

FINE 600L BSWF Channel Function v1.3

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		
Gobo1	8	8	8	000~008	Open
				009~017	Gobo1
				018~026	Gobo2
				027~035	Gobo3
				036~044	Gobo4
				045~053	Gobo5
				054~062	Gobo6
				063~071	Gobo7
				072~091	Gobo1 shake from slow to fast
				092~111	Gobo2 shake from slow to fast
				112~131	Gobo3 shake from slow to fast
				132~150	Gobo4 shake from slow to fast

				151~170	Gobo5 shake from slow to fast
				171~190	Gobo6 shake from slow to fast
				191~209	Gobo7 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
Gobo1 Rot	9	9	9	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
Gobo1 Rot Fine	-	10	10		
Fixed Gobo	10	11	11	000~008	Open
				009~015	Gobo1
				016~022	Gobo2
				023~029	Gobo3
				030~036	Gobo4
				037~043	Gobo5
				044~050	Gobo6
				051~057	Gobo7
				058~064	Gobo8
				065~071	Gobo9
				072~086	Gobo1 shake from slow to fast
				087~101	Gobo2 shake from slow to fast
				102~117	Gobo3 shake from slow to fast
				118~133	Gobo4 shake from slow to fast
				134~148	Gobo5 shake from slow to fast
				149~163	Gobo6 shake from slow to fast
164~178	Gobo7 shake from slow to fast				
179~194	Gobo8 shake from slow to fast				

				195~209	Gobo9 shake from slow to fast
				210~231	Continuous gobo wheel clockwise rotation from fast to slow
				232~233	Stop
				233~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Reserved	11	12	12	000~255	Reserved
Cyan	12	13	13	000~255	0%->100% Linear Cyan movement
Magenta	13	14	14	000~255	0%->100% Linear Magenta movement
Yellow	14	15	15	000~255	0%->100% Linear Yellow movement
CTO	15	16	16	000~255	0%->100%
Color	16	17	17		Linear Movement
				000~119	From Open to (6th Color+Open) Linearity Movement
				14	Color1 (Red)
				28	Color2 (Green)
				40	Color3 (Blue)
				52	Color4 (Magenta)
				66	Color5 (Pink)
				80	Color6 (Light Green)
				92	Color7 (Lavender)
				106	Color8 (Yellow)
				120~120	Open
					Full Color
				121~124	Color1 (Red)
				125~129	Color2 (Green)
				130~133	Color3 (Blue)
				134~138	Color4 (Magenta)
				139~142	Color5 (Pink)
143~147	Color6 (Light Green)				
148~151	Color7 (Lavender)				

				152~156	Color8 (Yellow)
				157~160	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
Color Macro	-	18	18	000~255	Reserved
Prism	17	19	19	000~138	Open
				139~255	Prism Inserted
Prism Rot	18	20	20	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
Focus	19	21	21	000~255	Infinity -> Near
Focus Fine	-	22	22		
Zoom	20	23	23	000~255	Narrow beam -> Wide beam
Zoom Fine	-	24	24		
AutoFocus Distance	-	25	25	000~005	AutoFocus Off
				006~031	Reserved
				032~057	8 meters
				058~083	12 meters
				084~109	16 meters
				110~255	Reserved
AutoFocus Adjustment	-	26	26	000~127	Focus Fine -
				128~128	Stop

				129~255	Focus Fine +
Frost	21	27	27	000~001	Open
				002~255	Frost Linearity Movement Inserted
Iris	22	28	28	000~131	Open->Closed
				132~151	Iris pulsation from slow to fast speed
				152~171	Iris pulsation from slow to fast speed with fast closing
				172~191	Iris pulsation from slow to fast speed with fast opening
				192~255	Reserved
Frame1 Position	23	29	29	000~255	Out -> In
Frame1 Angle	24	30	30	000~255	Angle- --> Parallel --> Angle+
Frame2 Position	25	31	31	000~255	Out -> In
Frame2 Angle	26	32	32	000~255	Angle- --> Parallel --> Angle+
Frame3 Position	27	33	33	000~255	Out -> In
Frame3 Angle	28	34	34	000~255	Angle- --> Parallel --> Angle+
Frame4 Position	29	35	35	000~255	Out -> In
Frame4 Angle	30	36	36	000~255	Angle- --> Parallel --> Angle+
Frame Rotation	31	37	37	000~255	From 0° -> 180° rotation
Frame Macro	-	38	38	000~009	None
				010~019	Square
				020~029	Rectangle
				030~039	Triangle
				040~049	Rhombus
				050~059	Trapezium
				060~255	Reserved
CRI/R9	-	39	39	000~005	None
				006~010	CRI Inserted\R9-70
				011~015	CRI Inserted\R9-80
				016~020	CRI Inserted\R9-90
				021~255	Reserved

Fixture Control	32	40	40	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.
				035~049	Reserved
				050~054	Led Module Out Frequency 1.2KHz --3s
				055~059	Led Module Out Frequency 2.4KHz --3s
				060~064	Led Module Out Frequency 12KHz --3s
				065~069	Led Module Out Frequency 24KHz --3s
				070~074	S-curve Dimmer curve --3s
				075~079	Square Law Dimming curve --3s
				080~084	Inverse Square Law Dimming curve --3s
				085~089	Linear Dimming Curve --3s
				090~124	Reserved
				125~129	High light Mode (LED Out Power) --3s
				130~134	Standard Mode (LED Out Power-- default setting) --3s
				135~139	Theater Mode (LED Out Power) --3s
				140~144	CMY S curve(-- default setting) --3s
145~149	CMY parabola --3s				
150~255	Reserved				
Pan-tilt Time	-	39	41	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Color Time	-	40	42	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Beam Time	-	41	43	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Gobo Time	-	42	44	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data