

## FINE 2000LH ISPOT Channel Function

Specific	STND	16BT	EXTN	Value	Function
<b>Strobe</b>	<b>1</b>	<b>1</b>	<b>1</b>	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
<b>Dimmer</b>	<b>2</b>	<b>2</b>	<b>2</b>	000~255	0%->100%
<b>Dimmer Fine</b>	<b>3</b>	<b>3</b>	<b>3</b>	000~255	0%->100%
<b>Pan</b>	<b>4</b>	<b>4</b>	<b>4</b>	000~255	Movement positioning from 0° to 540°
<b>Pan Fine</b>	<b>5</b>	<b>5</b>	<b>5</b>		
<b>Tilt</b>	<b>6</b>	<b>6</b>	<b>6</b>	000~255	Movement positioning from 0° to 252°
<b>Tilt Fine</b>	<b>7</b>	<b>7</b>	<b>7</b>		
<b>Gobo1</b>	<b>8</b>	<b>8</b>	<b>8</b>	000~009	Open
				010~019	Gobo1
				020~029	Gobo2
				030~039	Gobo3
				040~049	Gobo4
				050~059	Gobo5
				060~071	Gobo6
				072~094	Gobo1 shake from slow to fast (0.4Hz~6.6Hz)
				095~117	Gobo2 shake from slow to fast (0.4Hz~6.6Hz)
				118~140	Gobo3 shake from slow to fast (0.4Hz~6.6Hz)
				141~163	Gobo4 shake from slow to fast (0.4Hz~6.6Hz)
				164~186	Gobo5 shake from slow to fast (0.4Hz~6.6Hz)

				187~209	Gobo6 shake from slow to fast (0.4Hz~6.6Hz)
				210~231	Continuous gobo wheel clockwise rotation from fast to slow(15.6rpm~10rph)
				232~233	Stop
				234~255	Continuous gobo wheel counter-clockwise rotation from slow to fast(10rph~15.6rpm)
<b>Gobo1 Rot</b>	<b>9</b>	<b>9</b>	<b>9</b>	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow (145rpm~8.7rpm)
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast (8.7rph~145rpm)
<b>Gobo1 Rot Fine</b>	<b>-</b>	<b>10</b>	<b>10</b>		
<b>Fixed Gobo</b>	<b>10</b>	<b>11</b>	<b>11</b>	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 (0.4Hz~6.6Hz)
				087~101	Gobo2 shake from slow to fast (0.4Hz~6.6Hz)
				102~117	Gobo3 shake from slow to fast (0.4Hz~6.6Hz)
				118~133	Gobo4 shake from slow to fast (0.4Hz~6.6Hz)
				134~148	Gobo5 shake from slow to fast (0.4Hz~6.6Hz)
				149~163	Gobo6 shake from slow to fast (0.4Hz~6.6Hz)
				164~178	Gobo7 shake from slow to fast (0.4Hz~6.6Hz)
				179~194	Gobo8 shake from slow to fast (0.4Hz~6.6Hz)
				195~209	Gobo9 shake from slow to fast (0.4Hz~6.6Hz)
				210~231	Continuous gobo wheel clockwise rotation from fast to slow (70rpm->20rph)

				232~233	Stop
				233~255	Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)
<b>Anime</b>	<b>11</b>	<b>12</b>	<b>12</b>	000~002	None
				003~126	Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph)
				127~129	Stop
				130~253	Continuous gobo wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm)
				254~255	Stop
<b>Cyan</b>	<b>12</b>	<b>13</b>	<b>13</b>	000~255	0%->100% Linear Cyan movement
<b>Magenta</b>	<b>13</b>	<b>14</b>	<b>14</b>	000~255	0%->100% Linear Magenta movement
<b>Yellow</b>	<b>14</b>	<b>15</b>	<b>15</b>	000~255	0%->100% Linear Yellow movement
<b>CTO</b>	<b>15</b>	<b>16</b>	<b>16</b>	000~255	0%->100%
<b>Color</b>	<b>16</b>	<b>17</b>	<b>17</b>		Linear Movement
				000~119	From Open to (6th Color+Open) Linearity Movement
				18	Color1 (Red)
				35	Color2 (Green)
				54	Color3 (Blue)
				70	Color4 (Orange)
				86	Color5 (Pink)
				104	Color6 (Deep Green)
				120~120	Open
					Full Color
				121~126	Color1 (Red)
				127~132	Color2 (Green)
				133~138	Color3 (Blue)
				139~144	Color4 (Orange)
				145~150	Color5 (Pink)
				151~156	Color6 (Deep Green)
157~160	Open				

					Continuous Rotation
				161~200	Continuous color wheel clockwise rotation from fast to slow (46.7rpm->3.67rpm)
				201~203	Stop
				204~243	Continuous color wheel counter-clockwise rotation from slow to fast 3.67rpm->46.7rpm)
					random full color
				244~247	Fast
				248~251	Medium
				252~255	Slow
<b>Color Macro</b>	-	<b>18</b>	<b>18</b>	000~255	Reserved
<b>Prism</b>	17	19	19	000~010	Open
				011~138	Prism1 Inserted
				139~255	Prism2 Inserted
<b>Prism Rot</b>	18	20	20	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow (78rpm~2.32rph)
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast (2.32rph~78rpm)
<b>Focus</b>	19	21	21	000~255	Infinity -> Near
<b>Focus Fine</b>	-	22	22		
<b>Zoom</b>	20	23	23	000~255	Narrow beam -> Wide beam
<b>Zoom Fine</b>	-	24	24		
<b>AutoFocus Distance</b>	-	25	25	000~005	AutoFocus Off
				006~031	Reserved
				032~057	8 meters
				058~083	12 meters
				084~109	16 meters
				110~255	Reserved
<b>AutoFocus Adjustment</b>	-	26	26	000~127	Focus Fine -
				128~128	Stop
				129~255	Focus Fine +

<b>Frost</b>	<b>21</b>	<b>27</b>	<b>27</b>	000~063	Open
				064~127	Light Frost
				128~191	Medium Frost
				192~255	Heavy Frost
<b>Iris</b>	<b>22</b>	<b>28</b>	<b>28</b>	000~131	Open->Closed
				132~151	Iris pulsation from slow to fast speed (0.1~5Hz)
				152~171	Iris pulsation from slow to fast speed with fast closing (0.1~5Hz)
				172~191	Iris pulsation from slow to fast speed with fast opening (0.1~5Hz)
				192~255	Reserved
<b>Frame1</b>	<b>23</b>	<b>29</b>	<b>29</b>	000~255	Out -> In
<b>Frame1 Angle</b>	<b>24</b>	<b>30</b>	<b>30</b>	000~255	Angle- --> Parallel --> Angle+
<b>Frame2</b>	<b>25</b>	<b>31</b>	<b>31</b>	000~255	Out -> In
<b>Frame2 Angle</b>	<b>26</b>	<b>32</b>	<b>32</b>	000~255	Angle- --> Parallel --> Angle+
<b>Frame3</b>	<b>27</b>	<b>33</b>	<b>33</b>	000~255	Out -> In
<b>Frame3 Angle</b>	<b>28</b>	<b>34</b>	<b>34</b>	000~255	Angle- --> Parallel --> Angle+
<b>Frame4</b>	<b>29</b>	<b>35</b>	<b>35</b>	000~255	Out -> In
<b>Frame4 Angle</b>	<b>30</b>	<b>36</b>	<b>36</b>	000~255	Angle- --> Parallel --> Angle+
<b>Frame Rotation</b>	<b>31</b>	<b>37</b>	<b>37</b>	000~255	From 0° -> 180° rotation
<b>Frame Macro</b>	<b>-</b>	<b>38</b>	<b>38</b>	000~009	None
				010~019	Square
				020~029	Rectangle
				030~039	Triangle
				040~049	Rhombus
				050~059	Trapezium
				060~255	Reserved
<b>CRI/R9</b>	<b>-</b>	<b>39</b>	<b>39</b>	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
				090~094	Reserved
				095~099	Color Rendering Filter Excluded --3s
				100~104	Color Rendering Filter Inserted --3s
				105~124	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
				235~239	Mode 1 In Addition To The XY Property.Console Ccontrols All Properties
240~244	Mode 2 In Addition To The Gimbal Mapping On The Putter And Roller XY Properties.The console controls all properties				
245~249	Mode 3 In Addition To The Gimbal Mapping On The Putter And XY Properties.The Console Controls All Properties				
250~255	Mode 4 The Console Controls All Properties				
Pan-tilt Time	-	39	41	255~255	Follow Cue Data

<b>Color Time</b>	-	<b>40</b>	<b>42</b>	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
<b>Beam Time</b>	-	<b>41</b>	<b>43</b>	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
<b>Gobo Time</b>	-	<b>42</b>	<b>44</b>	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data