


ALPHA WASH HALO 1200

CHANNEL	Dmx MODALITY		
	Option Stnd	Option 16 b	Option Extn
1	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>	CYAN <input type="text" value="C"/> <input type="text" value="y"/> <input type="text" value="a"/> <input type="text" value="n"/>
2	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>	MAGENTA <input type="text" value="M"/> <input type="text" value="g"/> <input type="text" value="n"/> <input type="text" value="t"/>
3	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>	YELLOW <input type="text" value="Y"/> <input type="text" value="e"/> <input type="text" value="l"/> <input type="text" value="w"/>
4	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>	STOPPER/STROBE <input type="text" value="S"/> <input type="text" value="h"/> <input type="text" value="u"/> <input type="text" value="t"/>
5	DIMMER LAMP <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>	DIMMER LAMP <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>	DIMMER LAMP <input type="text" value="D"/> <input type="text" value="i"/> <input type="text" value="m"/> <input type="text" value="r"/>
6	FROST <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>	FROST <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>	FROST <input type="text" value="F"/> <input type="text" value="r"/> <input type="text" value="s"/> <input type="text" value="t"/>
7	OVALIZER <input type="text" value="O"/> <input type="text" value="v"/> <input type="text" value="a"/> <input type="text" value="l"/>	OVALIZER <input type="text" value="O"/> <input type="text" value="v"/> <input type="text" value="a"/> <input type="text" value="l"/>	OVALIZER <input type="text" value="O"/> <input type="text" value="v"/> <input type="text" value="a"/> <input type="text" value="l"/>
8	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>	ZOOM <input type="text" value="Z"/> <input type="text" value="o"/> <input type="text" value="o"/> <input type="text" value="m"/>
9	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>	PAN <input type="text" value="P"/> <input type="text" value="a"/> <input type="text" value="n"/>
10	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>	PAN-FINE
11	RESET	RESET	TILT <input type="text" value="T"/> <input type="text" value="i"/> <input type="text" value="l"/> <input type="text" value="t"/>
12	PAN - TILT TIME (with option Vect ON)	PAN FINE	TILT FINE
13	COLOUR TIME (with option Vect ON)	TILT FINE	RESET
14	BEAM TIME (with option Vect ON)	PAN - TILT TIME (with option Vect ON)	PAN - TILT TIME (with option Vect ON)
15	BEAM SHAPE TIME (with option Vect ON)	COLOUR TIME (with option Vect ON)	COLOUR TIME (with option Vect ON)
16		BEAM TIME (with option Vect ON)	BEAM TIME (with option Vect ON)
17		BEAM SHAPE TIME (with option Vect ON)	BEAM SHAPE TIME (with option Vect ON)

• COLOUR MIXING - channel 1 - 2 - 3


Operation with option *CMY Off*



BIT	%	EFFECT
255	100	COLOUR EXCLUDED
0	0.0	COLOUR INSERTED

IMPORTANT: The lamp dim to half power 3 seconds after the channels 1-2-3 stay at 0% level. The lamp goes back to full power when the channel level is put higher than 0%.


Operation with option *CMY On*



BIT	%	EFFECT
255	100	COLOUR INSERTED
0	0.0	COLOUR EXCLUDED

IMPORTANT: The lamp dim to half power 3 seconds after the channels 1-2-3 stay at 100% level. The lamp goes back to full power when the channel level is put lower than 100%.


• STOPPER / STROBE - channel 4



BIT	%	EFFECT
252 - 255	98.7 - 100	OPEN
239 - 251	93.7 - 98.2	RANDOM FAST STROBE
226 - 238	88.7 - 93.2	RANDOM MEDIUM STROBE
213 - 225	83.7 - 88.2	RANDOM SLOW STROBE
208 - 212	81.7 - 83.2	OPEN
207	81.2	FAST PULSATION
108	42.5	SLOW PULSATION
104 - 107	41.0 - 42.0	OPEN
103	40.5	FAST STROBE (12 flash/sec)
4	1.7	SLOW STROBE (1 flash/sec)
0 - 3	0.0 - 1.2	CLOSED


IMPORTANT: The lamp dim to half power 3 seconds after the channel stay at 0% level. The lamp goes back to full power when the channel level is put higher than 0%.

• DIMMER LAMP - channel 5




BIT	%	EFFECT
255	100	LAMP ON
0	0.0	LAMP OFF

• FROST - channel 6




BIT	%	EFFECT
255	100	FROST INSERTED
0	0.0	FROST EXCLUDED

• OVALIZER - channel 7



BIT	%	EFFECT
255	100	OVAL INSERTED
0	0.0	OVAL EXCLUDED

• ZOOM - channel 8

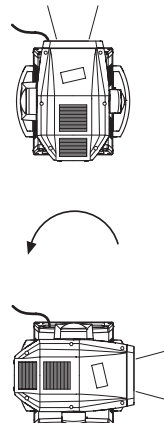


BIT	%	EFFECT
255	100	WIDE BEAM
0	0.0	NARROW BEAM

• PAN - channel 9

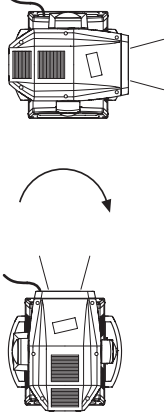
Operation with option *Pan* \diamond Off

(Tilt conventionally represented at 15% and option *Tilt* \diamond Off)



BIT	%
255	100
0	0.0

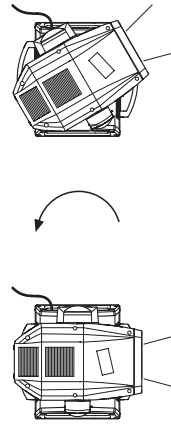
Operation with option Pan \diamond On
 (Tilt conventionally represented at 15% and option Tilt \diamond Off)



BIT	%
255	100
0	0.0

• PAN FINE - channel: 12 (16 b) - 10 (Extn)

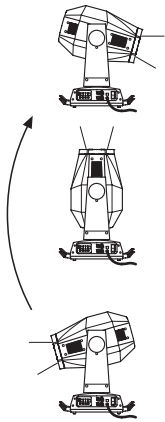
Operation with option Pan \diamond Off
 (Tilt conventionally represented at 15% and option Tilt \diamond Off)



BIT	%
255	100
0	0.0

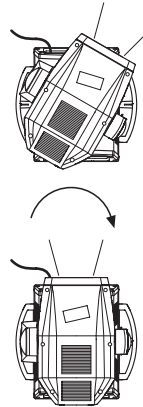
• TILT - channel: 10 (Std, 16b) - 11 (Extn)

Operation with option Tilt \diamond Off
 (Pan conventionally represented at 0% and option Pan \diamond Off)



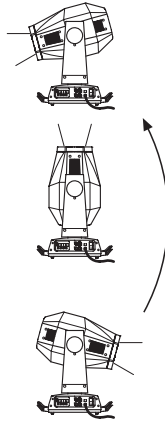
BIT	%
255	100
128	50.0
0	0.0

Operation with option Pan \diamond On
 (Tilt conventionally represented at 15% and option Tilt \diamond Off)



BIT	%
255	100
0	0.0

Operation with option Tilt \diamond On
 (Pan conventionally represented at 0% and option Pan \diamond Off)



BIT	%
255	100
128	50.0
0	0.0

• TILT FINE - channel: 13 (16 b) - 12 (Extn)

Operation with option Tilt \diamond Off
 (Pan conventionally represented at 0% and option Pan \diamond Off)



BIT	%
255	100
0	0.0

• RESET - channel: 11 (Std, 16b) - 13 (Extn)

BIT	%	EFFECT
255	100	COMPLETE RESET
		Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels.
128	50.0	COMPLETE RESET
127	49.7	PAN / TILT RESET
		Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels.
77	30.0	PAN / TILT RESET
76	29.7	EFFECTS RESET
		Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26	10.0	EFFECTS RESET
25	9.7	
0	0.0	UNUSED RANGE

Operation with option Tilt \diamond On
 (Pan conventionally represented at 0% and option Pan \diamond Off)



BIT	%
255	100
0	0.0

TIMING CHANNELS

Timing Channel	Channel function
Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
Colour time	CMY
Beam time	Zoom - Frost
Beam shape time	Ovalizer

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	4.6
24	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	11
55	
56	12
57	
58	13
59	
60	14
61	
62	15
63	
64	16
65	
66	17
67	
68	18
69	
70	19
71	
72	20
73	
74	21
75	
76	22
77	
78	23
79	
80	24
81	
82	25
83	
84	26
85	

BIT	Seconds
86	24
87	
88	25
89	
90	26
91	
92	27
93	
94	28
95	
96	29
97	
98	30
99	
100	31
101	
102	32
103	
104	33
105	
106	34
107	
108	35
109	
110	36
111	
112	37
113	
114	38
115	
116	39
117	
118	40
119	
120	41
121	
122	42
123	
124	43
125	
126	44
127	
128	45

BIT	Seconds
129	41
130	
131	42
132	
133	43
134	
135	44
136	
137	45
138	
139	46
140	
141	47
142	
143	48
144	
145	49
146	
147	50
148	
149	51
150	
151	52
152	
153	53
154	
155	54
156	
157	55
158	
159	56
160	
161	57
162	
163	58
164	
165	59
166	
167	60
168	
169	61
170	
171	62

BIT	Seconds
172	58
173	
174	59
175	
176	60
177	
178	61
179	
180	62
181	
182	63
183	
184	64
185	
186	65
187	
188	66
189	
190	67
191	
192	68
193	
194	69
195	
196	70
197	
198	71
199	
200	72
201	
202	73
203	
204	74
205	
206	75
207	
208	76
209	
210	77
211	
212	78
213	
214	79
215	

BIT	Seconds
216	170
217	
218	180
219	
220	190
221	
222	200
223	
224	210
225	
226	220
227	
228	230
229	
230	240
231	
232	250
233	
234	260
235	
236	270
237	
238	280
239	
240	290
241	
242	300
243	
244	310
245	
246	320
247	
248	330
249	
250	340
251	
252	350
253	
254	360
255	Follow cue Data