



## Power Spot 700CMY DMX Traits

Channel	Function	Time and Value	DMX	HEX	%
1) Pan	0..530°	Min. 2.65 s	0..255	00..FF	0..100
2) Pan-fine	High-Pos ... High-Pos + 2.1° (16 Bit)		0..255	00..FF	0..100
3) Tilt	0..285°	Min. 1.8 s	0..255	00..FF	0..100
4) Tilt-fine	High- Pos ... High- Pos + 1.1° (16 Bit)		0..255	00..FF	0..100
5) Color 1 (fast)	Open (fast)	Chaser from color to color max. 140 BPM => 0.43 s	0..1	00..01	0.2
	Open / Color 1 (fast)		2..3	02..03	1.0
	Color 1. Lila 509 (fast)		4..5	04..05	1.8
	Color 1 / Color 2 (fast)		6..7	06..07	2.5
	Color 2. Green 206 (fast)		8..9	08..09	3.3
	Color 2 / Color 3 (fast)		10..11	0A..0B	4.1
	Color 3. Pink 312 (fast)		12..13	0C..0D	4.9
	Color 3 / Color 4 (fast)		14..15	0E..0F	5.7
	Color 4. Orange 306u (fast)		16..17	10..11	6.5
	Color 4 / Color 5 (fast)		18..19	12..13	7.3
	Color 5. Lila 502 (fast)		20..21	14..15	8.0
	Color 5 / Color 6 (fast)		22..23	16..17	8.8
	Color 6. Yellow 601 (fast)		24..25	18..19	9.6
	Color 6 / Color 7 (fast)		26..27	1A..1B	10.4
	Color 7. CTC 3200 - 4100 (fast)		28..29	1C..1D	11.2
	Color 7 / Color 8 (fast)	30..31	1E..1F	12.0	
	Color 8. Rot 308 (fast)	32..33	20..21	12.7	
	Color 8 / Color 9 (fast)	34..35	22..23	13.5	
	Open (fast)	36..63	24..3F	15..25	
	Open (slow)	Chaser from color to color max. 70 BPM => 0.86 s	64..65	40..41	25.3
	Open / Color 1 (slow)		66..67	42..43	26.1
	Color 1. Lila 509 (slow)		68..69	44..45	26.9
	Color 1 / Color 2 (slow)		70..71	46..47	27.6
	Color 2. Green 206 (slow)		72..73	48..49	28.4
	Color 2 / Color 3 (slow)		74..75	4A..4B	29.2
	Color 3. Pink 312 (slow)		76..77	4C..4D	30.0
	Color 3 / Color 4 (slow)		78..79	4E..4F	30.8
	Color 4. Orange 306u (slow)		80..81	50..51	31.6
	Color 4 / Color 5 (slow)		82..83	52..53	32.4
	Color 5. Lila 502 (slow)		84..85	54..55	33.1
	Color 5 / Color 6 (slow)		86..87	56..57	33.9
	Color 6. Yellow 601 (slow)		88..89	58..59	34.7
	Color 6 / Color 7 (slow)		90..91	5A..5B	35.5
Color 7. CTC 3200 - 4100 (slow)	92..93		5C..5D	36.3	
Color 7 / Color 8 (slow)	94..95	5E..5F	37.1		
Color 8. Rot 308 (slow)	96..97	60..61	37.8		
Color 8 / Color 9 (slow)	98..99	62..63	38.6		
Open (slow)	100..127	64..7F	40..50		
Color Rotation STOP	128..129	80..81	50.1		
Color rotation, slow-fast, CW	Min. 1.4 turns/h	130..191	82..BF	51..75	
Color rotation, fast-slow, CCW	Max. 2.9 turns/sec.	192..253	C0..FD	76..98	
Audio color chaser slow	Each 4 <sup>th</sup> sound impulse → new color	254	FE	99	

Channel	Function	Time and Value	DMX	HEX	%	
	Audio color chaser fast	Each sound impulse → new color	255	FF	100	
<b>6) Cyan</b>	Color mixing system - Cyan	0 - 100%	0..255	00..FF	0..100	
<b>7) Magenta</b>	Color mixing system - Magenta	0 - 100%	0..255	00..FF	0..100	
<b>8) Yellow</b>	Color mixing system - Yellow	0 - 100%	0..255	00..FF	0..100	
<b>9) Gobo 1 (indexed)</b>	Gobo 1 (open. fast)	Chaser from gobo to gobo max. 100 BPM => 0.6 s	0..7	0..7	0..2.9	
	Gobo 2 (fast)		8..15	8..F	3..5.9	
	Gobo 3 (fast)		16..23	10..17	6..8.9	
	Gobo 4 (fast)		24..31	18..1F	9..11.9	
	Gobo 5 (fast)		32..39	20..27	12..14.9	
	Gobo 6 (fast)		40..47	28..2F	15..17.9	
	Gobo 7 (fast)		48..55	30..37	18..20.9	
	Gobo 8 (fast)		56..63	38..3F	21..23	
	Gobo 1 (open. slow)	Chaser from gobo to gobo max. 40 BPM => 1.51 s	64..71	40..47	24..26.9	
	Gobo 2 (slow)		72..79	48..4F	27..29.9	
	Gobo 3 (slow)		80..87	50..57	30..33.9	
	Gobo 4 (slow)		88..95	58..5F	34..36.9	
	Gobo 5 (slow)		96..103	60..67	37..39.9	
	Gobo 6 (slow)		104..111	68..6F	40..42.9	
	Gobo 7 (slow)		112..119	70..77	43..45.9	
	Gobo 8 (slow)		120..127	78..7F	46..49	
	Gobo rotation STOP		128..129	80..81	50	
	Gobo rotation, slow-fast, CW	Min. 1.4 turns/h	130..191	82..BF	51..75	
	Gobo rotation, fast-slow, CCW	Max. 1.0 turns/sec.	192..253	C0..FD	76..98	
	Audio gobo chase, slow	Each 4 <sup>th</sup> sound impulse → new gobo	254	FE	99	
	Audio gobo chase, fast	Each sound impulse → new gobo	255	FF	100	
<b>10) Gobo 1 Posi./Rot</b>	Gobo Position 0 ... 540°		0..127	00..7F	0..49	
	Gobo Rotation STOP		128..129	80..81	50	
	Gobo Rotation. Slow-fast. CW	Min. 2.0 turns/h	130..191	82..BF	51..75	
	Gobo Rotation. Fast-slow. CCW	Max. 3.8 turns/sec.	192..253	C0..FD	76..100	
	Audio Gobo Rotation. Slow	Each 4 <sup>th</sup> sound impulse → new position	254	FE	99	
	Audio Gobo Rotation. Fast	Each sound impulse → new gobo	255	FF	100	
<b>11) Gobo 2 (fast)</b>	Gobo 1 (open. fast)	Chaser from gobo to gobo max. 100 BPM => 0.6 s	0..3	00..03	0..1	
	Gobo 2 (fast)		4..7	04..07	2..3	
	Gobo 3 (fast)		8..11	08..0B	3..4	
	Gobo 4 (fast)		12..15	0C..0F	5..6	
	Gobo 5 (fast)		16..19	10..13	6..7	
	Gobo 6 (fast)		20..23	14..17	8..9	
	Gobo 7 (fast)		24..27	18..1B	9..10	
	Gobo 8 (fast)		28..31	1C..1F	11..12	
	Gobo 9 (fast)		32..35	20..23	13..14	
	Gobo 10 (fast)		36..39	24..27	14..15	
	Gobo 1 (open. slow)	Chaser from gobo to gobo max. 40 BPM => 1.51 s	64..67	41..43	25..26	
	Gobo 2 (slow)		68..71	44..47	27..28	
	Gobo 3 (slow)		72..75	48..4B	28..29	
		Gobo 4 (slow)		76..79	4C..50	30..31
		Gobo 5 (slow)		80..83	51..53	32..33

Channel	Function	Time and Value	DMX	HEX	%
	Gobo 6 (slow)		84..87	54..57	33..34
	Gobo 7 (slow)		88..91	58..5B	35..36
	Gobo 8 (slow)		92..95	5C..5F	36..37
	Gobo 9 (slow)		96..99	60..63	38..39
	Gobo 10 (slow)		100..103	64..67	39..40
	Gobo rotation STOP		128..129	80..81	50
	Gobo rotation, slow-fast, CW	Min. 1.4 turns/h	130..191	82..BF	51..75
	Gobo rotation, fast-slow, CCW	Max. 1.0 turns/sec.	192..253	C0..FD	76..98
	Audio gobo chase, slow	Each 4 <sup>th</sup> sound impulse → new gobo	254	FE	99
	Audio gobo chase, fast	Each sound impulse → new gobo	255	FF	100
<b>12) Shutter</b>	Shutter closed		0..15	00..0F	0..6
	Random Strobe (different pattern)		16..31	10..1F	7..11.9
	Strobe Pulse effect, slow - fast	Min. frequency 0.7 Hz	32..47	20..2F	12..12.9
	Audio Shutter		48..63	30..3F	13..25
	Strobe effect, slow - fast	Max. frequency 10 Hz	64..239	40..EF	26..93
	<b>Shutter open (lamp start)</b>		240..255	F0..FF	94..100
<b>13) Dimmer</b>	Dimmer closed (0%)		0..3	0..3	0..1
	Dimmer 1%...99%	Movement time 0.3 sec.	4..251	4..FB	2..98
	Dimmer open (100%)		252..255	FC..FF	99..100
<b>14) Focus</b>	In (near) - out (far)	Full distance 1.5 sec.	0..255	0..FF	0..100
<b>15) Zoom</b>	Inside (near) - outside (far)	Full distance 1.5 sec.	0..255	0..FF	0..100
<b>16) Frost</b>	Open (0%) - retracted (100%)	Full distance 1.5 sec.	0..255	0..FF	0..100
<b>17) Prism</b>	Prism swing out		0..5	00..05	0..2
	Prism position 0 ... 540°		6..129	06..7F	0..50
	Prism rotation stop		130..191	80..BF	51..75
	Prism rotation, slow-fast, CW	Min. 1.6 turns/h	192..253	C0..FD	76..100
	Prism rotation, fast-slow, CCW	Max. 4.4 turns/sec.	254	FE	99
	Audio prism rotation, slow	Each 4 <sup>th</sup> sound impulse → new prism	255	FF	100
<b>18) Iris</b>	Iris open – closed		0..127	00..7F	00..49
	Ascend with Shutter, random		128..143	80..8F	50..56
	Descend with Shutter, random		144..159	90..9F	56..62
	Ascend with Shutter, audio		160..175	A0..AF	63..68
	Descend with Shutter, audio		176..191	B0..BF	69..74
	Ascend with Shutter	Slow - fast	192..207	C0..CF	75..81
	Descend with Shutter	Slow - fast	208..223	D0..DF	82..87
	Pulse - effect	Slow - fast	224..239	E0..EF	88..93
	Ascend - descend effect	Slow - fast	240..253	F0..FD	94..99
	Iris open		254..255	FE..FF	100
<b>19) CTO</b>	Color correction filter 3200K	0 - 100%	0..255	00..FF	0..100
<b>20) Effect wheel-swing</b>	Step less swing of the "Motion Wheel"	0 - 100%	0..255	00..FF	0..100
<b>21) Effect wheel</b>	Rotating slow - fast CW		0..127	00..7F	0..49
<b>Posi./Rot</b>	Rotating fast - slow CCW		128...255	80..FF	50..100
<b>22) Special</b>	No Function		0..15	00..0F	0..6
	Gobo1-shake +/- 10° slow – fast	3.5 moves / min. up to 60 moves / max.	16..31	10..1F	7..12

Channel	Function	Time and Value	DMX	HEX	%	
	Gobo1-shake +/- 20° slow – fast	3.5 moves / min. up to 60 moves / max.	32..47	20..2F	13..18	
	Gobo1-shake +/- 30° slow – fast	3.5 moves / min. up to 60 moves / max.	48..63	30..3F	19..24	
	No function		64..111	40..6F	23..43	
	Color1-Chaser C / C+1 slow – fast	0.7 BPS ... 2.3 BPS => 1.43 s ... 0.43 s	112..127	70..7F	44..50	
	Color1-Chaser C / C+2 slow – fast	0.7 BPS ... 2.0 BPS => 1.43 s ... 0.5 s	128..143	80..8F	51..56	
	No function		144..175	90..AF	57..68	
	Audio Pan / Tilt slow	Each 4 <sup>th</sup> sound impulse → new position	176..191	B0..BF	69..74	
	Audio Pan / Tilt fast	Each sound impulse → new position	192..207	C0..CF	75..81	
	No function		208..223	D0..DF	82..87	
	Fan min. as long as temp. < 90°C		224..229	E0..E5	88..90	
	<b>Lamp OFF (min. 3 sec.) if Shutter closed '000'</b>		230..249	E6..F9	92..97	
	<b>Reset</b>		250..255	FA..FF	98..100	
<b>23) Move- ment</b>	<b>No movement</b>		0	00	0	
	<b>Movement</b>	<b>Size</b>	<b>Phase</b>			
	PAN	1	0°	01..01	01..01	0.5
		1	90°	02..03	02..03	1.0
		1	180°	04..05	04..05	1.7
		1	270°	06..07	06..07	2.5
	PAN	2	0°	08..09	08..09	3.3
		2	90°	10..11	0A..0B	4.1
		2	180°	12..13	0C..0D	4.9
		2	270°	14..15	0E..0F	5.7
	PAN	3	0°	16..17	11..11	6.5
		3	90°	18..19	12..13	7.3
		3	180°	20..21	14..15	8.0
		3	270°	22..23	16..17	8.8
	PAN	4	0°	24..25	18..19	9.6
		4	90°	26..27	1A..1B	10.4
		4	180°	28..29	1C..1D	11.2
		4	270°	30..31	1E..1F	12
	TILT	Size / phase see also PAN		32..63	20..3F	13..25
	PAN / TILT	Size / phase see also PAN		64..95	40..5F	26..37
	PAN / TILT (inverse)	Size / phase see also PAN		96..127	60..7F	38..50
	Circle	Size / phase see also PAN		128..159	80..9F	51..62
	Circle (inverse)	Size / phase see also PAN		160..191	A0..BF	63..75
	Lying eight	Size / phase see also PAN		192..223	C0..DF	76..87
	Random movement	Size see also PAN		224..255	E0..FF	88..100
<b>24) Speed Pan/Tilt</b>	Pan/Tilt relative movement			0..15	00..0F	0..6
	Pan/Tilt slow – fast (Channels 1,3, and 23)		Pan Min. 530° = 200 s Pan Max. 530° = 2.65 s Tilt Min. 285° = 110 s Tilt Max. 285° = 1.8 s	16..255	10..FF	7..100