

Hepikos

11/2018

CHANNEL	CHANNEL MODE		
	STANDARD	VECTOR	
1	CYAN	CYAN	
2	MAGENTA	MAGENTA	
3	YELLOW	YELLOW	
4	COLOUR WHEEL 1	COLOUR WHEEL 1	
5	COLOUR WHEEL 2	COLOUR WHEEL 2	
6	STOPPER / STROBE	STOPPER / STROBE	
7	DIMMER	DIMMER	
8	DIMMER FINE	DIMMER FINE	
9	IRIS	IRIS	
10	PRISM INSERTION	PRISM INSERTION	
11	PRISM ROTATION	PRISM ROTATION	
12	FROST	FROST	
13	ZOOM	ZOOM	
14	PAN	PAN	
15	PAN FINE	PAN FINE	
16	TILT	TILT	
17	TILT FINE	TILT FINE	
18	FUNCTION	FUNCTION	
19	RESET	RESET	
20	LAMP CONTROL	LAMP CONTROL	
21	-	PAN-TILT TIME	
22	-	COLOUR TIME	
23	-	BEAM TIME	

CHANNELS FUNCTION

Channe	l Mode	DMX	_	_
Standard	Vector	Value	Function	
			CYAN	
1 1	1	0 - 255	Linear cyan movement	
_		0 200	MAGENTA	
2	2	0 - 255	Linear magenta movement	
		0 - 233		
3	3	0.055	YELLOW	
		0 - 255	Linear yellow movement	
			COLOUR WHEEL 1	
		0	Empty position	
		8	Empty + CTO 3200K	
		16	CTO 3200K	_
		24	CTO 3200K + CTO 2500K	4 5
		32	CTO 2500K	HALF MINUS GREEN CTB
		40	CTO 2500K + Light Orange	3 GREEN 6
		48	Light Orange	LIGHT ORANGE BRILLIANT BLUE
		56	Light Orange + Half Minus Green	·
4	4	64	Half Minus Green	CTO 2500K
	-7.	72	Half Minus Green + CTB	7
		80	СТВ	CTO 3200K BLUE WOOD
		88	CTB + Brilliant Blue	DESC 1000
		96	Brilliant Blue	1 8
		104	Brilliant Blue + Green	
		112	Green	
		120	Green + Blue Wood	
		127	Blue Wood	
		128 - 255	Continuous CW colour wheel rotation slow to fast	on at linearly variable speed from
			<u> </u>	
		0	COLOUR WHEEL 2	
		0	Empty position	
		8	Empty + Red	
		16 24	Red + Dark Green	4 5
		32		
		40	Dark Green Dark Green + Orange	LIGHT PINK LAVENDER 6
		48	Orange	
		56	Orange + Light Pink	ORANGE
		64	Light Pink	DARK GREEN . DARK RED
5	5	72	Light Pink + Lavender	DARK GREEN DARK RED 7
		80	Lavender	
		88	Lavender + Aquamarine	RED DARK BLUE
		96	Aquamarine	
		104	Aquamarine + Dark Red	1 8
		112	Dark Red	
		120	Dark Red + Dark Blue	
		120	Dark Red + Dark Blue Dark Blue	
			Continuous CW colour wheel rotation	on at linearly variable speed from
		128 - 255	slow to fast	on at inteatry variable speed from
			SIUW IU IASI	

Channel Mode		DMX	Function
Standard	Vector	Value	Function
			STOPPER / STROBE
		0 - 3	Light Off
		4 - 103	Strobe at linearly variable frequency from low to high
		104 - 107	Light On
6	6	108 - 207	Pulsation at linearly variable speed from slow to fast
	0	208 - 212	Light On
		213 - 225	Random strobe, low frequency
		226 - 238	Random strobe, medium frequency
		239 - 251	Random strobe, high frequency
		252 - 255	Light On
7	7		DIMMER
П	Ш	0 - 255	Light output linearly increases from no-light to maximum brightness
8	8		DIMMER FINE
0		0 - 255	Fine dimmer positioning
			IRIS
		0 - 131	Iris linearly open from minimum to maximum aperture
9	9	132 - 171	Iris pulsation from slow to fast speed
	9)	172 - 211	Iris pulsation from slow to fast speed with fast opening
		212 - 251	Iris pulsation from slow to fast speed with fast closing
		252 - 255	Maximum aperture
			PRISM INSERTION
10	10	0 - 127	Prism out
		128 - 255	4 facet prism into the light beam
			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
11	11	84 - 105	Prism indexing: 360° to 450° range
	шш	105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous CW prism rotation at linearly variable speed from fast to
			Slow
		191 - 192	Stop rotation Continuous CCW prism rotation at linearly variable speed from slow to
		193 - 255	fast
12	12	0 - 255	FROST
		0 - 255	Frost moves linearly into the light beam, from no frost to wide diffusion
			ZOOM
13	13	0 055	Linear zoom movement from narrow to wide beam
		0 - 255	0-74 Frost insertion
			75-255 Zoom
14	14		PAN
0 -0		0 - 255	Pan CCW movement / positioning from 0° to 540°
15	15		PAN FINE
		0 - 255	Fine pan positioning
40 7			TILT
16	16	0 - 255	Tilt CW movement / positioning from 0° to 268°
7.	л <u>—</u>		TILT FINE
17	17	0 - 255	Fine tilt positioning
		0 - 200	I into the positioning

Channel Mode		DMX	
Standard	Vector	Value	Function
			FUNCTION
		0 - 11	Unused range
		12 - 24	Pan/Tilt speed → FAST (Default setting)
		25 - 37	Pan/Tilt speed → NORMAL
		38 - 50	Dimmer curve → CONVENTIONAL
		51 - 62	Dimmer curve → LINEAR (Default setting)
		63 - 75	CMY FULL RANGE (Default setting)
18	18	76 - 88	CMY LIMITED RANGE
		89 - 101	CMY SHORTCUT ON (Default setting)
		102 - 113	CMY SHORTCUT OFF
		114 - 126	Zoom Linear (Default setting)
		127 - 139	Zoom Snap
		140 - 255	Unused range
			The functions are activated passing through the unused levels range
			and staying in the necessary range for 5 seconds
			RESET
		0 - 25	Unused range
		0 20	Effects reset
		26 - 76	Effects reset sequence is activated passing through the unused levels
		20 70	range and staying in this range for 5 seconds
19	19		Pan / Tilt reset
		77 - 127	Pan / Tilt reset sequence passing through the unused levels range and
		11-121	staying in this range for 5 seconds
			Complete reset
		128 - 255	All-effects reset sequence passing through the unused levels range
			and staying in this range for 5 seconds
			LAMP CONTROL
		0 - 25	Unused range
		<u> </u>	Lamp OFF
20 20	90	26 - 100	Lamp switch-off passing through the unused levels range and staying
	<u> </u>		in this range for 5 seconds
			Lamp ON
		101 - 255	Lamp switch-on passing through the unused levels range and staying
			in this range for 5 seconds
	<u>െ</u> പ		PAN-TILT TIME
	21	0 - 255	Pan – Fine pan – Tilt – Fine tilt
			COLOUR TIME
	22	0 - 255	Cyan – Magenta – Yellow – Colour wheel 1 – Colour wheel 2
	<u></u>	00	BEAM TIME
	23	0 - 255	Dimmer – Frost – Prism – Zoom

IMPORTANT NOTES

Before to switch the projector OFF, check that all the fixture DMX parameters have been excluded (DMX levels @ 0 bit). This can prevent accidental breakage of the effects during transport.

This product contains internal light collimation system. Avoid intense light from any angle. To avoid damage to the product due to the light collimation system, set the Tilt @ 0bit and Zoom @ 255 bit.

Turn of the bulb and then wait around five minutes to cooling down the fixture before to Switching it OFF.

VECTOR MODE 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	
24	4.6 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	10.0	
55	11	
56		
57	12	
58		
59	13	
60		
61	14	
62		
63		
64	15	
65		
66	16	
67		
68	17	
69	17	
70		
71	18	
72		
73	19	
74	19	
75		
76	20	
77		
78		
79	21	
80		
81	22	
82	22	
83		
84	23	
0.5	1	

BIT	Seconds	
86	24	
87		
88		
89	25	
90		
91	26	
92	20	
93		
94	27	
95		
96	20	
97	28	
98		
99	29	
100		
101		
102	30	
103		
104	04	
105	31	
106		
107	32	
108		
109	00	
110	33	
111		
112	34	
113		
114	0.5	
115	35	
116		
117	36	
118		
119	0=	
120	37	
121		
122	38	
123		
124		
125	39	
126		
127		
128	40	

BIT	Seconds
129	
130	41
131	
_132	42
133	72
134	
135	43
136	
137	44
138	77
139	
140	45
141	
142	46
143	70
144	
145	47
146	
147	48
148	70
149	
150	49
151	
152	
153	50
154	
155	51
156	
157	
158	52
159	
160	53
161	
162	
163	54
164	
165	55
166	
167	
168	56
169	
170	57
171	37

BIT	Seconds	
172		
173	58	
174		
175		
176	59	
177		
178		
179	60	
180		
181	65	
182		
183		
184	70	
185		
186	75	
187		
188		
189	80	
190		
191	85	
192		
193	00	
194	90	
195		
196	95	
197		
198	100	
199	100	
200		
201	110	
202		
203		
204	120	
205		
206	130	
207	130	
208		
209	140	
210		
211	150	
212	100	
213		
214	160	
215		

BIT	Seconds
216	170
217	170
218	
219	180
220	
221	190
222	190
223	
224	200
225	
226	
227	210
228	
229	200
230	220
231	
232	230
233	
234	040
235	240
236	
237	250
238	
239	000
240	260
241	
242	270
243	
244	200
245	280
246	
247	290
248	
249	200
250	300
251	
252	040
253	310
254	
255	Follow cue Data

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