



XR 1000 SPOT DMX CHART

PR-2720

Short Mode	Standard Mode	Extended Mode	Function	DMX	Description
1	1	1	Strobe	0-10	Black
				11-25	Open
				26-225	Strobe speed from slow to fast
				226-239	Macro 1
				240-241	Macro 2
				242-246	Macro 3
				247-255	Open
2	2	2	Dimmer	000-003	Black
				004-255	From dark to bright
	3	3	Dimmer fine	0-255	Dimming linearly in 16 bit
3	4	4	CYM Macro	0-16	White
				17-35	Yellow+ Magenta=Red
				36-54	Yellow
				55-73	Yellow +Cyan=Green
				74-92	Cyan
				93-110	Cyan + Magenta= Violet
				111-128	Magenta
				129-255	CYM color mixing from slow to fast
4	5	5	Cyan	0-255	Cyan linearly 0~100%
		6	Cyan fine	0-255	Cyan in 16 bit precision
5	6	7	Yellow	0-255	Yellow linearly 0~100%
		8	Yellow fine	0-255	Yellow in 16 bit precision
6	7	9	Magenta	0-255	Magenta linearly 0~100%
		10	Magenta fine	0-255	Magenta in 16 bit precision
7	8	11	CTO	0-255	Linear adjust from high to low
		12	CTO fine	0-255	CTO in 16 bit precision
8	9	13	Color wheel	0-8	White
				9-15	White+Color 1
				16-23	Color 1
				24-30	Color 1+Color 2
				31-38	Color 2
				39-45	Color 2+Color 3
				46-53	Color 3
				54-60	Color 3+Color 4
				61-68	Color 4
				69-75	Color 4+Color 5
				76-83	Color 5
				84-90	Color 5+Color 6
				91-98	Color 6
				99-105	Color 6+Color 7
				106-113	Color 7
				114-120	Color 7+White
121-127	White				
				128-191	Forward rotation from slow to fast

				192-255	Reverse rotation from slow to fast
9	10	14	Iris	0-255	From maximum to minimum
		15	Iris fine	0-255	Iris in 16 bit precision
10	11	16	Iris Macro	0-10	White
				11-72	Iris effect 1
				73-136	Iris effect 2
				137-198	Iris effect 3
				199-214	Iris effect 4
				215-222	Iris effect 5
				223-230	Iris effect 6
				231-255	Full open
11	12	17	Fixed Gobo Wheel	0-16	White
				17-32	Gobo 1
				33-48	Gobo 2
				49-64	Gobo 3
				65-80	Gobo 4
				81-96	Gobo 5
				97-112	Gobo 6
				113-127	Gobo 7
				128-149	Forward rotation from slow to fast
				150-171	Reverse rotation from slow to fast
				172-183	Gobo 1 shaking from slow to fast
				184-195	Gobo 2 shaking from slow to fast
				196-207	Gobo 3 shaking from slow to fast
				208-219	Gobo 4 shaking from slow to fast
				220-231	Gobo 5 shaking from slow to fast
				232-243	Gobo 6 shaking from slow to fast
244-255	Gobo 7 shaking from slow to fast				
12	13	18	Rotating Gobo Wheel	0-16	White
				17-32	Gobo 1
				33-48	Gobo 2
				49-64	Gobo 3
				65-80	Gobo 4
				81-96	Gobo 5
				97-112	Gobo 6
				113-127	Gobo 7
				128-156	Forward rotation from slow to fast
				157-185	Reverse rotation from slow to fast
				186-195	Gobo 1 shaking from slow to fast
				196-205	Gobo 2 shaking from slow to fast
				206-215	Gobo 3 shaking from slow to fast
				216-225	Gobo 4 shaking from slow to fast
				226-235	Gobo 5 shaking from slow to fast
				236-245	Gobo 6 shaking from slow to fast
246-255	Gobo 7 shaking from slow to fast				
13	14	19	Gobo Rotation	0-127	Gobo Index
				128	Stop
				129-188	Forward rotation from slow to fast
				189-195	Stop
				196-255	Reverse rotation from slow to fast
	15	20	Gobo Rotation	0-255	Gobo Rotation in 16 bit precision
14	16	21	Prism	0-16	White
				17-255	Prism

15	17	22	Prism Rotation	0-128	Stop
				129-192	Forward rotation from slow to fast
				193-255	Reverse rotation from slow to fast
16	18	23	Metal effect wheel	000-004	No
				005-255	Effect wheel
17	19	24	Metal effect wheel rotation	0-127	Forward rotation from slow to fast
				128-255	Reverse rotation from slow to fast
18	20	25	Frost	0-255	Linearly frost filter
19	21	26	Focus	0-255	Linear focusing
		27	Focus fine	0-255	Focusing in 16 bit precision
20	22	28	Zoom	0-255	Linear Zooming
		29	Zoom fine	0-255	Linear Zooming in 16 bit precision
21	23	30	Pan	0-255	Pan(0°~540°)
	24	31	Pan Fine	0-255	Pan in 16 bit precision
22	25	32	Tilt	0-255	Tilt(0°~270°)
	26	33	Tilt Fine	0-255	Tilt in 16 bit precision
	27	34	Pan & Tilt Speed	0-255	Pan & Tilt speed from fast to slow
23	28	35	Control	000-047	Reserved
				048-080	Reset
				081-112	Reserved
				113-144	Lamp Off (Delay for 3 s)
				145-168	Reserved
				169-200	Lamp Half Power
				201-223	Reserved
224-255	Lamp Full Power				

Remark:

If you intend to turn on/off the lamp via the last channel of the controller, don't attempt to push the channel to value

224-255 immediately after turning it off, or push the slide bar to value 224-255 to wait it cooling. Under these 2

circumstances, the lamp can not be turned on. The right operation is: turn it off---cool down---push the slide

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