



FUSION 180

ERRATUM

New DMX chart
New dimmer curve mode

7 -DMX channels and their functions

Your FUSION180 moving head features 3 DMX modes:

The Basic mode features 15 channels, while the Standard mode features 17 and the Expert mode features 20.

The following chart indicates DMX values of each channel.

Note : St = Standard, Ba = Basique and Ex = Extended.

7.1 DMX modes and values

Modes / Channels			DMX values	Functions and effects
St	Ba	Ex		
1	1	1	8-bit PAN movements	
			000 - 255	PAN movements
2		2	16-bit PAN movements	
			000 - 255	Precise PAN movements
3	2	3	8-bit TILT movements	
			000 - 255	TILT movements
4		4	16-bit TILT movements	
			000 - 255	Precise TILT movements
5	3	5	PAN/TILT speed and behaviour during movements and wheels rotation	
			000 - 225	Fast to slow speedsettings
			226 - 235	Black out during PAN and TILT movements
			236 - 245	Black out during wheels rotation
			246 - 255	No function, maximum speed
6	4	6	Dimmer	
			000 - 255	Dimmer settings from 0 to 100%
7	5	7	Strobe	
			000 - 031	Shutter closed
			032 - 063	No functions, shutter open
			064 - 095	Slow to fast strobe
			096 - 127	No functions, shutter open
			128 - 159	Slow to fast pulse effect
			160 - 191	No functions, shutter open
192 - 223	Slow to fast random strobe			
			224 - 255	No functions, shutter open
8	6	8	Colour wheel	
			000 - 015	Open
			016 - 030	Colour 1
			031 - 045	Colour 2
			046 - 060	Colour 3
			061 - 075	Colour 4
			076 - 090	Colour 5
			091 - 105	Colour 6
			106 - 120	Colour 7
			121 - 135	Colour 8
136 - 150	Colour 9			
151 - 165	Colour 10			
			166 - 255	Fast to slow rainbow colour
9	7	9	Rotative gobo wheel	
			000 - 003	Open
			004 - 007	Rotative gobo 1
			008 - 011	Rotative gobo 2
			012 - 015	Rotative gobo 3

9 (continuation)	7 (continuation)	9 (continuation)	016 - 019	Rotative gobo 4
			020 - 023	Rotative gobo 5
			024 - 027	Rotative gobo 6
			028 - 031	Rotative gobo 7
			032 - 035	Rotative gobo 8
			036 - 039	Rotative gobo 9
			040 - 049	Slow to fast Gobo 1 shake effect
			050 - 059	Slow to fast Gobo 2 shake effect
			060 - 069	Slow to fast Gobo 3 shake effect
			070 - 079	Slow to fast Gobo 4 shake effect
			080 - 089	Slow to fast Gobo 5 shake effect
			090 - 099	Slow to fast Gobo 6 shake effect
			100 - 109	Slow to fast Gobo 7 shake effect
			110 - 119	Slow to fast Gobo 8 shake effect
			120 - 129	Slow to fast Gobo 9 shake effect
			130 - 190	Fast to slow, clockwise rainbow effect with all gobos
191 - 194	No rotation			
195 - 255	Slow to fast, counterclockwise rainbow effect with all gobos			
10	8	10	Gobos rotation	
			000 - 127	Gobos indexation
			128 - 189	Fast to slow, clockwise rotative gobos rotation
			190 - 193	No rotation
			194 - 255	Slow to fast, counterclockwise rotative gobos rotation
		11	16 bits gobo indexing	
			000 - 255	Précise gobos indexing
11	9	12	Fixed gobo wheel	
			000 - 003	Open
			004 - 007	Beam filter 1
			008 - 011	Beam filter 2
			012 - 015	Beam filter 3
			016 - 019	Fixed gobo 1
			020 - 023	Fixed gobo 2
			024 - 027	Fixed gobo 3
			028 - 031	Fixed gobo 4
			032 - 035	Fixed gobo 5
			036 - 039	Fixed gobo 6
			040 - 043	Fixed gobo 7
			044 - 047	Fixed gobo 8
			048 - 051	Fixed gobo 9
			052 - 055	Fixed gobo 10
			056 - 059	Fixed gobo 11
			060 - 063	Fixed gobo 12
			064 - 073	Beam filter 1 shake effect
			074 - 083	Beam filter 2 shake effect
			084 - 093	Beam filter 3 shake effect
			094 - 103	Fixed gobo 1 shake effect
			104 - 113	Fixed gobo 2 shake effect
			114 - 123	Fixed gobo 3 shake effect
			124 - 133	Fixed gobo 4 shake effect
134 - 143	Fixed gobo 5 shake effect			
144 - 153	Fixed gobo 6 shake effect			
154 - 163	Fixed gobo 7 shake effect			

11 (last part)	9 (last part)	12 (last part)	164 - 173	Fixed gobo 8 shake effect
			174 - 183	Fixed gobo 9 shake effect
			184 - 193	Fixed gobo 10 shake effect
			194 - 203	Fixed gobo 11 shake effect
			204 - 211	Fixed gobo 12 shake effect
			212 - 232	Slow to fast, clockwise fixed gobo wheel rotation
			233 - 234	No rotation
			235 - 255	Fast to slow, counterclockwise fixed gobo wheel rotation
12	10	13	8 and 6-facet prisms	
			000 - 031	No function
			032 - 063	8-facet prism
			064 - 095	6-facet prism
			194 - 255	No function
13	11	14	Prisms rotation (depending on the prism select via previous channel)	
			000 - 127	Prism indexation
			128 - 189	Fast to slow, clockwise prism rotation
			190 - 193	No rotation
			194 - 255	Slow to fast, counterclockwise prism rotation
14	12	15	Zoom	
			000-010	Zoom from 6° to 21°
		16	16-bit zoom	
			000 - 255	Precise zooms settings
15	13	17	Focus	
			000 - 255	Focus settings
		18	16-bit focus	
			000 - 255	Precise focus settings
16	14	19	Frost	
			000 - 225	Frost from 0 to 100%
			226 - 235	Fast to slow opening pulse effect
			236 - 245	Slow to fast closing pulse effect
			246 - 255	Frost at 100%
17	15	20	Lamp activation/deactivation, reset, special functions and built-in programs	
			000 - 019	Regular colour change
			020 - 029	Linear colour change (allowing for semi-colours)
			030 - 079	No function
			080 - 084	Resets all motors
			085 - 087	Resets PAN and TILT motors
			088 - 090	Resets colour wheel motors
			091 - 093	Resets rotative gobo wheel motors
			094 - 096	Resets fixed gobo wheel motors
			097 - 099	Resets other motors
			100 - 119	Built-in program 1 (scenes 1 to 8 from the memory)
			120 - 139	Built-in program 2 (scenes 9 to 16 from the memory)
			140 - 159	Built-in program 3 (scenes 17 to 24 from the memory)
			160 - 179	Built-in program 4 (scenes 25 to 32 from the memory)
			180 - 199	Built-in program 5 (scenes 33 to 40 from the memory)
			200 - 219	Built-in program 6 (scenes 41 to 48 from the memory)
			220 - 239	Built-in program 7 (scenes 49 to 56 from the memory)
			240 - 255	Music-sensitive mode (Program 1 scenes)