

CHANNEL FUNCTION

MYTHOS

NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0%).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN COLOUR WHEEL	CYAN COLOUR WHEEL
2	MAGENTA COLOUR WHEEL	MAGENTA COLOUR WHEEL
3	YELLOW COLOUR WHEEL	YELLOW COLOUR WHEEL
4	COLOUR 1	COLOUR 1
5	COLOUR 2	COLOUR 2
6	COLOUR 3	COLOUR 3
7	STOPPER / STROBE	STOPPER / STROBE
8	DIMMER	DIMMER
9	DIMMER FINE	DIMMER FINE
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT	ROTATING GOBO SELECT
14	GOBO ROTATION	GOBO ROTATION
15	FINE GOBO ROTATION	FINE GOBO ROTATION
16	PRISMS INSERTION	PRISMS INSERTION
17	PRISMS ROTATION	PRISMS ROTATION
18	FROST	FROST
19	ZOOM	ZOOM
20	FOCUS	FOCUS
21	FOCUS FINE	FOCUS FINE
22	BEAM MODE	BEAM MODE
23	PAN	PAN
24	FINE PAN	FINE PAN
25	TILT	TILT
26	FINE TILT	FINE TILT
27	FUNCTION	FUNCTION
28	RESET	RESET
29	LAMP CONTROL	LAMP CONTROL
30	MACRO EFFECTS	MACRO EFFECTS
31	-	PAN-TILT TIME
32	-	COLOUR TIME
33	-	BEAM TIME
34	-	GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN COLOUR WHEEL
		0 - 255	Linear Cyan movement
2	2		MAGENTA COLOUR WHEEL
		0 - 255	Linear Magenta movement
3	3		YELLOW COLOUR WHEEL
		0 - 255	Linear Yellow movement
4	4		COLOUR 1
		0	Empty position
		28	Empty + Soft Filter
		50	Soft Filter
		80	Soft Filter + Lavender
		100	Lavender
		129	Lavender + CTO 3200K
		150	CTO 3200K
		181	CTO 3200K + CTO 2500K
		204	CTO 2500K
		235	CTO 2500K + Blue Wood (UV Filter)
255	Blue Wood (UV Filter)		
5	5		COLOUR 2
		0	Empty position
		28	Empty + Dark Green
		50	Dark Green
		75	Dark Green + CTB
		100	CTB
		129	CTB + Dark Blue
		150	Dark Blue
		178	Dark Blue + H.M.Green
		200	H.M.Green
		235	H.M.Green + Dark Red
255	Dark Red		

Channel Mode		DMX Value	Function
Standard	Vector		
6	6		COLOUR 3
		0	Empty position
		28	Empty + Light Green
		50	Light Green
		77	Light Green + Pink
		100	Pink
		129	Pink + Aquamarine
		150	Aquamarine
		181	Aquamarine + Dark Orange
		200	Dark Orange
		231	Dark Orange + Light Orange
		255	Light Orange
7	7		STOPPER / STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow (0.5 flash/sec) to fast (12 flashes/sec)
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
252 - 255	Light ON		
8	8		DIMMER
		0 - 255	Light output linearly increase from no-light to maximum brightness. Dimmer blades move from totally closed to totally open in 0.02 seconds at maximum speed.
9	9		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		STATIC GOBO CHANGE
		0	Empty position
		4	Gobo 1
		8	Gobo 2
		12	Gobo 3
		16	Gobo 4
		19	Gobo 5
		23	Gobo 6
		27	Gobo 7
		31	Gobo 8
		35	Gobo 9
		38	Gobo 10
		42	Gobo 11
		46	Gobo 12
		50	Gobo 13
		54	Gobo 14
		57	Gobo 15
		61	Gobo 16
		65	Gobo 17
		69	Gobo 18
		72 - 113	Continuous gobo wheel clockwise rotation at linearly variable speed from fast (60 rpm) to slow (5 rpm)
		114 - 117	Stop rotation
		118 - 159	Continuous gobo wheel counter-clockwise rotation at linearly variable speed from slow (5 rpm) to fast (60 rpm)
		160 - 165	Gobo 1 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		166 - 170	Gobo 2 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		171 - 175	Gobo 3 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		176 - 181	Gobo 4 shakes ...
		182 - 186	Gobo 5 shakes ...
		187 - 191	Gobo 6 shakes ...
		192 - 197	Gobo 7 shakes ...
		198 - 202	Gobo 8 shakes ...
		203 - 207	Gobo 9 shakes ...
		208 - 214	Gobo 10 shakes ...
215 - 218	Gobo 11 shakes ...		
219 - 223	Gobo 12 shakes ...		
224 - 229	Gobo 13 shakes ...		
230 - 234	Gobo 14 shakes ...		
235 - 239	Gobo 15 shakes ...		
240 - 245	Gobo 16 shakes ...		
246 - 250	Gobo 17 shakes ...		
251 - 255	Gobo 18 shakes ...		

Channel Mode		DMX Value	Function
Standard	Vector		
11	11		ANIMATION DISK INSERTION
		0 - 255	Linear Animation Disk Insertion
12	12		ANIMATION DISK ROTATION
		0 - 124	Continuous animation disk clockwise rotation at linearly variable speed from fast (120 rpm) to slow (4.4 rph)
		125 - 130	Stop rotation
		131 - 255	Continuous animation disk counter-clockwise rotation at linearly variable speed from slow (4.4 rph) to fast (120 rpm)
13	13		ROTATING GOBO SELECT
		0 - 18	Empty position
		19 - 37	Gobo 1
		38 - 56	Gobo 2
		57 - 74	Gobo 3
		75 - 92	Gobo 4
		93 - 111	Gobo 5
		112 - 129	Gobo 6
		130 - 150	Gobo 1 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		151 - 171	Gobo 2 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		172 - 192	Gobo 3 shakes ...
		193 - 213	Gobo 4 shakes ...
		214 - 234	Gobo 5 shakes ...
		235 - 255	Gobo 6 shakes ...
			<i>GOBO CHANGE effect disabled if BEAM MODE is working</i>
14	14		GOBO ROTATION
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 105	Gobo indexing: 360° to 450° range
		105 - 127	Gobo indexing: 450° to 540° range
		128 - 190	Continuous gobo rotation at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation at linearly variable speed from slow (2.2 rpm) to fast (180 rpm)
			<i>ROTATING GOBO effect disabled if BEAM MODE is working</i>
15	15		FINE GOBO ROTATION
		0 - 255	Fine Gobo Indexing
16	16		PRISM INSERTION
		0 - 10	Prism out
		11 - 132	Prism 1 into the light beam
		133 - 255	Prism 2 into the light beam
			<i>PRISM effect disabled if BEAM MODE is working</i>

Channel Mode		DMX Value	Function
Standard	Vector		
17	17		PRISMS ROTATION
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous prism rotation at linearly variable speed from fast (43 rpm) to slow (1.1 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation at linearly variable speed from slow (1.1 rpm) to fast (43 rpm)
			<i>PRISM effect disabled if BEAM MODE is working</i>
18	18		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion in 0.02 seconds at maximum speed.
19	19		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
20	20		FOCUS
		0 - 255	Focus moves linearly from far to near position. Focus lenses move from farthest to nearest position in 1.11 seconds at maximum speed.
21	21		FOCUS FINE
		0 - 255	Fine Focus positioning
22	22		BEAM MODE
		0 - 127	Zoom / Autofocus mode
		128 - 255	Beam Mode <i>ROTATING and CHANGE GOBO / PRISM / ZOOM effects disabled if BEAM MODE is working</i>
23	23		PAN
		0 - 255	Pan movement/positioning from 0° to 540° <ul style="list-style-type: none"> • Fast Speed: 3.517 sec • Normal Speed: 4.038 sec
24	24		FINE PAN
		0 - 255	Fine Pan positioning
25	25		TILT
		0 - 255	Tilt movement/positioning from 0° to 244° <ul style="list-style-type: none"> • Fast Speed: 2.180 sec • Normal Speed: 2.274 sec
26	26		FINE TILT
		0 - 255	Fine Tilt positioning

Channel Mode		DMX Value	Function
Standard	Vector		
27	27		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		63 - 75	CMY Full Range (default)
		76 - 87	CMY Limited range
		88 - 101	CMY shortcut ON (default)
		102 - 114	CMY shortcut OFF
		115 - 255	Unused range
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds.
28	28		RESET
		0 - 25	Unused range
		26 - 76	Zoom Reset Zoom Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.		
29	29		LAMP CONTROL
		0 - 25	Unused range
		26 - 100	Lamp OFF Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
101 - 255	Lamp ON Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.		
30	30		MACRO EFFECTS
		0 - 7	Macro OFF
		8 - 11	Standby
		12 - 15	Standby black
		16 - 45	Zoom IN Faded
		46 - 75	Zoom OUT Faded
		76 - 105	Zoom IN OUT
		106 - 135	Standby Black 1
		136 - 165	Zoom IN Faded Random
		166 - 195	Zoom OUT Faded Random
196 - 225	Zoom IN OUT Random		
226 - 255	Standby Black 2		
-	31		PAN-TILT TIME
			Pan - Fine Pan - Tilt - Fine Tilt
-	32		COLOUR TIME
			Cyan - Magenta - Yellow
-	33		BEAM TIME
			Dimmer - Frost - Prism - Focus - Zoom
-	34		GOBO TIME
			Static Gobo - Rotating Gobo

TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	12
56	13
57	14
58	15
59	16
60	17
61	18
62	19
63	20
64	21
65	22
66	23
67	24
68	25
69	26
70	27
71	28
72	29
73	30
74	31
75	32
76	33
77	34
78	35
79	36
80	37
81	38
82	39
83	40
84	41
85	42

BIT	Seconds
86	24
87	25
88	26
89	27
90	28
91	29
92	30
93	31
94	32
95	33
96	34
97	35
98	36
99	37
100	38
101	39
102	40
103	41
104	42
105	43
106	44
107	45
108	46
109	47
110	48
111	49
112	50
113	51
114	52
115	53
116	54
117	55
118	56
119	57
120	58
121	59
122	60
123	61
124	62
125	63
126	64
127	65
128	66

BIT	Seconds
129	41
130	42
131	43
132	44
133	45
134	46
135	47
136	48
137	49
138	50
139	51
140	52
141	53
142	54
143	55
144	56
145	57
146	58
147	59
148	60
149	61
150	62
151	63
152	64
153	65
154	66
155	67
156	68
157	69
158	70
159	71
160	72
161	73
162	74
163	75
164	76
165	77
166	78
167	79
168	80
169	81
170	82
171	83

BIT	Seconds
172	58
173	59
174	60
175	61
176	62
177	63
178	64
179	65
180	66
181	67
182	68
183	69
184	70
185	71
186	72
187	73
188	74
189	75
190	76
191	77
192	78
193	79
194	80
195	81
196	82
197	83
198	84
199	85
200	86
201	87
202	88
203	89
204	90
205	91
206	92
207	93
208	94
209	95
210	96
211	97
212	98
213	99
214	100
215	101

BIT	Seconds
216	170
217	180
218	190
219	200
220	210
221	220
222	230
223	240
224	250
225	260
226	270
227	280
228	290
229	300
230	310
231	320
232	330
233	340
234	350
235	360
236	370
237	380
238	390
239	400
240	410
241	420
242	430
243	440
244	450
245	460
246	470
247	480
248	490
249	500
250	510
251	520
252	530
253	540
254	550
255	Follow cue Data