	5		
Tilt	6	6	6	000~255	Movement positioning from 0° to 252°
Tilt Fine	7	7	7		
				000~003	white
				004~007	Gobo1
				008~011	Gobo2
				012~015	Gobo3
				016~019	Gobo4
				020~023	Gobo5
				024~027	Gobo6
				028~031	Gobo7
				032~035	Gobo8
				036~039	Gobo9
				040~043	Gobo10
				044~047	Gobo11

FIXGOBO	8	8	8	048~051	Gobo12				
				052~055	Gobo13				
				056~059	Gobo14				
				060~063	Gobo15				
				064~067	Gobo16				
				068~071	Gobo17				
				072~081	Gobo2 shake from slow to fast				
				082~090	Gobo3 shake from slow to fast				
				091~099	Gobo4 shake from slow to fast				
				100~109	Gobo5 shake from slow to fast				
				110~118	Gobo6 shake from slow to fast				
				119~127	Gobo7 shake from slow to fast				
				128~136	Gobo8 shake from slow to fast				
				137~146	Gobo9 shake from slow to fast				
				147~155	Gobo10 shake from slow to fast				
				156~164	Gobo11 shake from slow to fast				
				165~173	Gobo12 shake from slow to fast				
				174~182	Gobo13 shake from slow to fast				
				183~192	Gobo14 shake from slow to fast				
				193~201	Gobo15 shake from slow to fast				
				202~209	Gobo16 shake from slow to fast				
				210~231	Continuous gobo wheel clockwise rotation from fast to slow				
				232~233	stop				
				234~255	Continuous gobo wheel counter-clockwise rotation from slow to fast				
									Linear Movement
								000~120	From Open to (14th Color+Open) Linearity Movement
				7	Color1				
				14	Color2				
				22	Color3				

color	9	9	9	29	Color4
				37	Color5
				45	Color6
				53	Color7
				61	Color8
				70	Color9
				78	Color10
				86	Color11
				95	Color12
				103	Color13
				110	Color14
					Full Color
				121~122	Color1
				123~125	Color2
				126~128	Color3
				129~130	Color4
				131~133	Color5
				134~136	Color6
				137~138	Color7
				139~141	Color8
142~144	Color9				
145~146	Color10				
147~149	Color11				
150~152	Color12				
153~154	Color13				
155~157	Color14				
158~160	Open				
	Continuous Rotation				
161~200	Continuous color wheel clockwise rotation from fast to slow				

				201~203	Stop
				204~243	Continuous color wheel counter-clockwise rotation from slow to fast
					random full color
				244~247	Fast
				248~251	Medium
				252~255	Slow
Prism	10	10	10	000~063	Open
				064~127	8 Prism Inserted
				128~191	24Prism Inserted
				192~255	∧\Prism+24Prism Inserted
8 Prism Rot	11	11	11	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
24 Prism Rot	12	12	12	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Reserved	-	13	13	000~255	Reserved
Focus	13	14	14	000~255	Infinity -> Near
Focus Fine	-	15	15		
Frost	14	16	16	000~127	Open
				128~255	Frost Inserted
Fixture Control	15	17	17	000~009	None
				010~014	Entire Fixture Reset, staying in this range for 5 seconds.
				015~029	Effects Reset, staying in this range for 5 seconds.
				030~034	Pan/Tilt Reset, staying in this range for 5 seconds.
				035~039	Reserved

				040~044	LAMP ON
				045~049	LAMP OFF
				050~255	Reserved
Pan-tilt Time	-		18	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Color Time	-		19	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Beam Time	-		20	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Gobo Time	-		21	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data