

FINE 1700LH ISPOT Channel Function V1.6

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	000~009	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)
Gobo1 Rot	9	9	9	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)
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 (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)
Anime	11	12	12	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
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
				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
Color	17	18	18		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
Color Macro	-	18	18	000~255	Reserved
Prism	18	19	19	000~010	Open
				011~138	Prism1 Inserted
				139~255	Prism2 Inserted
Prism Rot	19	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)
Focus	20	21	21	000~255	Infinity -> Near
Focus Fine	-	22	22		
Zoom	21	23	23	000~255	Narrow beam -> Wide beam
Zoom Fine	-	24	24		
AutoFocus Distan	-	25	25	000~005	AutoFocus Off
				006~031	Reserved
				032~057	8 meters
				058~083	12 meters
				084~109	16 meters
				110~255	Reserved
oFocus Adjustn	-	26	26	000~127	Focus Fine -
				128~128	Stop
				129~255	Focus Fine +
Frost1	22	27	27	000~127	Open
				128~255	Light Frost
Frost2	23	28	28	000~255	open 0~100% Linear Movement

Iris	24	29	29	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
Frame1 Position	25	30	30	000~255	Out -> In
Frame1 Angle	26	31	31	000~255	Angle- --> Parallel --> Angle+
Frame2 Position	27	32	32	000~255	Out -> In
Frame2 Angle	28	33	33	000~255	Angle- --> Parallel --> Angle+
Frame3 Position	29	34	34	000~255	Out -> In
Frame3 Angle	30	35	35	000~255	Angle- --> Parallel --> Angle+
Frame4 Position	31	36	36	000~255	Out -> In
Frame4 Angle	32	37	37	000~255	Angle- --> Parallel --> Angle+
Frame Rotation	33	38	38	000~255	From 0° -> 180° rotation
Frame Macro	-	39	39	000~009	None
				010~019	Square
				020~029	Rectangle
				030~039	Triangle
				040~049	Rhombus
				050~059	Trapezium
				060~255	Reserved
CRI/R9	-	40	40	000~255	Reserved
				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

Fixture Control	34	41	41	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 Cuve --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 Liner (-- default setting) --3s
				145~149	CMY parabola --3s
				150~159	CCI Enable
				160~169	CCI Disable
				170~179	Fast dimmer
				180~189	Slow dimmer
				190~234	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	-		42	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Color Time	-		43	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Beam Time	-		44	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Gobo Time	-		45	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data