

# X-IMAGE 575W

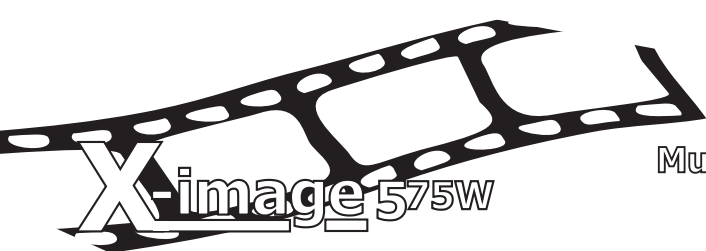


Multivision Projector  
for photographic film

**GB**

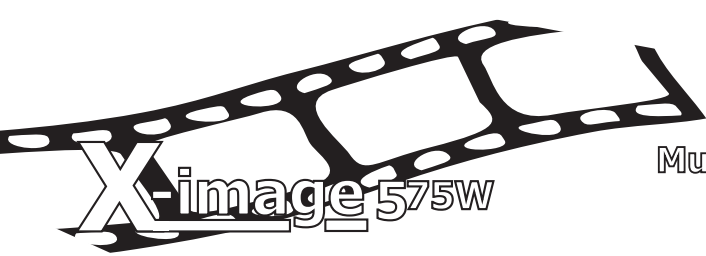
**V.1.0**

Code:  
**03.E1300**



## INDEX

<b>1</b>	<b>Technical features</b>	<b>page 4</b>
<b>2</b>	<b>Important safety information</b>	<b>page 5</b>
	2.1- Fire prevention	
	2.2- Prevention of electric shock	
	2.3- Protection against ultraviolet radiation	
	2.4- Safety	
	2.5- Level of protection against the penetration of solid and liquid matter	
<b>3</b>	<b>Mounting the lamps</b>	<b>page 6</b>
	3.1 Alignment lamp	
<b>4</b>	<b>Voltage and frequency</b>	<b>page 7</b>
<b>5</b>	<b>Installation</b>	<b>page 7</b>
	5.1- Safety chain	
	5.2- Protection against liquids	
	5.3- Movement	
	5.4- Risk of fire	
	5.5- Forced ventilation	
	5.6- Ambient temperature	
<b>6</b>	<b>Mains connection</b>	<b>page 8</b>
	6.1- Protection	
<b>7</b>	<b>DMX signal connection</b>	<b>page 9</b>
	7.1- DMX Addresses	
	7.2- Changing the DMX address	
<b>8</b>	<b>Display functions</b>	<b>page 10</b>
	8.1- Automatic operation (auto)	
	8.2- GAME P	
	8.3- Pan & Tilt speed (SPEE) (default: 2)	
	8.4- Fan speed (FANS)	
	8.5- Min P	
<b>9</b>	<b>Error message</b>	<b>page 14</b>
<b>10</b>	<b>Hidden menu</b>	<b>page 15</b>
<b>11</b>	<b>Opening the projector housing</b>	<b>page 16</b>
<b>12</b>	<b>Film</b>	<b>page 16</b>
	12.1 Technical info	
	12.2 Film replacing	
	12.3 Film calibration	
<b>13</b>	<b>Periodic maintenance</b>	<b>page 18</b>
	13.1- Lenses and reflectors	
	13.2- Fans and air passages	
	13.3- Lamp	
	13.4- Mechanical parts	
	13.5- Electrical components	
	13.6- Fuse replacement	
	13.7- Attention	
<b>Appendix 1: Wiring connections</b>		<b>page 19</b>
<b>Appendix 2: DMX signal function</b>		<b>page 21</b>



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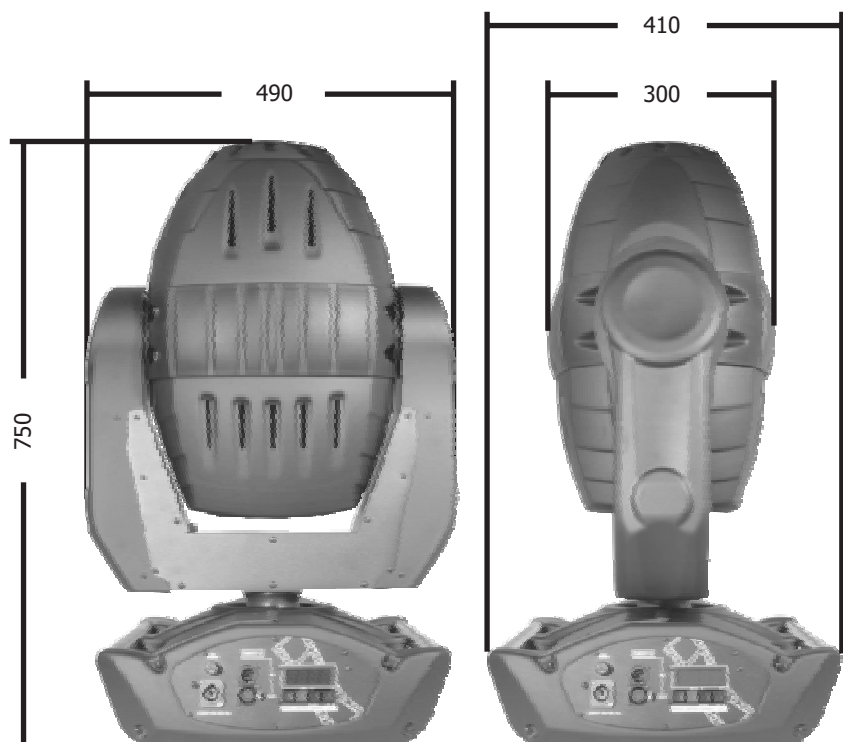
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## 1- Technical Features

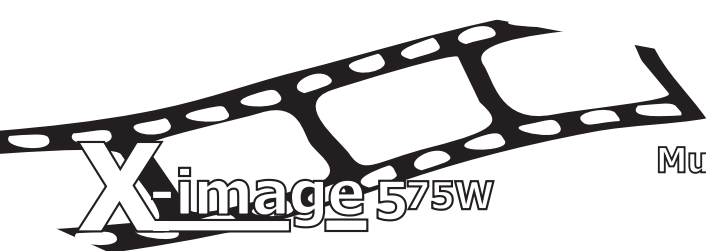
- Moving head with Multivision projector for photographic film
- Film size 24 x 36mm ( max 72 photograms)
- Pan 540° Tilt 270°
- MSR575/2 lamp
- ABS covers
- Control: max 18 DMX channels
- Photographic film position controlled by encoder
- Electronic Ballast
- High definition for the optical system
- Motorized zoom: 15°- 30°
- Motorized focus
- Mecchanical and electronic dimmer
- Effect strobe 10 flash/sec
- Colourchanger with 5 colour + white
- High speed and precision of movement of the scroller
- Possibility to rotate the image of 180° along the axle of projection.
- Easy and fast substitution of the film
- Net Weight : 32kg



**MADE IN ITALY**



for photographic film



## **2- IMPORTANT SAFETY INFORMATION**

### **2.1 Fire prevention:**

- X-Image575 uses a Philips 575 MSR/2 or MSD 575/2 lamp. The use of any alternative lamp is not recommended and will null and void the fixture's warranty.
- Never locate the fixture on any flammable surface.
- Minimum distance from flammable materials: 0.5 m.
- Minimum distance from the closest illuminable surface: 2 m.
- Replace any blown or damaged fuses only with those of identical value. Refer to the wiring diagram if there is any doubt.
- Connect the projector to mains power via a thermal magnetic circuit breaker.

### **2.2 Prevention of electric shock:**

- High voltage is present inside the unit. Isolate the projector from the mains supply prior to performing any function which involves touching the inside of the unit, including lamp replacement.
- The level of technology inherent in the X-Image575 requires the assistance of specialised personnel for all servicing. Refer all work to your authorised DTS service centre.
- A good earth connection is essential for proper functioning of the projector. Never connect the unit without proper earth connection.
- The fixture should never be located in a position exposed to rain or in areas of extreme humidity. A steady supply of circulating air is essential.

### **2.3 Protection against ultraviolet radiation:**

- Never turn the lamp on if any of the lenses, filters or the carbon fibre housing is damaged. Their respective shielding functions will only operate efficiently if they are in perfect working order.
- Never look directly into the lamp when it is on.

### **2.4 Safety:**

- The projector should always be installed with bolts, clamps and other fixtures that are capable of supporting the weight of the unit.
- Always use a second safety chain of a suitable rating to sustain the weight of the unit in case of the failure of the main fixing point.
- The external surface of the unit, at various points, may exceed 150°C. Never handle the unit until at least 10 minutes have elapsed since the lamp was turned off.
- Always replace the lamp if any physical damage is evident.
- Never install the fixture in an enclosed area lacking sufficient air flow. The ambient temperature should not exceed 35°C.
- A hot lamp may explode, so always wait for at least 10 minutes to elapse after the unit has been turned off prior to attempting to replace the lamp.
- Always wear suitable hand protection when handling the lamp.

## **2.5 Level of protection against the penetration of solid and liquid matter**

- The projector is classified as an ordinary appliance and its level of protection against the penetration of solid and liquid matter is IP 20. X-Image575 uses 575W Philips 575 MSR/2 lamps with GX 9.5 base.

The temperature inside the projector can reach 250° C after just 5 minutes, but it can get as high as 350° C. Always check that the lamp is cold before attempting to remove it. In any case, only open the appliance 10 minutes after it has been turned off.

## **3- Mounting the lamps**

**Warning: turn power off before opening the appliance.**

Philips 575 MSR/2

Power 575W

Luminous flux 49,000 lm

Colour temperature 7.200°K

Lampbase GX9,5

Rated life 1,000 hours

Remove the rear abs cover as in photo 1

Unscrew the 4 screws positioned on the 4 edges as in photo 2

Remove the lampsocket holder and Insert the lamp. (Photo 3)

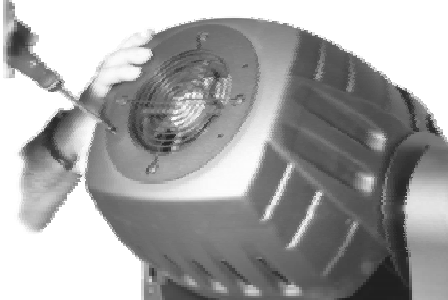


Photo 1



Photo 2



Photo 3

The lamp used is manufactured from quartz glass and should be handled with care. Always adhere to the instructions supplied in the lamp's packaging. Never touch the glass directly but use the tissue provided in the lamp's packaging. The GX 9.5 lampbase is symmetrical.

**DO NOT USE FORCE ON THE GLASS.** In case of difficulty, re-read the instructions and repeat the procedure.

### **3.1 Alignment lamp**

Attention: we recommend that the lamp be realigned in the optical train of the unit to avoid overheating of the film and other components inside the unit.



Photo 4

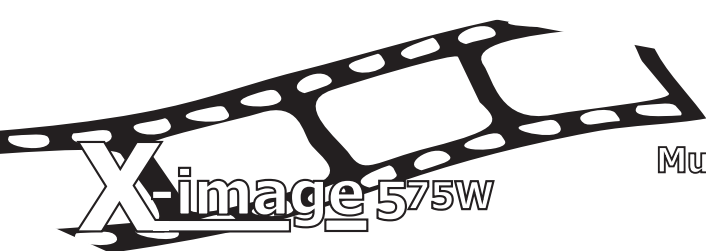


Photo 5

Alignment is carried out using the 3 adjusters A, B and C (white screws).

During this operation you must bring the hot-spot to the centre of the beam and flatten it as much as possible.

for photographic film



#### **4- Voltage and frequency**

The projector can operate at 230V voltage, at 50 or 60 Hz.

#### **5- Installation**

X-Image may be either floor or ceiling mounted.

For floor mounting installations, the X-Image is supplied with four rubber mounting feet (B) on the base.

For ceiling mounted installations, we suggest the use of appropriate clamps or fixings to attach the fixture to the mounting surface.

The supporting structure from which the unit is hung should be capable of bearing the weight of the unit, as should any clamps used to hang it. The structure should also be sufficiently rigid so as not to move or shake whilst the X-image moves during its operation.

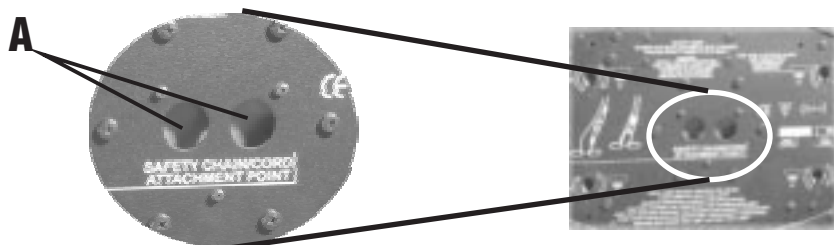
Four quarter turn fast locks placed on the base of the units allow for the fixing of brackets that can then be fixed on to the rails with the use of C clamps or Aliscaf type clamps.



#### **5.1- Safety chain**

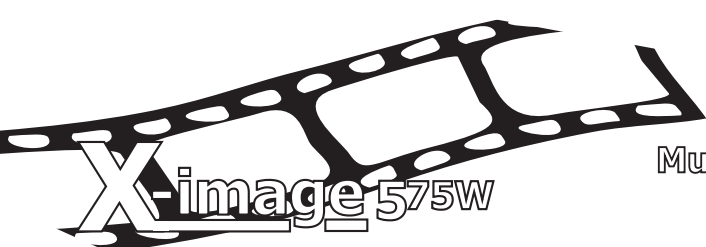
We recommend the use of a safety cable or chain connected to the X-Image and to the suspension truss in order to avoid the fixture accidentally falling should the main fixing point fail. Make sure that the iron cable or chain can bear the weight of the entire unit.

You may attach the safety chain to the two holes (A) located on the base of the fixture, as shown in the diagram below.



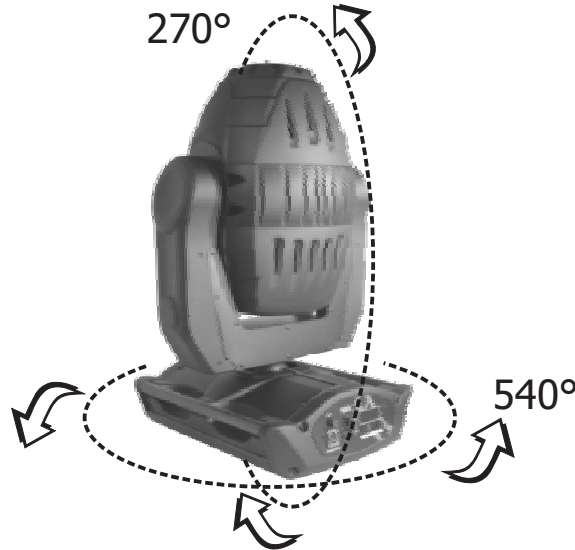
#### **5.2- Protection against liquids**

The projector contains electric and electronic components which should under no circumstances come into contact with oil, water or any other liquid. The proper working of the unit would be compromised should this occur.



### **5.3- Movement**

The projector has a maximum movement of 540° in the base and 270° in the yoke. DO NOT place any obstructions in the path of the projector's movement.



### **5.4- Risk of fire**

Each fixture produces heat and must be installed in a well-ventilated position. The minimum recommended distance from flammable material is 0.5m. Minimum distance from the object being illuminated is 2 m.

### **5.5- Forced ventilation**

You will note, on inspection, that the fixture features various air inlets and cooling fans located on both the base and head of the fixture. These should, under no circumstances, be blocked or obstructed whilst the projector is in operation.

Doing so could cause the fixture to seriously overheat thereby compromising its proper operation.

### **5.6- Ambient temperature**

The projector should never be installed in places that lack a constant flow of air. The ambient temperature should NOT exceed 35°C.

## **6- Mains connection**

X-Image575 operates at voltage 230V at 50 or 60Hz.

Prior to connecting the unit to your mains supply, ensure that the model in your possession correctly matches the mains supply available. For connection purposes, ensure that your plug is of a suitable rating of 8 amps at 230V.

Strict adherence to regulatory norms is strongly recommended.



**230V 50 / 60Hz**

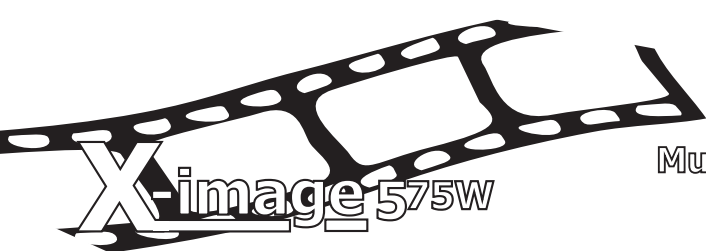
### **6.1- Protection**

The use of a thermal magnetic circuit breaker is recommended for each X-Image.

A good earth connection is essential for the correct operation of the projector.

## **7- DMX signal connection**

The unit operates using a digital DMX 512 (1990) signal. Connection between the control box and  
for photographic film



the projector or between projectors must be carried out using a two pair screened  $\varnothing 0.5$  mm cable and a CANNON XLR 5 or 3 pole connector.

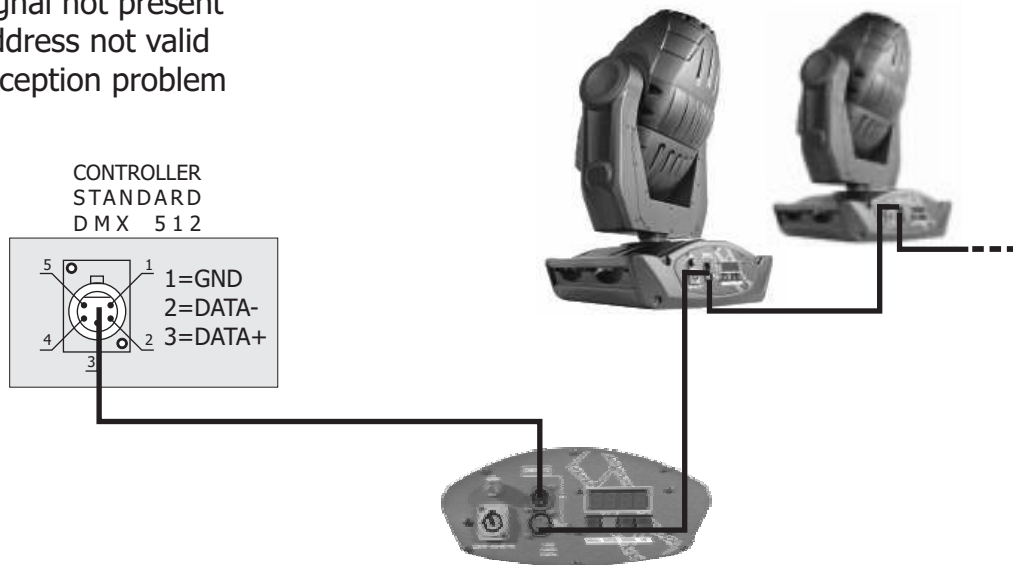
Ensure that all conductors are isolated from one another and from the metal plug housing.

The plug housing must be isolated. Connect the control box signal to the DMX IN projector plug and connect it to the next projector by connecting the DMX OUT plug on the first projector to the DMX IN plug on the second.

In this way, all the projectors are cascade connected.

NB. If the display showing the DMX address flashes, then one of the following errors has occurred:

- DMX signal not present
- DMX address not valid
- DMX reception problem



The standard configuration of the X-Image is with XLR 5 pole connection.

To convert to an XLR 3 pole configuration proceed as follows:

- 1) Unscrew the external cover (photo 1).
- 2) Unscrew the screws that fix the connectors to the panel (photo 2).
- 3) Rotate the electronic card by 180° (photo 3).
- 4) Position the 3 pole connectors in the special holes and close.



Photo 1

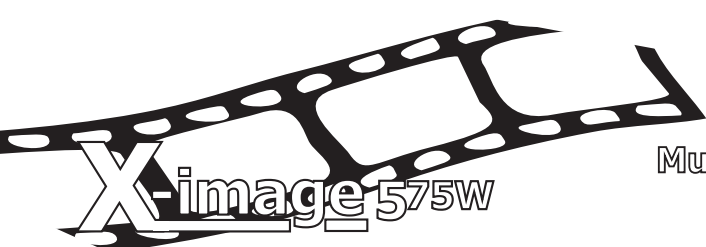


Photo 2



Photo 3

for photographic film



### 7.1- DMX Addresses

X-Image can be used 18 DMX channels.

**If you want to use a DMX controller with 18 channels set the following addresses:**

Projector 1	A001	
Projector 2	A019	If you want to select the next projector, just add "18"
Projector 3	A037	
.....	A....	
Projector 6	A089	

The address that has to be set on each projector generally depends on the number of channels that the DMX mixer allots it.

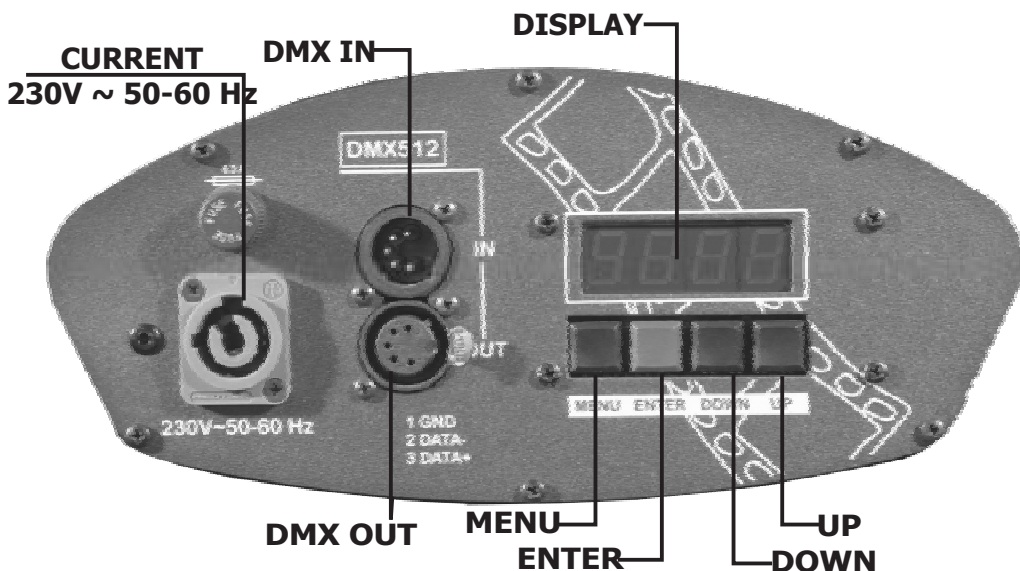
If you have a 20 channel controller the first projector will have an A001 address and if you want to select the next projector, then you have to add 20.

### 7.2- Changing the DMX address

- 1) Press the UP-DOWN key until you reach the required DMX number. The numbers on the display will start to flash (but the new DMX address hasn't yet been set).
- 2) Press ENTER to confirm your selection. The numbers on the display will stop flashing and the projector is now controlled by the new 512 DMX number.

WARNING: if you press the UP-DOWN keys together the channels are calculated more quickly and you get a faster selection.

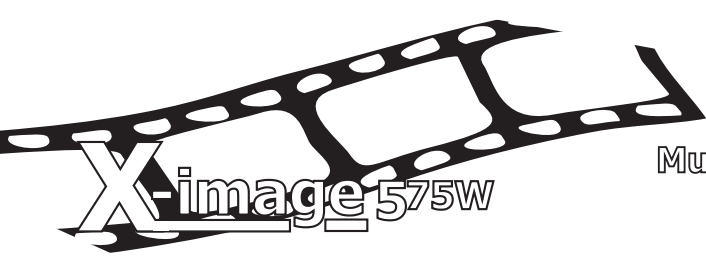
### 8- DISPLAY FUNCTIONS



### DISPLAY FUNCTIONS

The X-Image display panel shows all the functions available. Using these functions, it is possible to change some of the parameters and to add some functions. Changing the DTS setting can vary the functions of the appliance so that it does not respond to the DMX 512 used to control it. Carefully follow the instructions below before carrying out any variations or selections.

NOTE: the symbol shows which key has to be pushed to obtain the function desired.



ADD 1



Pdir



CU

Clockwise

PAN MOVEMENT INVERSION

To reverse horizontal direction of the beam from left to right and vice versa on DMX level variation.



CCU

Counterclockwise



tDir



CU

Clockwise

TILT MOVEMENT INVERSION

To reverse vertical direction of the beam from the bottom upwards and vice versa on DMX level variation



CCU

Counterclockwise



FANS



AUTO

Automatic fans speed regulation

Fan control

To control the fan speed .



on

Maximum fans speed



dISP



AA

Floor position

REVERSE DISPLAY

Reverses display's reading depending on the mounting position (on the ground or suspended).



BB

Suspension position



TEST



TEST

TEST MODE

Device operation test.



AUTO



SURE



GAMP



SPEED

AUTOMATIC MODE

Automatic demo game without DMX controller



RESET



RESET

RESET

To reset all motors function



DFSE



SURE



DEFAULT

To restore default setting (set by DTS)



SOFT



14.11

SOFTWARE VERSION

Electronic card software version.

Pcb 8 motors. Pcb PAN&TILT



LAMP



DMX



ON / OFF VIA DMX (default)

LAMP ON/OFF lamp



on



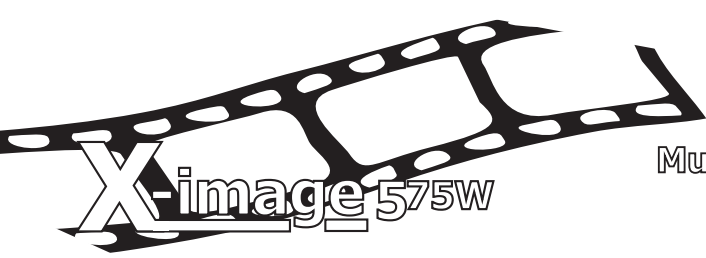
FORCED ON



off



FORCED OFF



SPEED



1



**SPEED**  
To change the maximum speed of PAN and TILT movement



4



Dim.P



0

÷

100

**ELECTRONIC DIMMER VALUE**  
Electronic dimmer value when film is stopped



REC



18CH



r.001

**REC**  
Record mode



SLAV



SURE



SLU

**Slave**  
Slave mode as run by GAM.P, Synchronised with master

ESC



TIME



LAMP



**TIMER**  
Visualization of lamp life (reset possible) and total time unit's working (reset not possible)



Unit



rESL



FILM



CAL



**FILM**  
Setting and calibration film

Film calibration (for first picture)



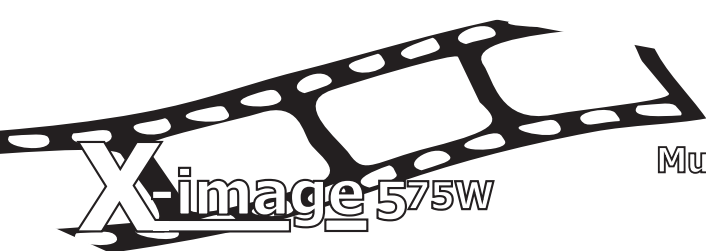
rESE

Film reset



LENG

Number of pictures in the film



### 8.1- Automatic operation (auto)

X-Image can work in automatic mode without a DMX controller. First of all connect the projectors with a DMX cable (picture below).

MASTER



To activate Auto mode on the first unit, use the menu to run through the different modes until AUTO appears on the display, at this point press enter. Game P which is user programmable through REC mode. To confirm game activation press ENTER on the GAMEP.

### 8.2- GAME P

The first unit that will function as a Master must be put in (AUTO) mode, the other projectors have to be put in slave mode (selectable through the menu). In this way all units will be synchronised with the master, the projectors need not be of the same model.

On the master unit it is possible to vary the speed of the GAME P (SPEE)

NB: It is possible to run GAME P on the other units even though these do not have GAME P programmed. You must select DMX address A001.

#### REC MODE

It is possible to programme your own game on the X-Image that will then run in AUTO mode (GAME P). Each unit can have its own programmed game. .

For the programming of GAME P besides the channels necessary to control the unit a further 3 DMX channels are needed. So that in REC mode the programme to work correctly whereas 18CH mode would occupy 21 channels.

Connect the unit to a DMX mixer/controller, every unit should be set to its own Address (See the paragraph on DMX addresses). When you are in REC mode R.001 appears on the display (DMX address).

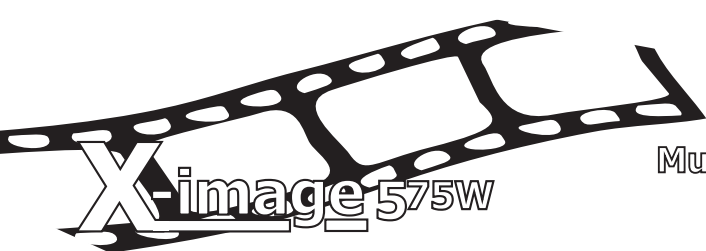
The three new DMX channels are:

#### -SCENE CHANNEL:

Form 0-255 are displayed the programmable scenes (max 9 scenes M.001 M009)

#### VIEW CHANNEL:

- From 1-19 the unit runs the scene that has been saved in the units memory and it is possible to play through the other scenes using the scene channel.
- From 20-235 the unit runs the configuration given by the received input DMX values. With the channel scene it is possible to pass from one scene to the next while with REC it is possible to record the selected scene.



- From 236-255 the unit runs the configuration given by the received DMX values from the projector in that moment. It is possible to select a scene and then close the GAME P with the REC channel.

RECORDING CHANNEL (REC)

- Records the set scene with a variable between 0 and 255 (the display flashes indicating that the scene has been recorded).

It is advised that you keep the REC channel set to 0 and to run through the 255 only once you have decided to save the scene. If GAME P is not closed, by indicating the last scene, in playback mode all 16 scenes will be played through even if not programmed.

**8.3- Pan & Tilt speed (SPEE) (default: 2)**

You can set the PAN and TILT engines at high speed on your X-Image575.

Press menu until you see SPEE.

Press ENTER and select a speed with UP-DOWN (there are 4 speeds). Confirm by pressing ENTER. When you use speed 4 (the highest) PAN and TILT speed is very high and your projector may lose its path. In this case, the encoder corrects the position.

**8.4- Fan speed (FANS)**

There are 2 fans settings mode.

**AUTOMATIC:** Fan speed adjustable to control lamp overheating

**ON:** Fan set at maximum speed

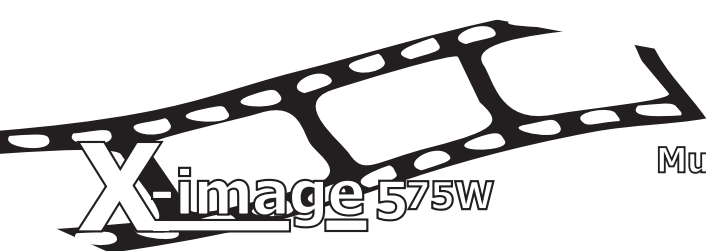
**8.5- Min P**

In order to make the film life longer, the power of the lamp decrease of about 20%, when the film got blocked for a while.

If Min P has been set at 100% film might get a distortion, and cause problems with the film scrolling and the quality of the projection

**9- ERROR MESSAGES:**

	Error: ENCODER PAN		Error: ZOOM MOTORS POSITION
	Error: ENCODER TILT		Error: ZOOM MOTORS DEVIATION
	Error: DMX ADDRESS		Error: FOCUS MOTOR POSITION
	Error: LOAD DATA EEPROM		Error: FOCUS MOTORS DEVIATION
	Error: SCROLLER SENSOR CIRCUIT		Error: SCROLLER POSITION
	Error: COLOUR SENSOR CIRCUIT		Error: INTERNAL DATA COMMUNICATION
	Error: COLOUR WHEEL POSITION		Error: AUTO MODE INPUT



### 10- HIDDEN MENU

#### For technical personnel only.

To operate this menu:

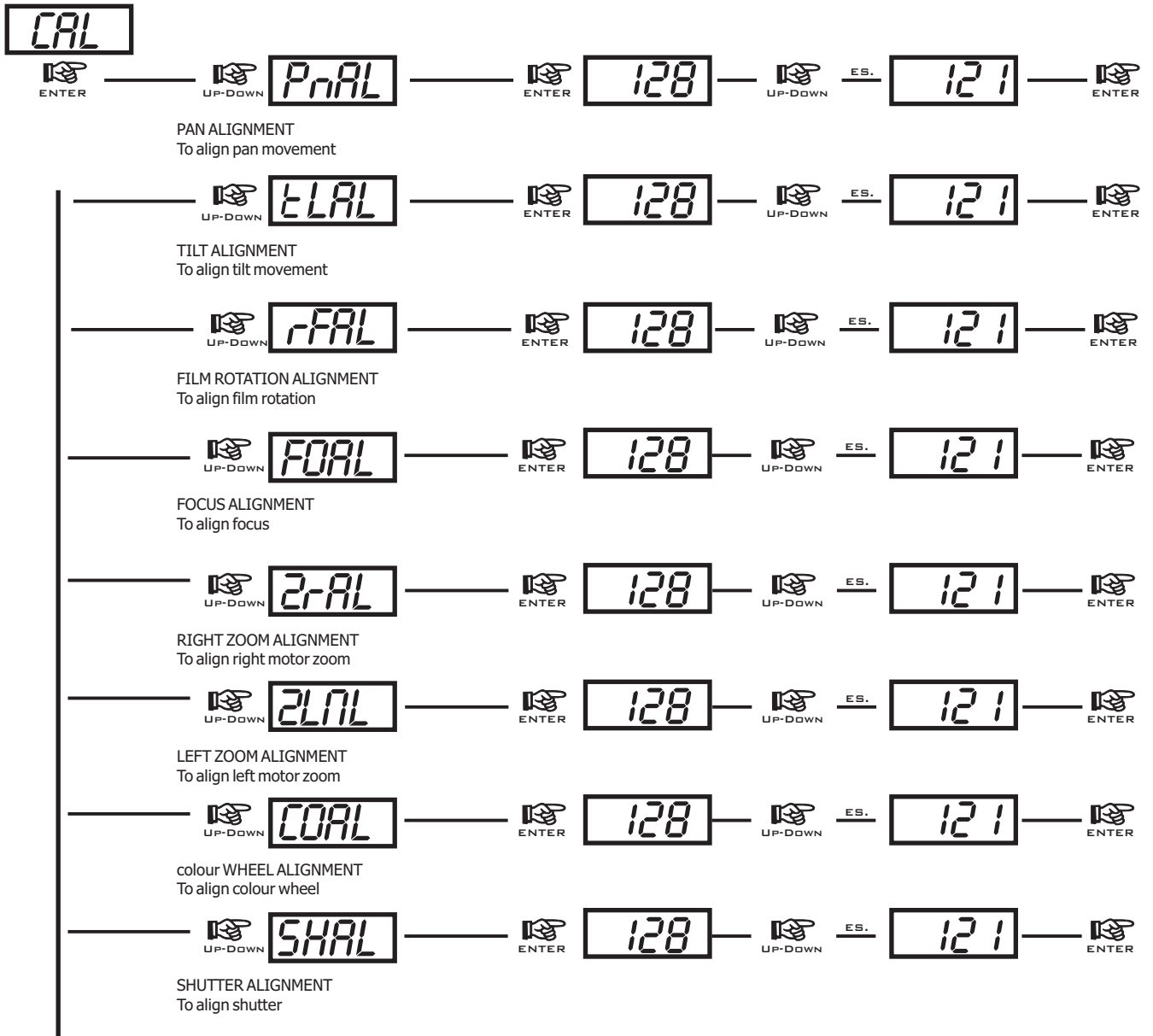
-Connect the projector to the DMX controller (DMX SIGNAL MUST BE CORRECTLY RECEIVED)

- Reset the X-IMAGE (reset from the display projector, not from the DMX controller!).
- While reset is working, press the MENU and ENTER keys at the same time.

**CAL** Electronic calibration of the motors.

**RESN** Reset EEPROM (Reset all settings. ATTENTION: by pressing this key you must repeat all previous calibrations)

**ESC** Exit from hidden menu.



## **11- Opening up the projector housing**

It is possible to inspect the inside of the projector by removing the cover as indicated below.

### **Attention**

**REMOVE MAINS POWER PRIOR TO ACCESSING THE PROJECTOR'S INTERNAL COMPONENTS.**

Remove ABS covers as illustrated in the following pictures



Photo 1

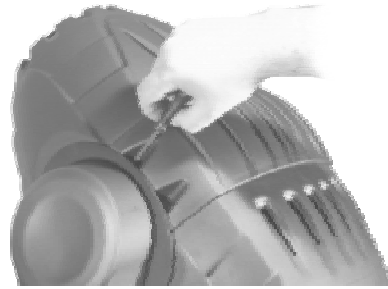


Photo 2

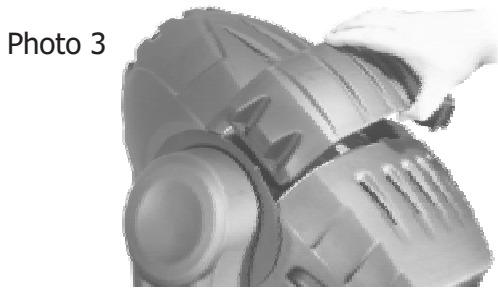


Photo 3

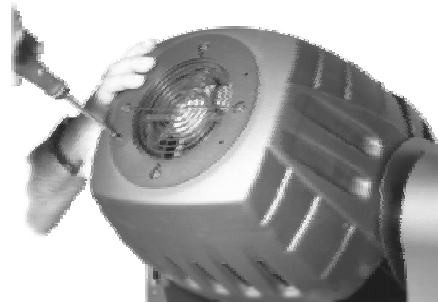


Photo 4

## **12 Film**

### **12.1 Technical info:**

X-Image uses a standard film (made of 24X36 slides) that does not require to be cut.

On the market, it is available a 36 pictures film that can be eventually doubled up to 72 slides, splicing both the 2 photographic films.

The splicing process can be realized with a standard splicing machine, used for cinema editing (it can be provided as optional)

### **IMPORTANT**

**DTS RECOMMENDS TO LEAVE AT LEAST 02 BLANK PHOTOGRAMS FOR TECHNICAL PURPOSES.(THE 2 INITIAL PHOTOGRAMS ARE NOT DISPLAYABLE).**

### **12.2 Replacing the film**

Remove the ABS covers as in picture 1 and 2 to replace the film

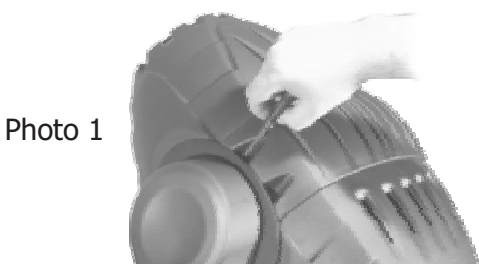


Photo 1

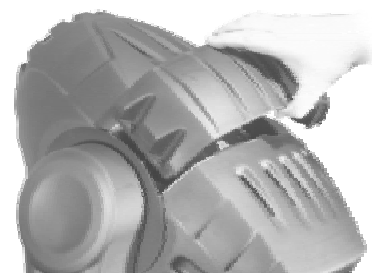
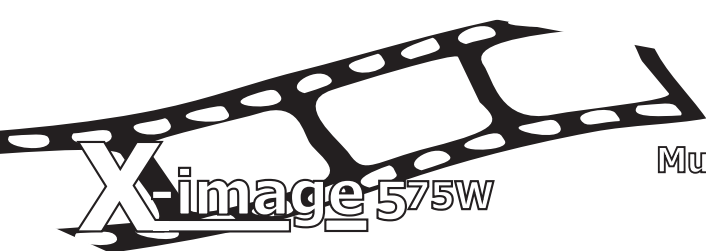


Photo 2

for photographic film



Unscrew the scroller fastener, and remove the scroller by the special handle (photo 3 and 4)



Photo 3



Photo 4

Proceed with the replacing as in a normal camera, positioning the film. Positioning the film as in picture 5. Make sure that the holes match with the teeth of the small rubber cogwheel. Tighten the film with 2 security socket head screw. ( 2 mm setscrew wrench ) (photo 6)

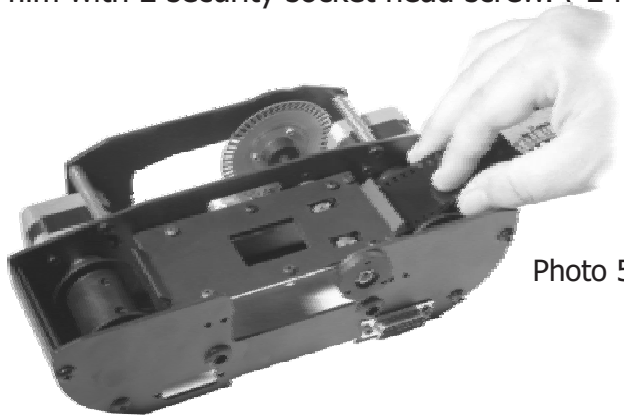


Photo 5



Photo 6

Wrap the film on the rollfilm and fasten it to the second roll film (photo 7 and 8)

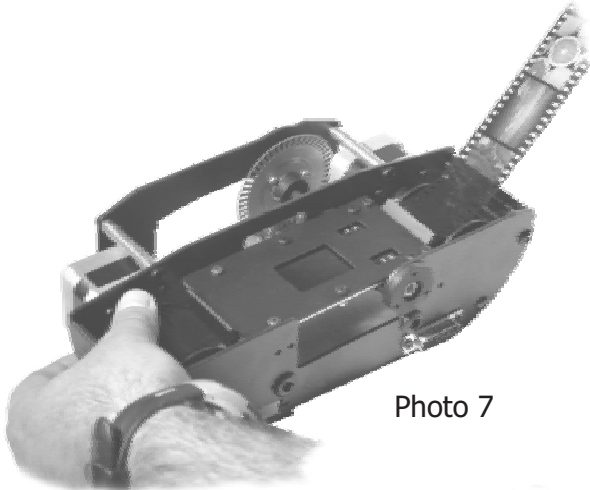


Photo 7

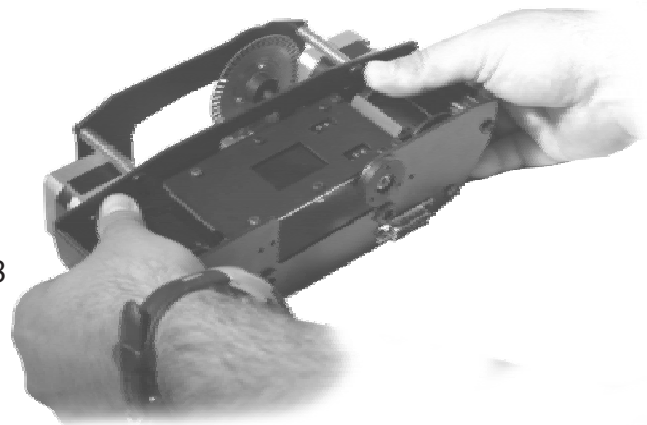


Photo 8

P.S Make sure that the film is perfectly wrapped ad tight Remount the removed components; Be aware that the connector has been properly plugged.

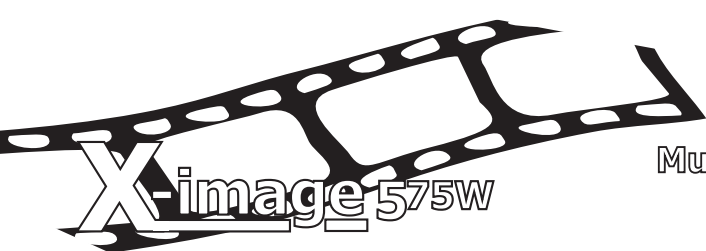


Photo 9



Photo 10

for photographic film



## 12.3- Film calibration

### !!! IMPORTANT !!!

After every film replacement, it is required to make calibration process.

See **FILM** from the Menu

Calibration process is composed of 2 steps:

- 1st photo gram positioning
- Maximum exploiting photo grams (72 pcs)

The whole process is controlled by software

To make the calibration of the film, be conformed with the following instructions:

- Enter FILM menu
- Make RESET
- Enter CAL menu and run UP/DOWN buttons, to position the film on the first exploiting photogram in order to make image fully visible.
- Confirm the process pressing ENTER
- Enter LenG menu  
Select the number of exploiting pictures (using UP/DOWN buttons)  
Confirm by ENTER

Escape by FILM menu.

ATTENTION: It may happen that, even if the calibration process has been completed, the film stop during the projection; it means that the number of photograms inserted in **LENG** submenu is

Incorrect. (Principal menù **FILM** ). It is necessary to decrease the number of photograms in **LENG** Menu.

## 13 Periodic maintenance

### 13.1- Lenses and reflectors

Even a fine layer of dust can reduce the luminous output substantially. Regularly clean all lenses and the reflector using a soft cotton cloth, dampened with a specialist lens cleaning solution.

### 13.2- Fans and air passages

The fans and air passages must be cleaned approximately every 6 weeks. This periodic cleaning will depend of course, on the conditions in which the projector is operating. Suitable instruments for performing this type of maintenance are a brush and a common vacuum cleaner or an air compressor. If necessary, clean the fans and air passages more frequently.

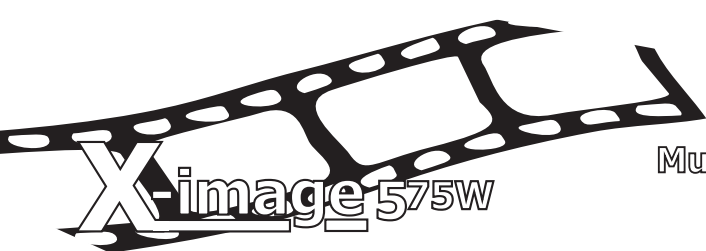
### 13.3- Lamp

The lamp should be replaced if there is any visible damage or deformation due to heat. This will help to avoid the danger of the lamp exploding.

### 13.4- Mechanical parts

Periodically check all mechanical parts gears, guides, belts, etc. for wear and tear, replacing them if necessary. Periodically check the lubrication of all components, particularly the parts subject to high temperatures. If necessary, lubricate with suitable lubricant, available from your D.T.S. distributor. Check the tension of the belts and adjust if necessary.

for photographic film



Multivision Projector



### **13.5- Electrical components**

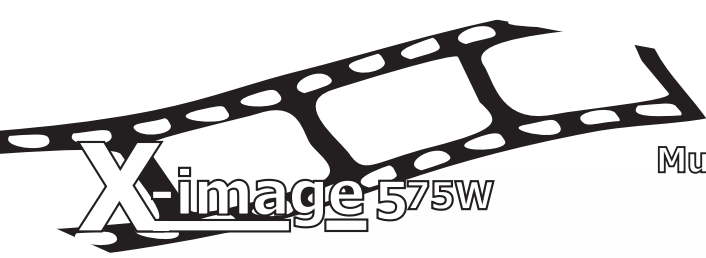
Check all electrical components for correct earthing and proper attachment of all connectors, refastening if necessary.

### **13.6- Fuse replacement**

Locate the fuse, which protects the lamp and electronics, in the base of the X-Image. Using a multimeter, test the condition of the fuse, replacing it with one of equivalent type if necessary.

### **13.7- Attention**

Disconnect mains power prior to removing the projector housing.



### 8 MOTORS CARD

ENCODER  
DISPLAY FILM

MAGNETIC  
SENSORS

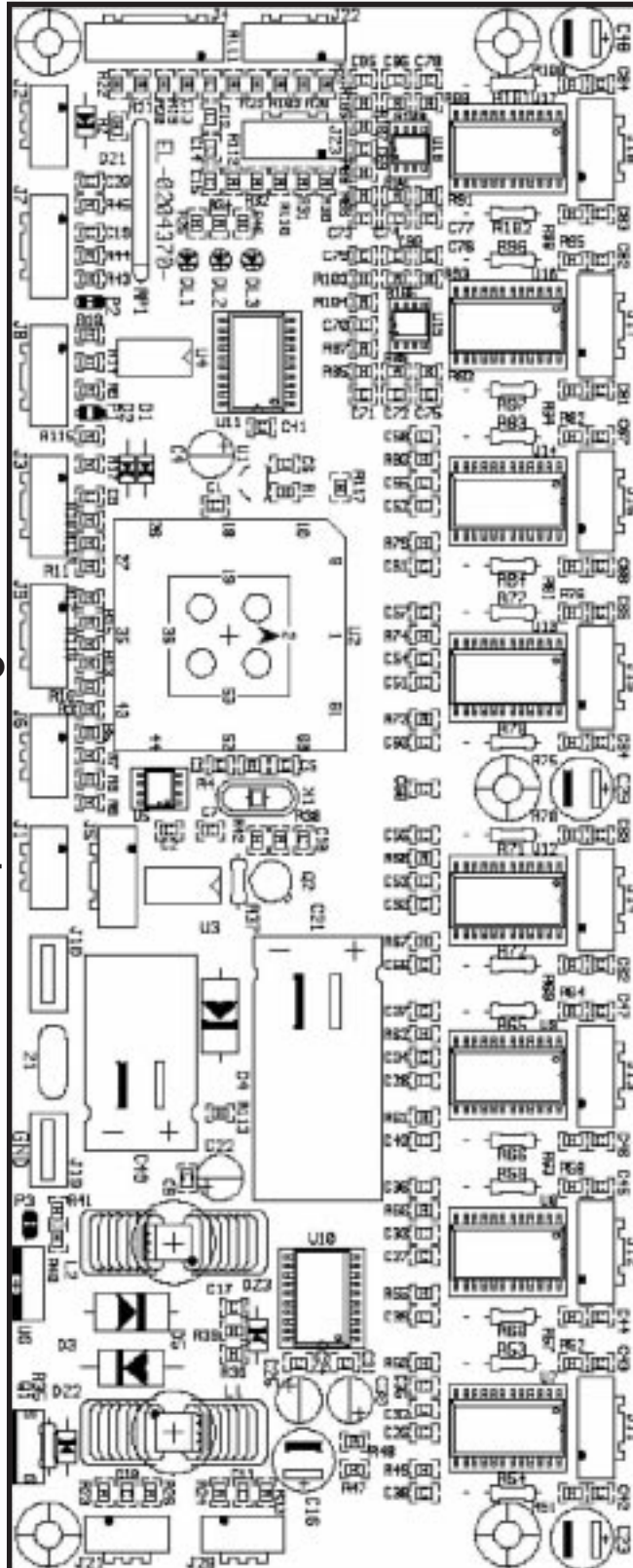
J3 FROM  
J8 PAN & TILT

J9 FROM  
J2 INTERFACE  
BALLAST CARD

J5 FROM  
J10 PAN & TILT

+30V DG

GND



M1 FILM  
BLACK

M2 FILM  
GREEN

STROBO

COLOUR  
PINK

FILM SCROLLER ROTAT.  
GREY

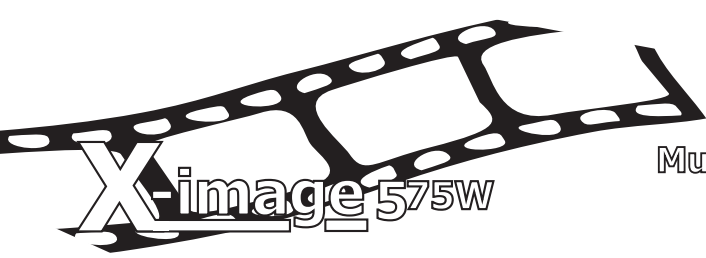
FOCUS  
LIGHT BLUE

ZOOM 2  
GOLD

ZOOM 1  
BLUE

FAN 1 FAN 2

for photographic film

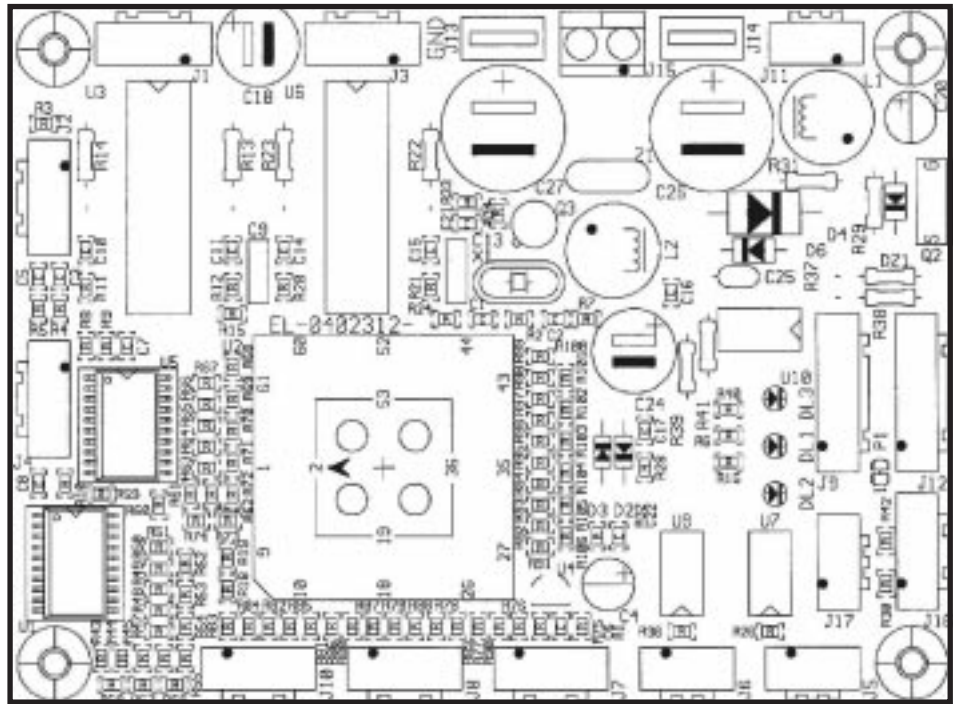


**PAN** (WHITE)      **TILT** (BROWN)      **GND** (BLACK)      **30 VDC** (RED)      **FAN** (WHITE)

**PAN & TILT CARD**

**ENCODER PAN**  
(RED)

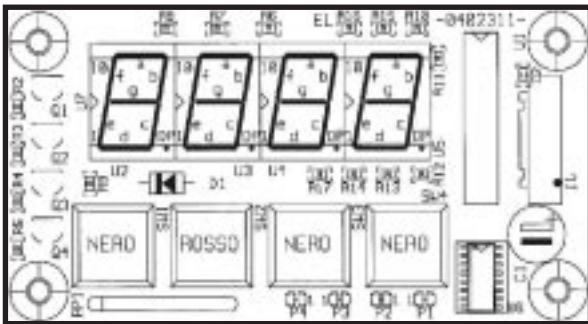
**ENCODER TILT**  
(ORANGE)



**FROM J5**      **FROM J3**  
**8 MOTORS**      **8 MOTORS**  
(LIGHT GREEN) (VIOLET)

**DMX INPUT**  
(WHITE)

**DISPLAY CARD**



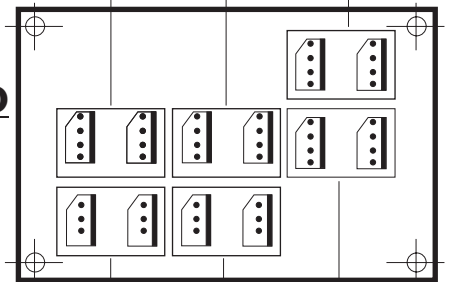
**FROM J4**  
**8 MOTOR PCB**

**DATA 1**  
(VIOLET)

**DATA 2**  
(LIGHT GREEN)

**MOTOR TILT**  
(BROWN)

**SENDING AGAIN CARD**

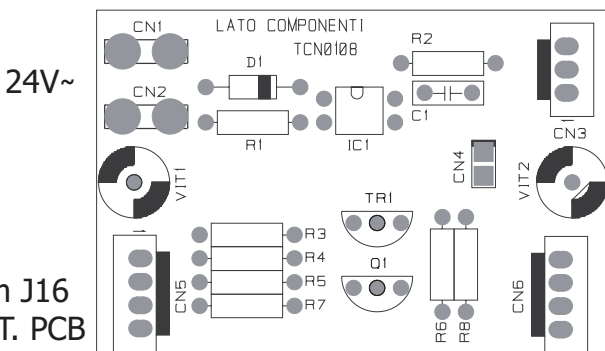


**DISPLAY 1**

**DISPLAY 2**

**FROM J16 8 MOT. PCB**  
(RED)

**INTERFACE BALLAST CARD**



From J16  
8 MOT. PCB

To electronic  
Ballast



# Multivision Projector

<b>D M X  C H A N N E L S</b>	1	<b>P A R A M E T E R S</b>	PAN coarse
	2		PAN fine
	3		TILT coarse
	4		TILT fine
	5		SPEED PAN / TILT
	6		DIMMER
	7		SHUTTER
	8		SLIDE SELECTION
	9		FILM POSITION
	10		BANK/SCROLLING SELECTION
	11		FILM SPEED
	12		FILM ROTATION
	13		DIMMER SPEED
	14		COLOR SELECTION
	15		ZOOM
	16		FOCUS
	17		ELECTRONIC DIMMER
	18		RESET/LAMP

DMX CHANNEL:	<b>1</b>	PARAMETER:	<b>PAN msb</b>
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DMX CHANNEL:	<b>2</b>	PARAMETER:	<b>PAN lsb</b>
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DMX CHANNEL:	<b>3</b>	PARAMETER:	<b>TILT msb</b>
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DMX CHANNEL:	<b>4</b>	PARAMETER:	<b>TILT lsb</b>
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DMX CHANNEL:	<b>5</b>	PARAMETER:	<b>MOVEMENT SPEED</b>
<b>DMX RANGE VALUE</b>	<b>MID POINT DMX VALUE</b>	<b>MOVE RANGE DEGREES</b>	<b>FUNCTION</b>
0 – 10			Standard
11 – 25			Fast movement
26 – 127			Vector mode from fast to slow
128 – 247			Variable time reaction to DMX signal ( fast to slow)
248 – 255			Slow reaction time to DMX signal

DMX CHANNEL:	<b>6</b>	PARAMETER:	<b>DIMMER</b>
<b>DMX RANGE VALUE</b>	<b>MID POINT DMX VALUE</b>	<b>MOVE RANGE DEGREES</b>	<b>FUNCTION</b>
0 – 8			Black-out
9 – 255			proportional dimmer



## Multivision Projector

DMX CHANNEL:	7	PARAMETER:	SHUTTER
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 9			Black out
10 – 23			Strobo random speed
24 – 37			Strobo Speed 1 min
38 – 51			Strobo Speed 2
52 – 65			Strobo Speed 3
66 – 79			Strobo Speed 4
80 – 93			Strobo Speed 5
94 – 107			Strobo Speed 6 MAX
108 – 121			Pulsato open speed 1 min
122 – 135			Pulsato open speed 2
136 – 149			Pulsato open speed 3
150 – 163			Pulsato open speed 4 MAX
164 – 177			Pulsato closed speed 1 min
178 – 191			Pulsato closed speed 2
192 – 205			Pulsato closed speed 3
206 – 219			Pulsato closed speed 4 MAX
220 – 227			FILM in BLACKOUT
228 – 233			PAN & TILT in BLACKOUT
234 – 255			Open

DMX CHANNEL:	8	PARAMETER:	SLIDE SELECTION
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 13			Slide 1
14 – 27			Slide 2
28 – 41			Slide 3
42 – 55			Slide 4
56 – 69			Slide 5
70 – 83			Slide 6
84 – 97			Slide 7
98 – 111			Slide 8
112 – 125			Slide 9
126 – 139			Slide 10
140 – 153			Slide 11
154 – 167			Slide 12
168 – 181			Slide 13
182 – 195			Slide 14
196 – 209			Slide 15
210 – 223			Slide 16
224 – 237			Slide 17
238 – 255			Slide 18



## Multivision Projector

DMX CHANNEL:	9	PARAMETER:	FILM POSITION
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 255			Proportional selected frame slide

DMX CHANNEL:	10	PARAMETER:	BANK / SCROLLING SELECTION
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 60			Bank 1
61 – 121			Bank 2
122 – 182			Bank 3
183 – 247			Bank 4
248 – 255			Scrolling

DMX CHANNEL:	11	PARAMETER:	SCROLLING SPEED
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 8			Stop
9 – 255			Scrolling speed from min to MAX

DMX CHANNEL:	12	PARAMETER:	FILM ROTATION
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 255			Proportional film rotation

DMX CHANNEL:	13	PARAMETER:	DIMMER SPEED
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 255			Dimmer speed from MAX to min

DMX CHANNEL:	14	PARAMETER:	COLOR SELECTION
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 31			Color 1
32 – 63			Color 2
64 – 95			Color 3
96 – 127			Color 4
128 – 159			Color 5
160 – 197			Color 6
198 – 224			Clockwise rotation from maximum to minimum
225 – 228			Stop
229 – 255			Counterclockwise rotation from minimum to maximum



Multivision Projector

DMX CHANNEL:	15	PARAMETER:	ZOOM
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 255			PROPORTIONAL

DMX CHANNEL:	16	PARAMETER:	FOCUS
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0- 255			PROPORTIONAL

DMX CHANNEL:	17	PARAMETER:	ELECTRONIC DIMMER
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 255			Lamp power regulation from minimum to maximum

DMX CHANNEL:	18	PARAMETER:	RESET/ LAMP
DMX RANGE VALUE	MID POINT DMX VALUE	MOVE RANGE DEGREES	FUNCTION
0 – 29			NO EFFECT
30 – 85			LAMP OFF
86 – 170			INTERNAL MOTORS RESET
171 – 235			TOTAL RESET
236 – 255			LAMP ON