






FINE 1700LC ISPOT STND

ID	Specific	Value	Function
1	Shutter	000~>005 Off 006~>010 On 011~>105 Pulse, Slow->Fast (0~20Hz) 106~>110 On 111~>179 Thunder, Slow->Fast 180~>185 On 186~>253 Random 254~>255 On	
2	Dimmer	0->255	
3	Dim Fine	0->255	
4	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when Color Mix Mode is RGB; the Channel control Cyan when Color Mix Mode is CMY
5	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when Color Mix Mode is RGB; the Channel control Magenta when Color Mix Mode is CMY
6	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when Color Mix Mode is RGB; the Channel control Magenta when Color Mix Mode is CMY
7	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1 (Red) 35 Color2 (Green) 52 Color3 (Blue) 70 Color4 (Orange) 86 Color5 (Pink) 104 Color6 (Pink) 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	
8	VirtColorWheel	see Virtual ColorWheel Table	
9	ColorFunction	Reserved	
10	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	
11	CRI Sel	000~85 Highest Bright 086~170 Bright+CRI 171~255 Highest CRI	fro CTC
12	CrossFade	000->255 Reserved	
13	Reserved	000->255	
14	Pan	000->255 Pan Rotation	
15	Pan Fine	000->255 Pan Rotation Fine	
16	Tilt	000->255 Tilt Rotation	
17	Tilt Fine	000->255 Tilt Rotation Fine	
18	Gobo1	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 (70rpm->20rph) 232~233 Stop 234~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
19	Gobol Rot	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)	

20	Fixed Gobo	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)	
21	Anime	000^002 None 003^126 Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127^129 Stop 130^252 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm) 253^255 Stop	
22	Prism	000^010 Open 011^138 Prism1 Inserted 139^255 Prism2 Inserted	
23	Prism Rot	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)	
24	Focus	Infinity -> Near	
25	Zoom	Narrow beam -> Wide beam	
26	Frost1	000^127 Open 128^255 Light Frost	
27	Frost2	000^255 0~100% Linear Movement	
28	Iris	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	
29	Frame1 Pos	000^255 Out -> In	
30	Frame1 Ang	000^255 Angle- --> Parallel --> Angle+	
31	Frame2 Pos	000^255 Out -> In	
32	Frame2 Ang	000^255 Angle- --> Parallel --> Angle+	
33	Frame3 Pos	000^255 Out -> In	
34	Frame3 Ang	000^255 Angle- --> Parallel --> Angle+	
35	Frame4 Pos	000^255 Out -> In	
36	Frame4 Ang	000^255 Angle- --> Parallel --> Angle+	
37	Frame Rot	000^255 From 0° -> 180° rotation	
38	Frame Macro	000^009 None 010^019 Square 020^029 Rectangle 030^039 Triangle 040^049 Rhombus 050^059 Trapezium 060^255 Reserved	
39	FixCtrl	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 RGB Color Mix Mode --3s 145^149 CMY Color Mix Mode 150^159 Reserved 160^169 Reserved 170^179 Dimmer Adjusting Fast 180^189 Dimmer Adjusting Slow 190^234 Reserved 235^239 Mode 1 In Addition To The XY Property, Console Controls 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	Fixture Ctrl



FINE 1700LC ISPOT 16BT

ID	Specific	Value	Function
46	Shutter	000->005 Off 006->010 On 011->105 Pulse, Slow->Fast (0~20Hz) 106->110 On 111->179 Thunder, Slow->Fast 180->185 On 186->253 Random 254->255 On	
47	Dimmer	0->255	
48	Dim Fine	0->255 Dimmer Fine	
49	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when Color Mix Mode is RGB;
50	R/C Fine	0->255 Red Fine or Cyan Fine Adjusting	the Channel control Cyan when Color Mix Mode is CMY
51	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when Color Mix Mode is RGB;
52	G/M Fine	0->255 Green Fine or Magenta Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
53	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when Color Mix Mode is RGB;
54	B/Y Fine	0->255 Blue Fine or Yellow Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
55	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1 (Red) 35 Color2 (Green) 52 Color3 (Blue) 70 Color4 (Orange) 86 Color5 (Pink) 104 Color6 (Pink) 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	
56	VirtColorWheel	see Virtual ColorWheel Table	
57	ColorFunction	Reserved	
58	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	
59	Green Corr	0 Uncorrected white 1->127 Minus green --> uncorrected white 128 Uncorrected white 129->255 Uncorrected white --> Plus green	Green Correction, used with CTC
60	CRI Sel	000~127 Color brightness optimized 128~255 Color quality optimized	used with CTC
61	CrossFade	000->255 Reserved	
62	Reserved	000->255	
63	Pan	000->255 Pan Rotation	
64	Pan Fine	000->255 Pan Rotation Fine	
65	Tilt	000->255 Tilt Rotation	
66	Tilt Fine	000->255 Tilt Rotation Fine	
67	Gobo1	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 (70rpm->20rph) 232~233 Stop 234~255 Continuous gobo wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	

68	Gobol Rot	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)	
69	G1 RotFine	000~255 GobolRot Fine	
70	Fixed Gobo	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)	
71	Anime	000~002 None 003~126 Continuous gobo wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127~129 Stop 130~252 Continuous gobo wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm) 253~255 Stop	
72	Prism	000~010 Open 011~138 Prism1 Inserted 139~255 Prism2 Inserted	
73	Prism Rot	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)	
74	Focus	000~255 Infinity -> Near	
75	Focus Fine	000~255 Focus Fine	
76	Zoom	000~255 Narrow beam -> Wide beam	
77	Zoom Fine	000~255 Zoom Fine	
78	AutoFs Dis	000~255 Reserved	AutoFocus Distance
79	AutoFs DisF	000~255 Reserved	AutoFocus Adjustment
80	Frost1	000~127 Open 128~255 Light Frost	
81	Frost2	000~255 0~100% Linear Movement	
82	Iris	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	
83	Frame1 Pos	000~255 Out -> In	
84	Frame1 Ang	000~255 Angle- --> Parallel --> Angle+	
85	Frame2 Pos	000~255 Out -> In	
86	Frame2 Ang	000~255 Angle- --> Parallel --> Angle+	
87	Frame3 Pos	000~255 Out -> In	
88	Frame3 Ang	000~255 Angle- --> Parallel --> Angle+	
89	Frame4 Pos	000~255 Out -> In	
90	Frame4 Ang	000~255 Angle- --> Parallel --> Angle+	
91	Frame Rot	000~255 From 0° -> 180° rotation	
92	Frame Macro	000~009 None 010~019 Square 020~029 Rectangle 030~039 Triangle 040~049 Rhombus 050~059 Trapezium 060~255 Reserved	

93	FixCtrl	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 RGB Color Mix Mode --3s 145~149 CMY Color Mix Mode 150~159 Reserved 160~169 Reserved 170~179 Dimmer Adjusting Fast 180~189 Dimmer Adjusting Slow 190~234 Reserved 235~239 Mode 1 In Addition To The XY Property.Console Controls 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	
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FINE 1700LC ISPOT EXTN			
ID	Specific	Value	Function
99	Shutter	000->005 Off 006->010 On 011->105 Pulse, Slow->Fast(0~20Hz) 106->110 On 111->179 Thunder, Slow->Fast 180->185 On 186->253 Random 254->255 On	
100	Dimmer	0->255	
101	Dim Fine	0->255 Dimmer Fine	
102	Red/Cyan	0->255 Red or Cyan Adjusting	then Channel control Red when Color Mix Mode is RGB or RGBAL;
103	R/C Fine	0->255 Red Fine or Cyan Fine Adjusting	the Channel control Cyan when Color Mix Mode is CMY
104	Green/Mag	0->255 Green or Magenta Adjusting	then Channel control Blue when Color Mix Mode is RGB or RGBAL;
105	G/M Fine	0->255 Green Fine or Magenta Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
106	Blue/Yellow	0->255 Blue or Yellow Adjusting	then Channel control Blue when Color Mix Mode is RGB or RGBAL;
107	B/Y Fine	0->255 Blue Fine or Yellow Fine Adjusting	the Channel control Magenta when Color Mix Mode is CMY
108	Amber	0->255 Amber Adjusting	
109	AmberFine	0->255 Amber Fine Adjusting	
110	Lime	0->255 Lime Adjusting	the Channel is effective when Color Mix Mode is RGBAL
111	LimeFine	0->255 Lime Fine Adjusting	
112	ColorWheel	Linear Movement 000~119 From Open to (6th Color+Open) Linearity Movement 18 Color1(Red) 35 Color2(Green) 52 Color3(Blue) 70 Color4(Orange) 86 Color5(Pink) 104 Color6(Pink) 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	
113	VirtColorWheel	see Virtual ColorWheel Table	Virtual Color Wheel
114	ColorFunction	Reserved	

115	CTC	0 No Function 1 CCT 8000K 2->83 CCT 7979K->6222K 84 CCT 6200K 85->111 CCT 6178K->5621K 112 CCT 5600K 113->175 CCT 5579K->4223K 176 CCT 4200K 177->222 CCT 4181K->3221K 223 CCT 3200K 234->254 CCT 3179K->2521K 255 CCT 2500K	
116	Green Corr	0 Uncorrected white 1->127 Minus green --> uncorrected white 128 Uncorrected white 129->255 Uncorrected white --> Plus green	Green Correction, used with CTC
117	CRI Sel	000~127 Color brightness optimized 128~255 Color quality optimized	used with CTC
118	CrossFade	000->255 Reserved	
119	Reserved	000->255	
120	Pan	000->255 Pan Rotation	
121	Pan Fine	000->255 Pan Rotation Fine	
122	Tilt	000->255 Tilt Rotation	
123	Tilt Fine	000->255 Tilt Rotation Fine	
124	Gobol	000 009 Open 010~019 Gobol 020~029 Gobol2 030~039 Gobol3 040~049 Gobol4 050~059 Gobol5 060~071 Gobol6 072~094 Gobol Shake From Slow to Fast(0.4Hz~6.6Hz) 095~117 Gobol2 Shake From Slow to Fast(0.4Hz~6.6Hz) 118~140 Gobol3 Shake From Slow to Fast(0.4Hz~6.6Hz) 141~163 Gobol4 Shake From Slow to Fast(0.4Hz~6.6Hz) 164~186 Gobol5 Shake From Slow to Fast(0.4Hz~6.6Hz) 187~209 Gobol6 Shake From Slow to Fast(0.4Hz~6.6Hz) 210~231 Continuous gobol wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 234~255 Continuous gobol wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
125	Gobol Rot	000~127 0°~360° 128~190 Continuous gobol wheel clockwise rotation from fast to slow (145rpm~8.7rpm) 191~192 Stop 193~255 Continuous gobol wheel counter-clockwise rotation from slow to fast (8.7rph~145rpm)	
126	G1 RotFine	000->255 GobolRot Fine	
127	Fixed Gobo	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 gobol wheel clockwise rotation from fast to slow (70rpm->20rph) 232~233 Stop 234~255 Continuous gobol wheel counter-clockwise rotation from slow to fast (20rph->70rpm)	
128	Anime	000~002 None 003~126 Continuous gobol wheel clockwise rotation from fast to slow (75rpm~2.8rph) 127~129 Stop 130~252 Continuous gobol wheel counter-clockwise rotation from slow to fast (2.8rph~75rpm) 253~255 Stop	
129	Prism	000~010 Open 011~138 Prism1 Inserted 139~255 Prism2 Inserted	
130	Prism Rot	000~127 0°~360° 128~190 Continuous gobol wheel clockwise rotation from fast to slow (78rpm~2.32rph) 191~192 Stop 193~255 Continuous gobol wheel counter-clockwise rotation from slow to fast (2.32rph~78rpm)	
131	Focus	000~255 Infinity -> Near	
132	Focus Fine	000~255 Focus Fine	
133	Zoom	000~255 Narrow beam -> Wide beam	
134	Zoom Fine	000~255 Zoom Fine	
135	AutoFs Dis	000~255 Reserved	AutoFocus Distance
136	AutoFs DisF	000~255 Reserved	AutoFocus Adjustment
137	Frost1	000~127 Open 128~255 Light Frost	
138	Frost2	000~255 0~100% Linear Movement	
139	Iris	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	
140	Frame1 Pos	000~255 Out -> In	
141	Frame1 Ang	000~255 Angle- --> Parallel --> Angle+	
142	Frame2 Pos	000~255 Out -> In	
143	Frame2 Ang	000~255 Angle- --> Parallel --> Angle+	

144	Frame3 Pos	000`255 Out -> In	
145	Frame3 Ang	000`255 Angle- --> Parallel --> Angle+	
146	Frame4 Pos	000`255 Out -> In	
147	Frame4 Ang	000`255 Angle- --> Parallel --> Angle+	
148	Frame Rot	000`255 From 0° -> 180° rotation	
149	Frame Macro	000`009 None 010`019 Square 020`029 Rectangle 030`039 Triangle 040`049 Rhombus 050`059 Trapezium 060`255 Reserved	
150	FixCtrl	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 RGB Color Mix Mode --3s 145`149 CMY Color Mix Mode 150`159 Reserved 160`169 Reserved 170`179 Dimmer Adjusting Fast 180`189 Dimmer Adjusting Slow 190`234 Reserved 235`239 Mode 1 In Addition To The XY Property.Console Controls 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 060`065 Mode 4 The Console Controls All Properties	