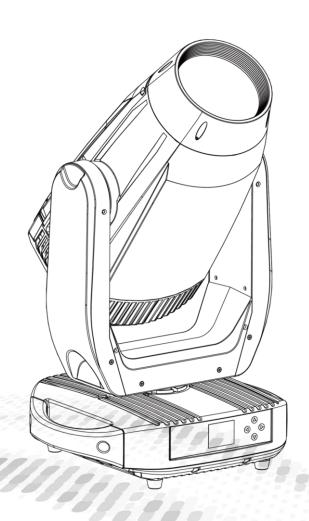
图纸编码	RD-SS9481-	SM-01(SS-I)	版本号	G		
SS9481SCM/SCHCM 英文说明书					编辑日期	2024/7/30
制作	刘丽萍	审核	批准	余泽松		
物料编码	1320109430	1320109430				
修改内容	更改通道					
备注	以 A4 样板打	以 A4 样板打印 H				



N7 USER MANUAL





MODEL:SS9481SCM/SS9481SC HCM



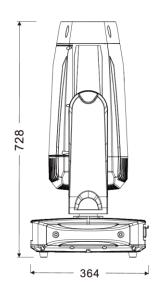
广州市雅江光电设备有限公司 Guangzhou Yajiang Photoelectric Equipment Ltd.

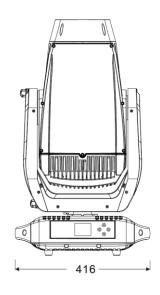
电话/ Tel: 020-86947788 邮箱/E-mail: sales @yajiang .cn 传真/Fax: 020-86943773 网址/Website: www.yajiang.cn

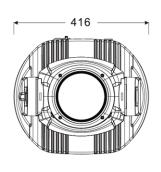
1 PRODUCT

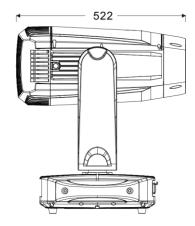
1.1 TECHNICAL SPECIFICATIONS

Туре	SS9481SCM/SS9481SC HCM		
LED colors	1 LED(CW) 600W		
Angle	7-50°		
Power	750W		
Control Protocol	DMX512, RDM, Artnet, sACN, W-DMX(Optional)		
Voltage Range	AC100~240V,50/60Hz		
Input Current	110V/7A,220V/3.5A		
Protection	IP66		
Operation Temperature	-20℃~45℃		
Dimensions	416X364X728mm		
Weight	34kg		









1.2 Safety Notes

IMPORTANT

- This product must be installed by a qualified professional.
- In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes
- The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

CAUTION!

- Make sure that the available voltage is not higher than stated on the rear panel.
- Do not touch the power cables if your hands are wet.
- The earth wire must always be connected to the ground. Therefore it is essential to connect the yellow/green conductor to earth.
- Make sure that the power-cord is never crimped or damaged by sharp edges. Check the
 device and the power-cord from time to time. The electric connection, repairs and servicing
 must be carried out by a qualified employee.
- Always disconnect power input cable to completely remove power from unit when not in use or before cleaning or servicing the fixture.
- Do not switch the fixture on and off in short intervals as this would reduce the lamp's life.
- Do not touch the device's housing bare hands during its operation (housing becomes hot)!
 The surface of the product's casing can reach up to 70° C (158° F) during operation. Avoid contact by persons and materials. Do not install the product in a location where there is a risk of accidental contact. Allow the product to cool for at least 10 minutes before handling.
- For replacement use lamps and fuses of same type and rating only.
- Please protect the fixture and avoid destroy during transport and installation. If there is any damage to the coating, the shell may be corroded.
- When hanging lamps and lanterns, it is necessary to verify that facilities and hooks can bear at least 10 times the weight of lamps and lanterns.
- Fix the safety rope at the correct holes only. Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.
- The maximum ambient temperature 45°C must never be exceeded. Do not operate the product if the ambient temperature (Ta) exceeds 45°C (115°F).
- During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.

Electrical Warning

- The light source contained in this luminaire shall only be replaced by the manufacturer or his service agent or a similar qualified person
- For replacement use lamps and fuses of same type and rating only.
- The lens has to be replaced when it is obviously damaged, so that its function is impaired, e. g. due to cracks or deep scratches!

Keep the product well away from flammable materials

- Keep all combustible materials (e.g. fabric, wood, paper) at least 500 mm (20 in.) away from the product.
- Ensure that there is free and unobstructed airflow around the product. Provide a minimum

- clearance of 150 mm (6 in.) around fans and air vents.
- Do not illuminate surfaces within 3 m (10 ft.) of the product.
- Do not install a fuse that has a higher rating than the one originally installed in the product. Do not bypass fuses.
- Do not stick filters, masks or other materials onto optical components.
- If the fixture seems to be abnormally hot, shows signs of melting or emits smoke, disconnect
 the fixture from power immediately and allow it to cool. Do not touch the fixture without
 heatproof safety gloves. Keep the fixture well away from combustible and flammable
 materials.

NEVER LOOK DIRECTLY INTO THE LIGHT SOURCE! RETINA INJURY RISK - MAY INDUCE BLINDNESS!

Do not point the front of the fixture towards the sun or other strong light sources. The front lens focuses and concentrates light just like a magnifying glass. Strong light can cause internal damage to the fixture, melting components or starting an internal fire within seconds.

To avoid problems from strong light sources:

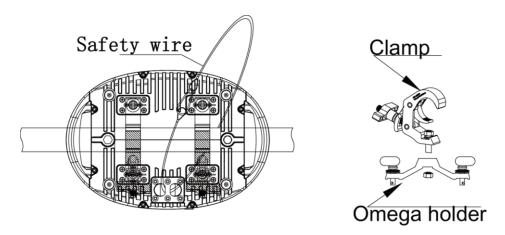
- Do not expose the front of a fixture to sunlight or any other strong light source. Avoid pointing other high-powered beam lights directly at the fixture.
- Do not focus a light beam from one lighting fixture directly towards another.
- For outdoor applications during daylight, make sure that the front face of any fixture is shielded or points away from the sun, even when not in use.
- Do not expose the product to heat (from other lighting fixtures for example).

2 INSTALLATION

2.1 MOUNTING

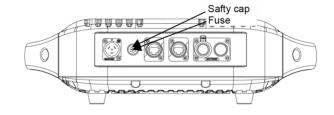
Truss installation

- ◆ Keep all combustible materials (e.g. fabric, wood, paper) at least 500 mm (20 in.) away from the product.
- For overhead use, always install a safety cable that can hold at least 10 times the weight of the fixture.
- For overhead installation, the fixture must be always secured with a safety wire that can bear at least 10 times the weight of the fixture;
- Secure the fixture with a safety cable through the rear safety eye and truss as shown..
- ◆ Ensure that the structure (truss) to which you are attaching the fixture is secure



2.2 Fuse replacement

- Remove the safety cap by a screwdriver.
- Fetch the old fuse from safety cap.
- Install a new fuse.
- Install the safety cap.



2.3 POWER CONNECTIONS

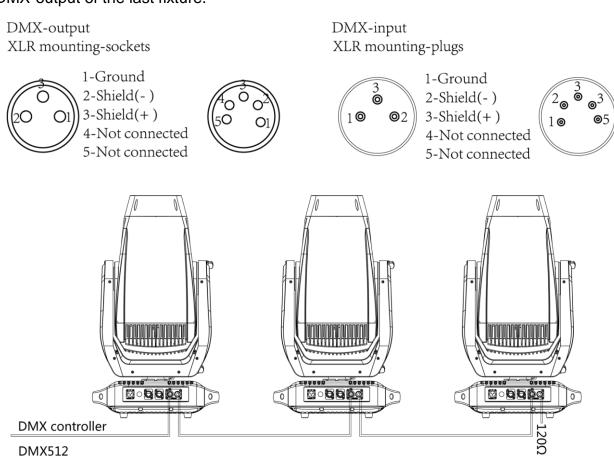
◆ This product has an auto-ranging power supply that can work with an input voltage range of 100–240 VAC, 50/60 Hz.

AC	D	l	~
Δ		ıu	u

Connection	Wire (U.S.	Wire(Europe)	Screw Color
AC Live	Black	Brown	Yellow/Brass
AC Neutral	White	Blue	Silver
AC Ground	Green/Yellow	Green/Yellow	Green

2.4 Data network requirements

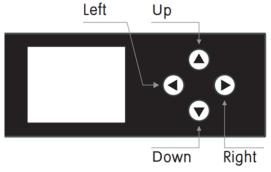
- ◆ Connect the DMX512 controller to the units in series. A DMX 512 data link is required in order to control the fixture via DMX. The fixture has 3/5-pin XLR connectors for DMX data input and output.
- ◆ Each unit has N DMX channels so the DMX Addresses should increase by increments of 1, (Nx1)+1, (Nx2)+1, (Nx3)+1...
- ◆ Any DMX address in the range from 001 to 512 may be used.
- Connect the DMX-output of the first fixture in the DMX chain with the DMX-input of the next fixture. Always connect one output with the input of the next fixture until all fixtures are connected.
- Caution: At the last fixture, the DMX-cable has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (–) and Signal (+) into a 3/5-pin XLR-plug and plug it in the DMX-output of the last fixture.



3 FUNCTIONS AND SETTINGS

3.1 DISPLAY OPERATION

- MENU: Used to access the menu or to return a previous menu option;
- ◆ ENTER: Used to select and store the current menu or confirm the current function value or option within a menu;
- ◆ UP: Navigates downwards through the menu list and increases the numeric value when in a function;
- ◆ DOWN: Navigates upwards through the menu list and decreases the numeric value when in a function:
- ◆ Lock screen password: Long press 5s Left, Input after the screen is bright -UP/DOWN/UP/DOWN



3.2 Menu Map

ADDRESS	001 – 512(Defau	ult 001)	DMX address setting
PERSON	BASIC		Use the menu to select desired channel
	STANDARD (De	efault)	mode
	EXTEND		
RUNMODE	DMX512 (Defau	lt)	Select Signal
	ARTNET		Default: DMX512
	ARTNET TO DM	1X	CUSTOM1-2 Set up get into EDIT MENU
	sACN		edit
	AUTO		
	CUSTOM1		
	CUSTOM2		
OPTION	PAN INVERT	OFF (Default)	PAN moving direction selection
	PANTINVERT	ON	
	TILT INVERT	OFF (Default)	TILT moving direction selection
	IILI INVERI	ON	
		STUDIO	Fan mode low speed
	PERFORM	POWER	Fast rotation of fan, all power
		LIVE (Default)	Automatic rotation of fan
	BLACKOUT	OFF (Default)	Select OFF blackout without delay
	BLACKOUT	ON	Select ON Blackout delay 3s
		DIM4 (Default)	Dimming curves DIM1 (fast) to DIM4 (slow);
		DIM3	
	DIMMER	DIM2	
		DIM1	
		OFF	

		1200Hz (Default)			Sets the PWM frequency	
		2400Hz	,	, ,		
	LED PWM	4000Hz				
		6000Hz				
		25000Hz				
		SAVE (Default)			Hold after loss of DMX signal	
	DMX ERROR	BLACK			Blackout after loss of DMX signal	
		On			Display backlight always on	
		30s			Turns off display backlight after 30s/1min	
	DISPLAY TIME	1min (Default)			/2min of inactivity	
		2min				
	DIODI AVI COK	OFF			Locks display (passcode is <up>,</up>	
	DISPLAY LOCK	ON (Default)			<down>,<up>, <down>, <enter>)</enter></down></up></down>	
	LOAD DADA	YES			Upload data	
	LOAD PARA	NO			Not upload data	
		RECOVERY	***		Restore default factory settings.	
		CLEAN EDIT1	***		Clean customer self-editing scene 1	
	SETTING	CLEAN EDIT2	***		Clean customer self-editing scene 2	
	SETTING	YES			Hide wireless mode WDMX reset and	
		WDMX HIDE	NO		signal hide and the default is wired mode	
					only	
		Net SWITCH OFF			Net switch off IP mode	
		ON			Net switch on IP mode	
	NETWORK	UNIVERS 0-255			Packet group Settings	
		IP MODE	DEFAUL IP		Default IP	
			CUSTOM IP		Customer's IP	
		CUSTOM IP	XX.XX.XX		Customer's IP setting	
	PT ENCODER	OFF			XY Encoder switch.	
		ON			OFF is close; ON is open.	
	WDMX RESET	NO			Do not clear the receiver's message.	
		YES			Clear the receiver's message	
		ONLY XLRDMX			ONLY XLR is wire only	
		XLRDMX FIRST			XLR FIRST is wire first	
	SIGNAL	ONLY WDMX		ONLY WDMX is wireless only		
		WDMX FIRST			WDMX FIRS is wireless first	
EDIT		WDMX TO XLRI	1	0.0==	WDMX TO DMX is wireless to wired	
EDIT			PAN	0-255	Edit the custom programs1-30	
			TILT	0-255	Select play 【EDIT 1】 in RUNMOEDE	
			PT SPEED CMY C	0-255	CUSTOM 1; Select play 【EDIT 2】 in RUNMOEDE CUSTOM 2	
			-	0-255	RONNOLDE GOSTONIZ	
	EDIT 1-2	STEP 1-30	CMY M	0-255	-	
			CMY Y	0-255 0-255	-	
					-	
			COLOR	0-255	-	
			FIXED GOBO	0-255	-	
			ROTA.GOBO	0-255		

			GOBO.ROTA	0-255		
			ANIMATION.D	0-255		
			ANIMATION.R	0-255		
			PRISM	0-255		
			FROST 1	0-255		
			FROST 2	0-255		
			ZOOM	0-255		
			FOCUS	0-255		
			IRIS	0-255		
			FRAMING1.L	0-255		
			FRAMING1.R	0-255		
			FRAMING2.L	0-255		
			FRAMING2.R	0-255		
			FRAMING3.L	0-255		
			FRAMING3.R	0-255		
			FRAMING4.L	0-255		
			FRAMING4.R	0-255		
			FRAMING ROT	0-255		
			DIMMER	0-255		
			STROBE	0-255		
			TIME	0-255		
			USE	YES/NO	Select YES to run the steps user need.	
MANUAL	Auto Test				Auto Test channel	
		PAN	0-255		Manual control channel	
			0-255			
		TILT	0-255			
		PT SPEED	0-255			
		PT SPEED CMY C	0-255 0-255			
		PT SPEED	0-255			
		PT SPEED CMY C CMY M	0-255 0-255 0-255 0-255			
		PT SPEED CMY C CMY M CMY Y CTO	0-255 0-255 0-255 0-255 0-255			
		PT SPEED CMY C CMY M CMY Y CTO COLOR	0-255 0-255 0-255 0-255 0-255 0-255			
		PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO	0-255 0-255 0-255 0-255 0-255 0-255 0-255			
		PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM FOCUS	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM FOCUS IRIS	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM FOCUS IRIS FRAMING1.L	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM FOCUS IRIS FRAMING1.L FRAMING1.R	0-255 0-255			
	CHANNEL	PT SPEED CMY C CMY M CMY Y CTO COLOR FIXED GOBO ROTA.GOBO GOBO.ROTA ANIMATION.D ANIMATION.R PRISM FROST 1 FROST 2 ZOOM FOCUS IRIS FRAMING1.L	0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255 0-255			

	1	T	1	
		FRAMING3.L	0-255	
		FRAMING3.R	0-255	
		FRAMING4.L	0-255	
		FRAMING4.R	0-255	
		FRAMING ROT	0-255	
		DIMMER	0-255	
		STROBE	0-255	
		NO		Factory testing mode. All stepper motors
	DEBUG HIDE	YES		are not controlled by signal, It only works
				again after the reset.
		ALL RESET		Select Yes/No to carry out all reset
	RESET	PT RESET		Select Yes/No to carry out P/T reset
		COLOR SYSTEM		COLOR/CMYK reset
		OTHER		Zoom/ Focus/ Prism/ Framing reset
INFO	FIXTURE HOURS	S		Hours of fixture use
	LED USE HOUR	S		LED use time
	TEMPERATURE			LED temperature
	VERSION			Software versions
	NETWORK			Check network parameter
	RDM	UID	0x388Axxxxxxx	Check fixture's ID
	KDW	LABEL	NEPTUNE 700	PROFILE Check fixture's LABEL
		MEMORY IC	Memory IC	
		ANGLESENSOR		Angle Sensor
		PAN SENSOR		Pan Sensor
		PAN ENCODER		Pan Encoder
		PAN DRIVEIC		Pan Drive IC
		TILT SENSOR		Tilt Sensor
		TILT ENCODER		Tilt Encoder
		TILT DRIVEIC		Tilt Drive IC
		TEMPERATURE		Temperature
		CMY_C RESET		CMY C Reset
	0)/07514	CMY_M RESET		CMY M Reset
	SYSTEM	CMY_Y RESET		CMY Y Reset
	ERROR	СТО		CTO Reset
		COLOR RESET		Color Reset
		FGOBO RESET		Fixed Gobo Reset
		GOBO RESET		Gobo Reset
		RGOBO RESET		Rotate Gobo Reset
		ANIMATION RESE	ΕΤ	Animation Reset
		Z00M RESET		Zoom Reset
		FOCUS RESET		Focus Reset
		PRISM RESET		Prism Reset
				i iisiii iXeset
		FROST RESET		Frost Reset
		FROST RESET FRAMING		
SERVICE	***		±127	Frost Reset

COLOR	±127	Color position fine adjustment
CMY-C	±127	CMY-C position fine adjustment
CMY-M	±127	CMY-M position fine adjustment
CMY-Y	±127	CMY-Y position fine adjustment
СТО	±127	CTO position fine adjustment
FIXED GOBO	±127	Fixed Gobo position fine adjustment
ROTA. GOBO	±127	Rotate Gobo position fine adjustment
GOBO.ROTA	±127	Self-rotation position fine adjustment
ANIMATION	±127	Animation position fine adjustment
FOCUS	±127	Focus position fine adjustment
ZOOM	±127	Zoom position fine adjustment
IRIS	±127	Iris position fine adjustment
PRISM1	±127	Prism 1 position fine adjustment
FRAMING1	±127	Framing position fine adjustment
FRAMING2	±127	Framing position fine adjustment
FRAMING3	±127	Framing position fine adjustment
FRAMING4	±127	Framing position fine adjustment
FRAMING ROT	±127	Framing position fine adjustment
OTHER	±127	

4 USING A DMX512 CONTROLLER

4.1 DMX CONTROL

BASIC	STANDARD	Extend			
(35CH)	(41CH)	(44CH)	Value	Function	
CH.1	CH.1	CH.1	000-255	PAN 0-540°	
-	CH.2	CH.2	000-255	PAN FINE	
CH.2	CH.3	CH.3	000-255	TILT 0-270°	
-	CH.4	CH.4	000-255	TILT FINE	
CH.3	CH.5	CH.5	000-255	PT Speed	
CH.4	CH.6	CH.6	000-255	CYAN	
CH.5	CH.7	CH.7	000-255	MAGENTA	
CH.6	CH.8	CH.8	000-255	YELLOW	
CH.7	CH.9	CH.9	000-255	CTO 6800K-2700K	
			COLOUR M	ACRO	
			000-019	No Function	
			020-021	3000K	
			022-023	3200K	
				024-025	3500K
				026-027	4000K
			028-029	4500K	
			030-031	5000K	
			032-033	5400K	
			034-035	5600K	
			036-037	6000K	
			038-039	6500K	
CH.8	CH.10	CH.10	040-041	6800K	
			042-043	L106	
			044-045	L194	
			046-047	L019	
			048-049	R08	
			050-051	L213	
			052-053	R80	
			054-055	L202	
			056-057	L328	
			058-059	R3314	
			060-061	L101	
			062-063	L768	
			064-255	MACRO EFFECT R->G->B->R	
CH.9	CH.11	CH.11	000-255	CMYK SPEED(SPEED 100%->1)	

			COLOR WH	IELL
			000-007	WHITE
			008-015	COLOR 1
			016-023	COLOR 2
			024-031	COLOR 3
011.40	011.40	011.40	032-039	COLOR 4
CH.10	CH.12	CH.12	040-047	COLOR 5
			048-055	COLOR 6
			056-191	COLOR WHELL 0-360°
			192-222	COLOR WHELL RAINBOW EFFECT(SPEED 100%->1)
			223-224	STOP
			225-255	COLOR WHELL RAINBOW EFFECT(SPEED 1->100%)
-	-	CH.13	000-255	COLOR WHELL FINE
			ROTATING	GOBO
			000-010	ROTATING WHITE
			011-018	ROTATING GOBO 1
			019-026	ROTATING GOBO 2
			027-034	ROTATING GOBO 3
			035-042	ROTATING GOBO 4
			043-050	ROTATING GOBO 5
			051-058	ROTATING GOBO 6
			059-066	ROTATING GOBO 7
CH.11	CH.13	CH.14	067-074	ROTATING GOBO 1 SHAKE (SPEED 1 -> 100%)
CH.TT	011.13	C11.14	075-082	ROTATING GOBO 2 SHAKE (SPEED 1 -> 100%)
			083-090	ROTATING GOBO 3 SHAKE (SPEED 1 -> 100%)
			091-098	ROTATING GOBO 4 SHAKE (SPEED 1 —> 100%)
			099-106	ROTATING GOBO 5 SHAKE (SPEED 1 —> 100%)
			107-114	ROTATING GOBO 6 SHAKE (SPEED 1 -> 100%)
			115-122	ROTATING GOBO 7 SHAKE (SPEED 1 -> 100%)
			123-127	WHITE
			128-190	STATIC GOBO POSITIVE WATER EFFECT (SPEED 100 —> 1%)
			191-192	STOP WATER EFFECT
			193-255	STATIC GOBO REVERSE WATER EFFECT (SPEED 1 —> 100%)
			GOBO ROT	ATING
			0-120	ROTATING GOBO ANGLE ADJUSTMENT (0 -> 360°)
			121-125	STOP
CH.12	CH.14	CH.15	126-165	ROTATING GOBO SHAKE (SPEED 1 —> 100%)
			166-170	STOP
			171-210	ROTATING GOBO POSITIVE ROTATION (SPEED 100%> 1)
			211-215	STOP

			216-255	ROTATING GOBO REVERSE ROTATION (SPEED 1> 100%)
-	CH.15	CH.16	000-255	GOBO ROTATING FINE
			FIXED GOE	BO WHEEL
			0-10	WHITE
			11-15	FIXED GOBO WHEEL 1
			16-20	FIXED GOBO WHEEL 2
			21-25	FIXED GOBO WHEEL 3
			26-30	FIXED GOBO WHEEL 4
			31-35	FIXED GOBO WHEEL 5
			36-40	FIXED GOBO WHEEL 6
			41-45	FIXED GOBO WHEEL 7
	CH.13 CH.16 CH.		46-50	FIXED GOBO WHEEL 8
			51-55	FIXED GOBO WHEEL 9
			56-60	FIXED GOBO WHEEL 10
CH 12		CU 17	61-65	FIXED GOBO WHEEL 1 SHAKE (SPEED 1 —> 100%)
CH.13		CH.17	66-70	FIXED GOBO WHEEL 2 SHAKE (SPEED 1 —> 100%)
			71-75	FIXED GOBO WHEEL 3 SHAKE (SPEED 1 —> 100%)
			76-80	FIXED GOBO WHEEL 4 SHAKE (SPEED 1 —> 100%)
			81-85	FIXED GOBO WHEEL 5 SHAKE (SPEED 1 —> 100%)
		86-90	FIXED GOBO WHEEL 6 SHAKE (SPEED 1 —> 100%)	
			91-95	FIXED GOBO WHEEL 7 SHAKE (SPEED 1 —> 100%)
			96-100	FIXED GOBO WHEEL 8 SHAKE (SPEED 1 —> 100%)
			101-105	FIXED GOBO WHEEL 9 SHAKE (SPEED 1> 100%)
			106-110	FIXED GOBO WHEEL 10 SHAKE (SPEED 1 —> 100%)
			111-127	WHITE
			128-190	STATIC GOBO JUMPING WATER EFFECT (SPEED 100> 1%)
			191-192	STOP WATER EFFECT
			193-255	STATIC GOBO FLOWING WATER EFFECT (SPEED 1 —> 100%)
CH.14	CH.17	CH.18	0-255	Insert effect wheel
			ANIMATION	N DISC ROTATION
			0-10	Rotation STOP
CH.15	CH.18	CH.19	11-127	Animation Insertion CW Rotate Slow to Fast
			128-138	Rotation STOP
			139-255	Animation Insertion CCW Rotate Fast to Slow
			PRISM	1
			0-10	WHITE
CH.16	CH.19	CH.20	11-145	PRISM INSERT AND ADJUST THE ANGLE (0 —> 360°)
		30	146-150	STOP
			151-200	PRISM INSERT AND POSITIVE ROTATION (SPEED 100%> 1)
			201-205	STOP

			206-255	PRISM INSERT AND REVERSE ROTATION (SPEED 1> 100%)
			FROST 1	d .
CH.17	CH.20	CH.21	0-255	FROST (0-100%)
CH.18	CH.21	CH.22	FROST 2	
			0-255	FROST (0-100%)
	CH.22	CH.23	IRIS	
CH.19			0-127	IRIS OPEN> CLOSE (FROM LARGE TO SMALL)
			128-130	IRIS CLOSE
			131-171	IRIS FAST IN FAST OUT
			172-211	IRIS FADE IN FADE OUT RANDOMLY
			212-251	IRIS FAST IN FADE OUT RANDOMLY
			252-255	IRIS CLOSE
-	-	CH.24	000-255	IRIS FINE
CH.20	CH.23	CH.25	0-255	ZOOM
-	CH.24	CH.26	0-255	ZOOM FINE
CH.21	CH.25	CH.27	0-255	FOCUS
-	CH.26	CH.28	0-255	FOCUS FINE
			AUTO FOCUS	
	CH.27	CH.29	0-12	NO FUNCTION
			13-39	5 METER
			40-66	7 METER
			67-93	9 METER
CH.22			94-120	11 METER
			121-147	13 METER
			148-174	15 METER
			175-201	17 METER
			202-228	19 METER
			229-255	21 METER
CH.23	CH.28	CH.30	0-255	AUTO FOCUS FINE
CH.24	CH.29	CH.31	0-255	FRAMING1.Left
CH.25	CH.30	CH.32	0-255	FRAMING1.Right
CH.26	CH.31	CH.33	0-255	FRAMING2.Left
CH.27	CH.32	CH.34	0-255	FRAMING2.Right
CH.28	CH.33	CH.35	0-255	FRAMING3.Left
CH.29	CH.34	CH.36	0-255	FRAMING3.Right
CH.30	CH.35	CH.37	0-255	FRAMING4.Left
CH.31	CH.36	CH.38	0-255	FRAMING4.Right
CH.32	CH.37	CH.39	ALL FRAMING ROTATION	
			0-255	FRAMING ROT
-	-	CH.40	0-255	FRAMING ROTATION FINE

CH.33	CH.38	CH.41	0-255	DIMMER
-	CH.39	CH.42	0-255	DIMMER FINE
			STROBE	
			0-9	NO FUNCTION
			10-99	STROBE (FROM SLOW TO FAST)
CH.34	CH.40	CH.43	100-109	NO FUNCTION
			110-179	LIGHTNING STROBE
			180-189	NO FUNCTION
			190-255	RANDOM SROBE
	CH.41	CH.44	CONTROL(EXECUTE AFTER 3 SECONDS)	
			000-010	NO FUNCTION
			011-020	PAN/TILT BLACK ACTIVATED
			021-030	PAN/TILT BLACK DEACTIVATED
			031-040	PAN INVERT
			041-050	TILT INVERT
			051-060	PAN/TILT INVERT OFF
ı			061-070	STUDIO
			071-080	POWER
			081-100	LIVE
			101-110	DIM4
CH.35			111-120	DIM3
СП.ЗЭ			121-130	DIM2
			131-140	DIM1
			141-150	DIM0
			151-160	1200Hz
			161-170	2400Hz
			171-180	4000Hz
			181-190	6000Hz
			191-200	25000Hz
			201-210	ALL RESET
			211-220	XY RESET
			221-230	COLOR SYSTEM RESET
			231-255	FOCUS\ZOOM\FRAMING RESET