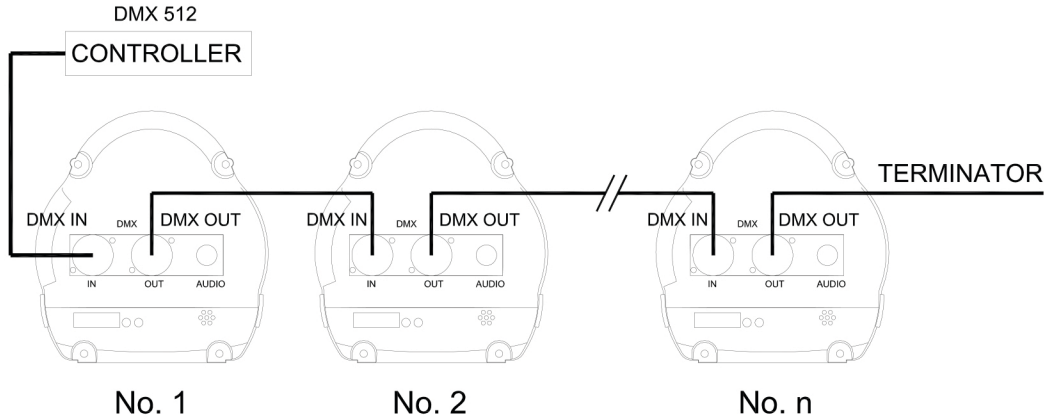


CONTROLLER MODE – DMX 512 OPERATION

CONNECTING CONTROLLER WITH PROJECTORS

Connect the controller's output to the first projector's input, and connect the first projector's output to the second projector's input. The rest may be deduced by analogy. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.



DMX 512 CONTROL CHANNEL FUNCTIONS

PANDA II has 4 channels which may be activated by sound via MIC inside the projector or be separately controlled by the controller. They are listed in the following table.

CHANNEL	DMX VALUE	DESCRIPTION
1 COLOUR / GOBO	0-4	Black-out
	5-10	White
	11-71	Strobe adjust from slow to fast
	72-78	White / Clear
	79-86	Light blue / GOBO 1 (Circle)
	87-94	Pink / GOBO 2 (Little Circle)
	95-102	Blue and yellow / GOBO 3 (Ring)
	103-110	Light green / GOBO 4 (8-Circle)
	111-118	Ultraviolet / GOBO 5 (4-Sector)
	119-126	Violet / GOBO 6 (3-Bar)
	127-134	Light red / GOBO 7 (Swirl)
	135-142	Green / GOBO 8 (Crisscross)
	143-150	Light yellow / GOBO 9 (Multi-circle)
	151-158	Blue / GOBO 10 (Little rectangle)
159-166	Red, green, yellow and blue / GOBO 11 (Multi-quadrangle)	
167-174	Green and pink / GOBO 12 (4-bar)	
175-182	Yellow / GOBO 13 (Sunflower)	
183-190	Red / GOBO 14 (Pentacle)	
191-255	Rotation from slow to fast	
2 PAN	0-255	Pan movement from 0° to 175°
3 TILT	0-255	Tilt movement from 0° to 80°
4 DIMMER	0-255	Lamp brightness adjust from dark to bright