

DMX CHART

MITE BEAM

1

DMX Channel Mapping			
DMX channel	Parameter	DMX Range / Range % / Description	Defaults*
1	PAN High Byte	0 - 65535 / 0 - 100% (16 bit control for pan movement)	32767
2	PAN Low Byte	0 - 65535 / 0 - 100% (16 bit control for pan movement)	32767
3	TILT High Byte	0 - 65535 / 0 - 100% (16 bit control for tilt movement)	32767
4	TILT Low Byte	0 - 65535 / 0 - 100% (16 bit control for tilt movement)	32767
5	Intensity	0 - 255 / 0 - 100% (8 bit linear dimming tool)	0
6	Zoom	0 - 255 / 0 - 100% (8 bit control of zoom from 4° (DMX 0) to 14° (DMX 255))	127
7	Colour wheel 1	0 - 255 / 0 - 100% (Linear control of colour wheel 1. See details on page 5.)	0
8	Command (Utility)	0 - 255 / 0 - 100% (This channels allows for general fixture tools. Set desired value, then access channel 9 to execute command. See details below.)	0
9	Execute (Control)	0 - 255 / 0 - 100% Used to execute commands from channel 8. Both steps should be sent in order. Step 1 (Arm) = DMX 86 Step 2 (Execute command) = DMX 171	0
10	Colour wheel 2	0 - 255 / 0 - 100% (See details on page 5)	0
11	Gobo wheel	0 - 255 / 0 - 100% (Linear control of Gobo wheel. See details on page 6)	0
12	<i>Strobe (in development)</i>	<i>In development</i>	0
13	Edge	0 - 255 / 0 - 100% (8 bit linear control of edge "focus" functionality)	127
14	Frost	0 - 255 / 0 - 100% (8 bit linear control of frost)	0

Command channel, DMX details				
DMX channel	Parameter	DMX Range / Range %	Defaults*	Description
8	Command (utility)	0 - 255 / 0 - 100%	0	This channel allows for general fixture tools. Set desired value, then access channel 9 to execute command.
				Default console value - Idle = DMX 0
				Lamp ON = DMX 43
				Lamp OFF = DMX 85
				Wake up = DMX 127
				Reset fixture = DMX 169
				Reset Pan = DMX 170
				Reset Tilt = DMX 171
				Reset Douser = DMX 172
				Reset Optics = DMX 173
				Reset Colour wheel 1 = DMX 174
				Reset Colour wheel 2 = DMX 175
				Reset Gobo = DMX 176
				Reset Frost = DMX 178
				Sleep = DMX 211

*Suggested console defaults are denoted in blue tone

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










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









COLOUR WHEELS

MITE BEAM








2


DATASHEET - MITE BEAM 2,000W - Entertainment Lighting

Colour Wheel 1 - DMX details				
DMX	Parameter	Range DMX		Description
7	Colour wheel 1	0 - 255		Linear control of Colour Wheel 1. Bold type indicates centre, full colour DMX value.
		0 - 10		Open
		11 - 20 - 33		CTO
		34 - 45 - 56		Pink
		57 - 68 - 79		Light Blue
		80 - 93 - 103		Light Yellow
		104 - 116 - 126		Medium Yellow
		127 - 139 - 150		Yellow
		151 - 163 - 173		Amber
		174 - 184 - 197		Orange
		198 - 208 - 220		Light Red
		221 - 232 - 243		Magenta
		244 - 255		Open End

Colour Wheel 2 - DMX details				
DMX	Parameter	Range DMX		Description
10	Colour wheel 2	0 - 255		Linear control of Colour Wheel 2. Bold type indicates centre, full colour DMX value.
		0 - 10		Open
		11 - 20 - 33		No Colour Blue
		34 - 45 - 56		Pink Lavender
		57 - 68 - 79		Flesh Pink
		80 - 93 - 103		Light Cyan
		104 - 116 - 126		Medium Cyan
		127 - 139 - 150		Cyan
		151 - 163 - 173		Medium Blue
		174 - 184 - 197		Blue
		198 - 208 - 220		Congo
		221 - 232 - 243		Deep Red
		244 - 255		Open End

All colours describe examples of design. Computer graphics and screens can give you only a rough sense of the colour. The real colours depending on several preconditions like e.g. conditions of illuminated areas, adjustments in power and brightness of a light source and the ambient light.

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