
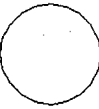






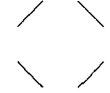



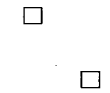



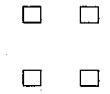




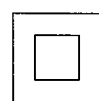





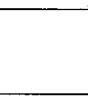






DMX PROTOCOL

CHANNEL	VALUE	FUNCTION
CH 1 MODE	000-063	Laser Block Out ①
	064-127	AUTO SHOW
	128-191	SOUND ACTIVATED SHOW (MUSIC)
	192-255	DMX MODE (Other channels activated)
CH 2	000-255	32 Patterns as shown in PATTERN LIST
CH 3 ZOOMING	0-127	100%-5% Size 
	128-169	Zooming In
	170-209	Zooming Out
	210-255	Zooming In & Out
CH 4 Y AXIS ROLLING	000-127	0 -359 degree fixed Y axis rolled
	128-191	Clockwise rolling
	192-255	Anticlockwise rolling
CH 5 X AXIS ROLLING	000-127	0 -359 degree fixed X axis rolled
	128-191	Clockwise rolling
	192-255	Anticlockwise rolling
CH 6 Z AXIS ROTATING	000-127	0 -359 degree fixed Z axis rotate
	128-191	Clockwise rotating
	128-255	Anticlockwise rotating
CH 7 X AXIS MOVING	000-127	128 different fixed position on X
	128-191	Clockwise moving
	128-255	Anticlockwise moving
CH 8 Y AXIS MOVING	000-127	128 different fixed position on Y
	128-191	Clockwise moving
	128-255	Anticlockwise moving

PATTERN LIST IN CHANNEL 2

DMX	PATTERNS	DMX	PATTERNS	DMX	PATTERNS	DMX	PATTERNS
000-007		064-071		128-135		190-197	
008-015		072-079		136-143		198-205	
016-023		080-087		144-151		206-213	
024-031		088-095		152-159		214-221	
032-039		096-103		160-167		222-229	
040-047		104-111		168-175		230-237	
048-055		112-119		176-181		238-245	
056-063		120-127		182-189		246-255	