

FINE1700LB BSWF IP Channel FunctionV1.2

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
				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
				095~117	Gobo2 shake from slow to fast
				118~140	Gobo3 shake from slow to fast
				141~163	Gobo4 shake from slow to fast
				164~186	Gobo5 shake from slow to fast
				187~209	Gobo6 shake from slow to fast
				210~231	Continuous gobo wheel clockwise rotation from fast to slow
				232~233	Stop
				234~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Gobo1 Rot	9	9	9	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast

Gobo1 Rot Fine	-	10	10		
Gobo2				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
				095~117	Gobo2 shake from slow to fast
				118~140	Gobo3 shake from slow to fast
				141~163	Gobo4 shake from slow to fast
				164~186	Gobo5 shake from slow to fast
				187~209	Gobo6 shake from slow to fast
				210~231	Continuous gobo wheel clockwise rotation from fast to slow
				232~233	Stop
				234~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Gobo2 Rot	11	12	12	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Gobo2 Rot Fine	-	13	13		
Anime	12	14	14	000~002	None
				003~126	Continuous gobo wheel clockwise rotation from fast to slow
				127~129	Stop
				130~252	Continuous gobo wheel counter-clockwise rotation from slow to fast)
				253~255	Stop
Cyan	13	15	15	000~255	0%->100% Linear Cyan movement
Magenta	14	16	16	000~255	0%->100% Linear Magenta movement
Yellow	15	17	17	000~255	0%->100% Linear Yellow movement
CTO	16	18	18	000~255	0%->100%
Color	17	19	19		Linear Movement
				000~119	From Open to (6th Color+Open) Linearity Movement
				18	Color1 (Red)
				35	Color2 (Green)

				52	Color3 (Blue)
				69	Color4 (Orange)
				86	Color5 (Pink)
				103	Color6 (CTB)
				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 (CTB)
				157~160	Open
					Continuous Rotation
				161~200	Continuous color wheel clockwise rotation from fast to slow
				201~203	Stop
				204~243	Continuous color wheel counter-clockwise rotation from slow to fast
					random full color
				244~247	Fast
				248~251	Medium
				252~255	Slow
Prism	18	20	20	000~010	Open
				011~138	Prism1 Inserted
				139~255	Reserved
Prism Rot	19	21	21	000~127	0°~360°
				128~190	Continuous gobo wheel clockwise rotation from fast to slow
				191~192	Stop
				193~255	Continuous gobo wheel counter-clockwise rotation from slow to fast
Focus	20	22	22	000~255	Infinity -> Near
Focus Fine	-	23	23		
Zoom	21	24	24	000~255	Narrow beam -> Wide beam
Zoom Fine	-	25	25		
AutoFocus Distance	-	26	26	000~005	Reserved
				006~031	Reserved
				032~057	Reserved
				058~083	Reserved
				084~109	Reserved
				110~255	Reserved
AutoFocus	-	27	27	000~127	Reserved

Adjustment				128~128	Reserved
				129~255	Reserved
Frost1	22	28	28	000~127	Open
				128~255	Light Frost
Frost2	23	29	29		Linear Movement
				000~255	0~100% Linear Movement
Iris	24	30	30	000~131	Open->Closed
				132~151	Iris pulsation from slow to fast speed
				152~171	Iris pulsation from slow to fast speed with fast closing
				172~191	Iris pulsation from slow to fast speed with fast opening
				192~255	Reserved
Frame1 Position	25	31	31	000~255	Out -> In
Frame1 Angle	26	32	32	000~255	Angle- --> Parallel --> Angle+
Frame2 Position	27	33	33	000~255	Out -> In
Frame2 Angle	28	34	34	000~255	Angle- --> Parallel --> Angle+
Frame3 Position	29	35	35	000~255	Out -> In
Frame3 Angle	30	36	36	000~255	Angle- --> Parallel --> Angle+
Frame4 Position	31	37	37	000~255	Out -> In
Frame4 Angle	32	38	38	000~255	Angle- --> Parallel --> Angle+
Frame Rotation	33	39	39	000~255	From 0° -> 180° rotation
Frame Macro	-	40	40	000~009	None
				010~019	Square
				020~029	Rectangle
				030~039	Triangle
				040~049	Rhombus
				050~059	Trapezium
				060~255	Reserved
CRI/R9	-	41	41	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

Fixture Control	34	42	42	055~059	Led Module Out Frequency 2.4KHz --3s
				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 --3s
				145~149	CMY parabola --3s
				150~159	Reserved
				160~169	Reserved
				170~179	Fast dimmer
				180~189	Slow dimmer
				190~199	Reserved
				200~205	CTB ON
				206~210	CTB OFF
				211~255	Reserved
Pan-tilt Time	-		43	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Color Time	-		44	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Beam Time	-		45	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data
Gobo Time	-		46	000~254	Slope Time from Fast to Slow
				255~255	Follow Cue Data