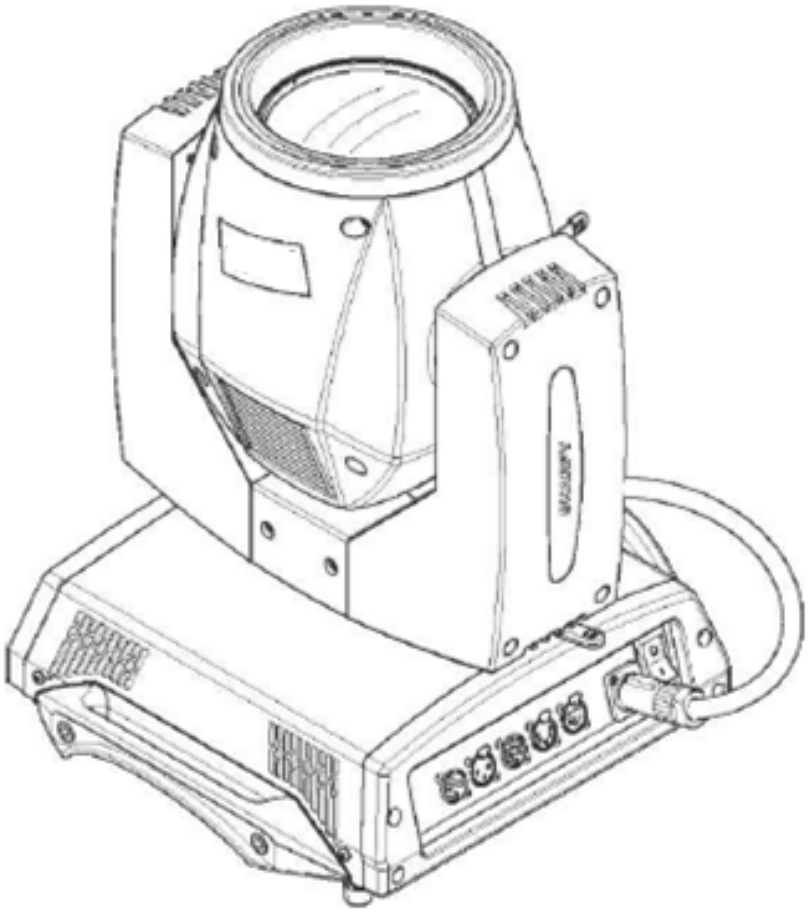
AZTEC
ELECTRONIC

BEAM SHARPY 200

Instruction Manual



USER INSTRUCTION MANUAL

Unpacking: Thank you for purchasing the AZTEC BEAM SHARPY 200 Watt by AZTECELECTRONIC®. Every AZTEC BEAM SHARPY 200 Watt has been thoroughly tested and has been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect your fixture for any damage and be sure all accessories necessary to operate the unit has arrived intact. In the case damage has been found or parts are missing, please contact our toll free customer support number for further instructions. Do not return this unit to your dealer without first contacting customer support.

Introduction: The AZTEC BEAM SHARPY 200 Watt is part of AZTEC-ELECTRONIC''s continuing pursuit for creating high quality affordable intelligent fixtures. The Beam Sharpy 200 is a DMX intelligent Moving Head Beam Effects Lights. This Beam Sharpy 200 is light weight and compact which makes it a great piece for mobile DJ's, clubs, theater, stage and many other applications. The Beam 200 Sharpy has 4 operating modes; sound-active, auto mode, Manual mode, or controlled via DMX controller. It can be used as a stand alone unit or in a master-slave configuration.

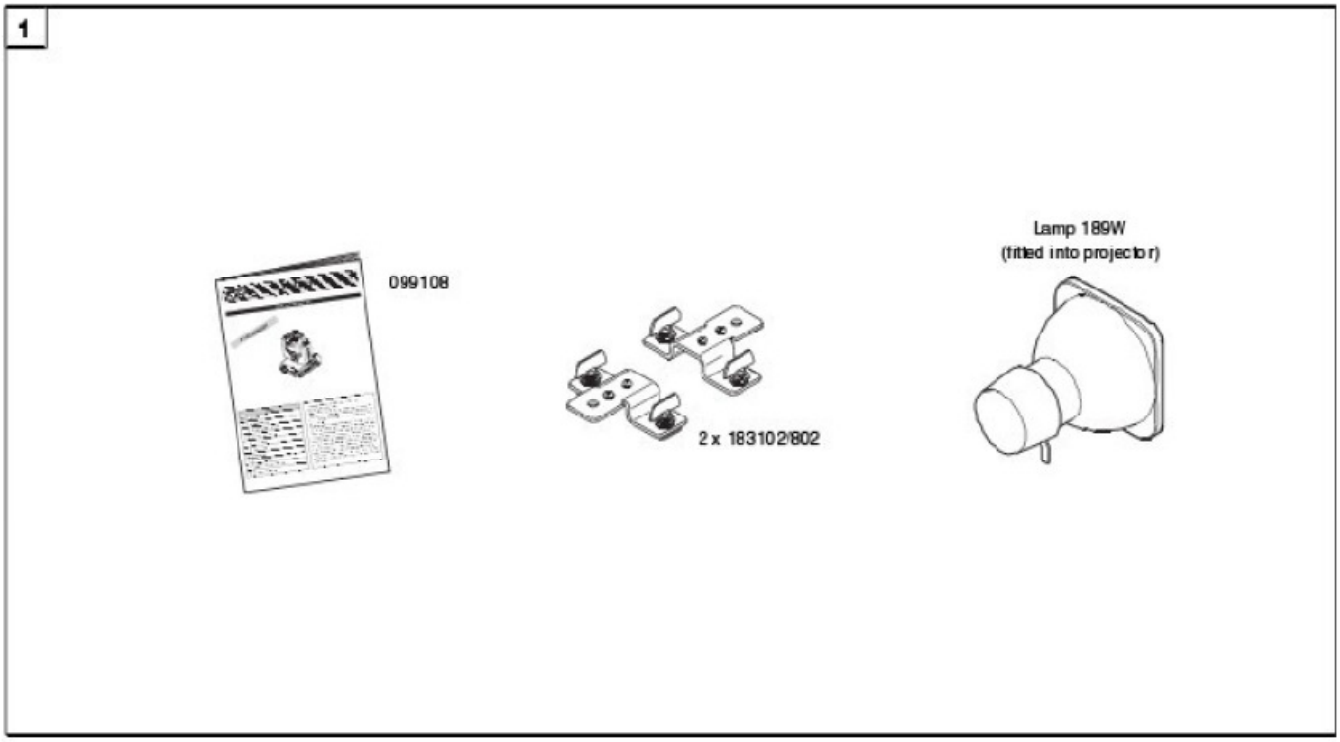
Customer Support: AZTEC-ELECTRONICS provides a toll free customer support line, to provide set up help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at www.aztec-electronics.com for any comments or suggestions. Service Hours are Monday through Friday 9:00 a.m. to 5:00 p.m. Pacific Standard Time. E-mail:
support@aztec-electronic.com

Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

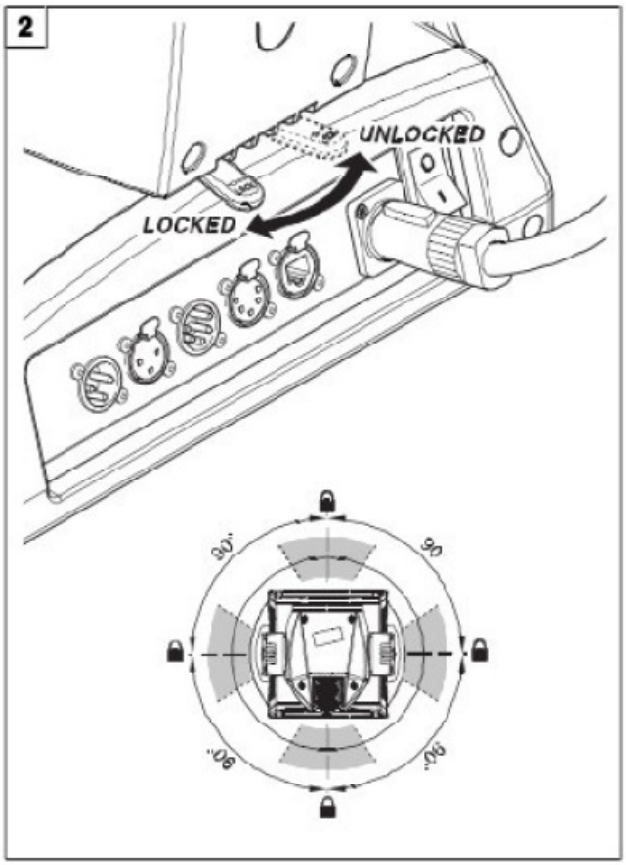
Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact AZTEC-ELECTRONIC DEALER / DISTRIBUTOR.

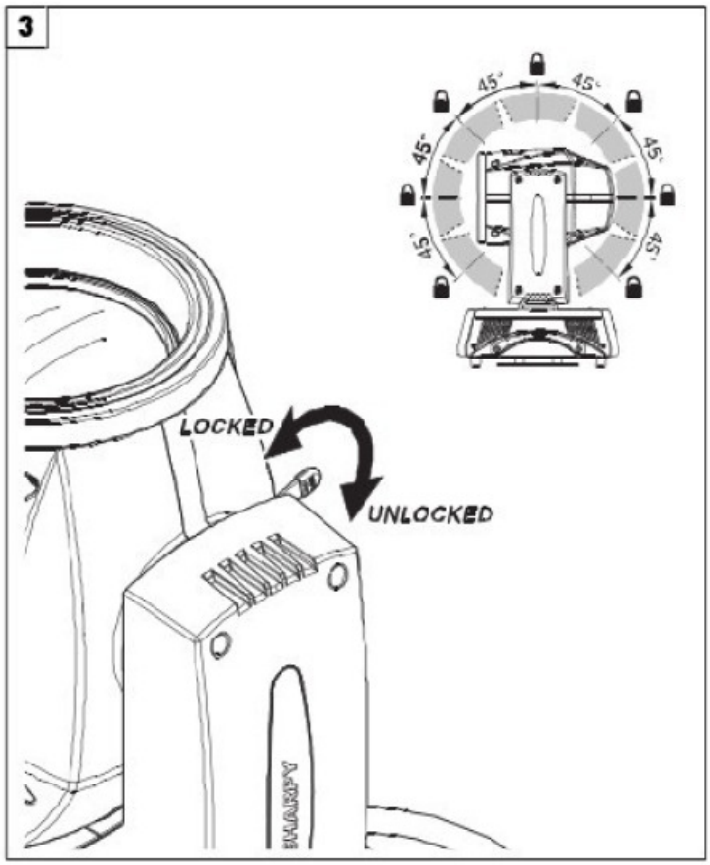
PLEASE recycle the shipping carton when ever possible.

UNPACKING AND PREPARATION



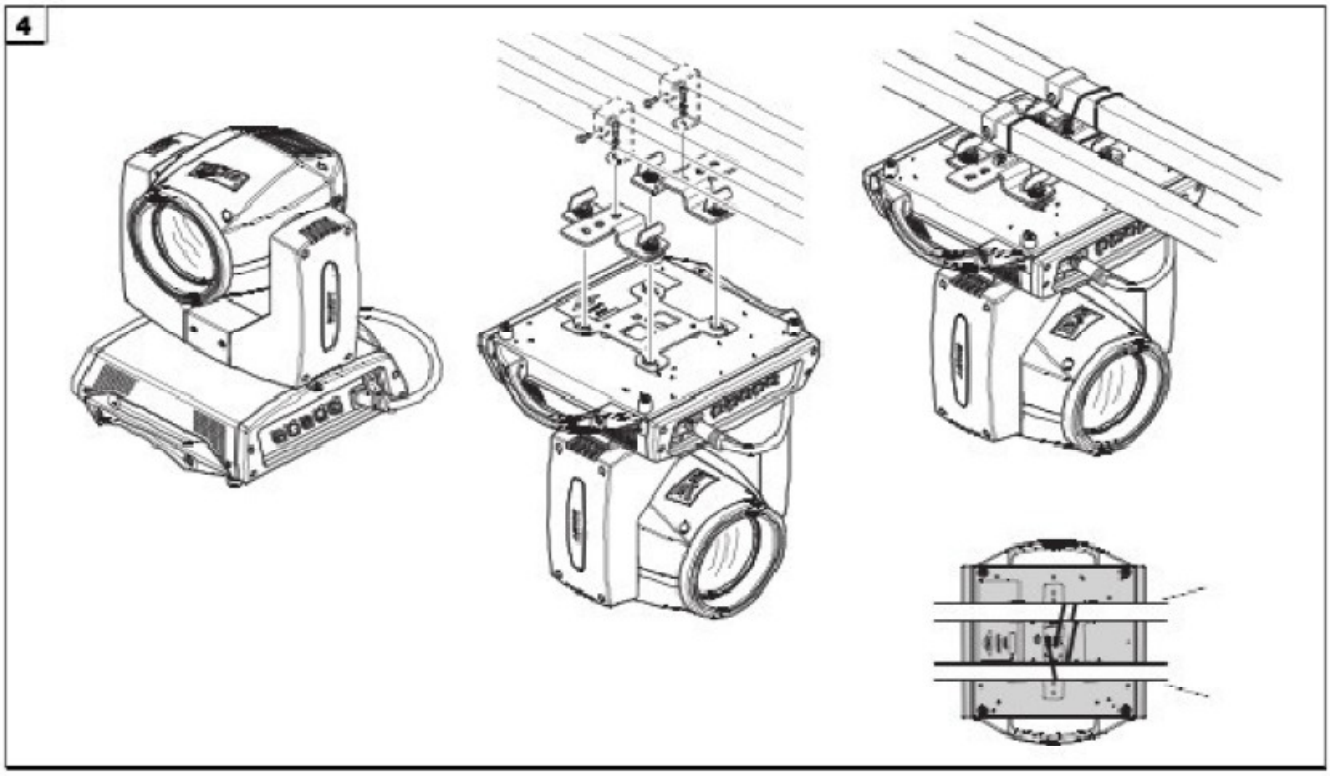
Packing contents - Fig. 1





PAN Mechanism Lock and Release (every 90°) - Fig. 2

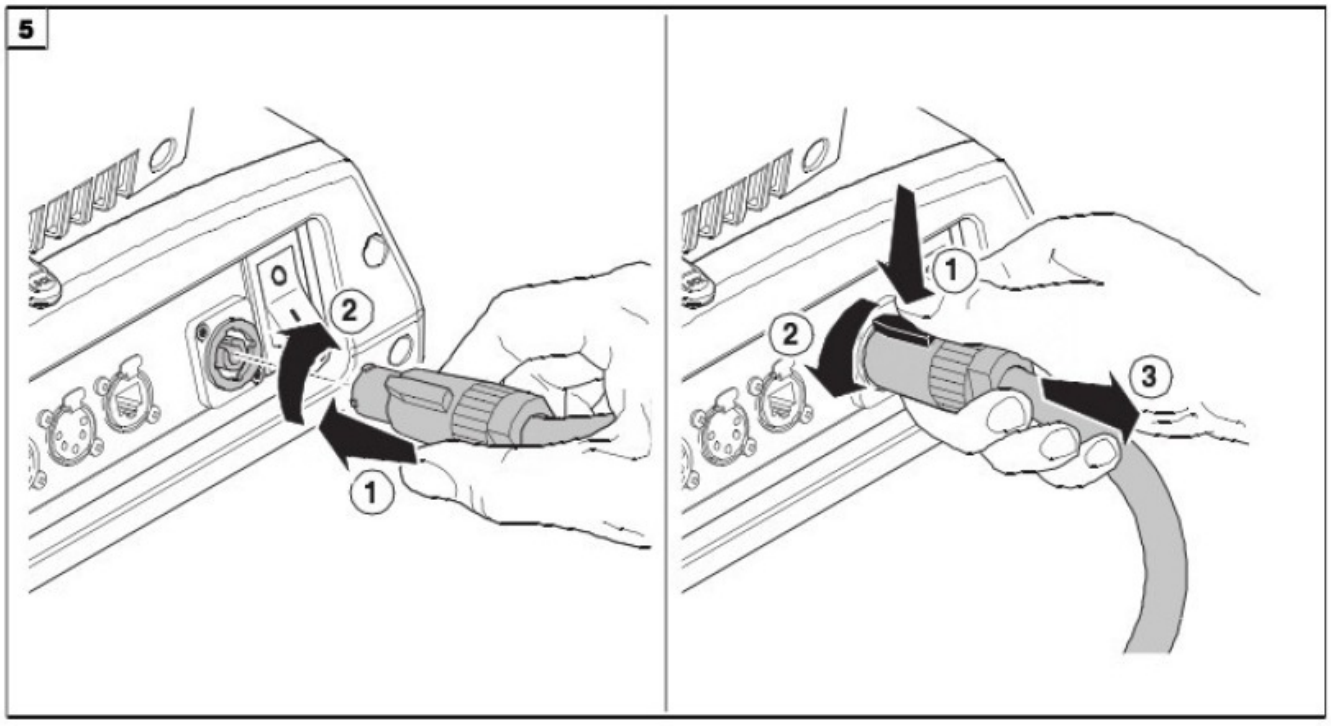
TILT Mechanism Lock and Release (every 45°) - Fig. 3



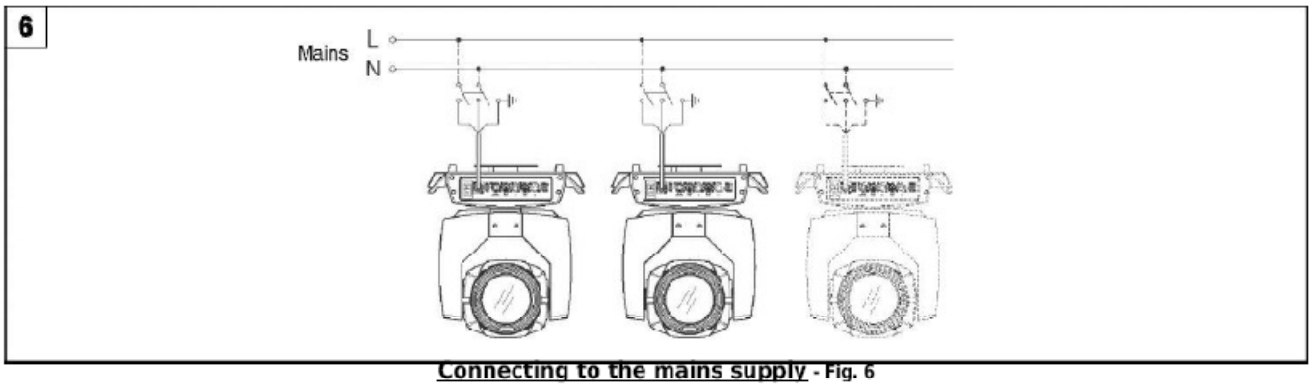
Installing the projector - Fig. 4

The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall

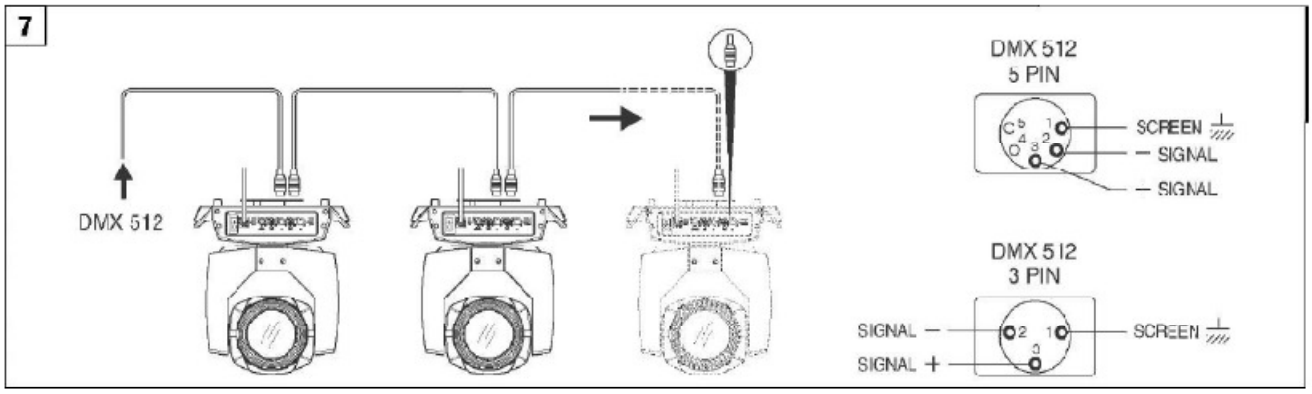
WARNING: with the exception of when the projector is positioned on the floor, the safety cable mus be fitted. (Cod. 105041/003 available on request). This must be securely fixed to the support structur of the projector and then connected to the fixing point at the centre of the base.



Control panel



Connecting to the mains supply - Fig. 6



Connecting to the control signal line (DMX) - Fig. 7

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3. **IMPORTANT:** The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

Bulb Replacement / Gobo Adjustment

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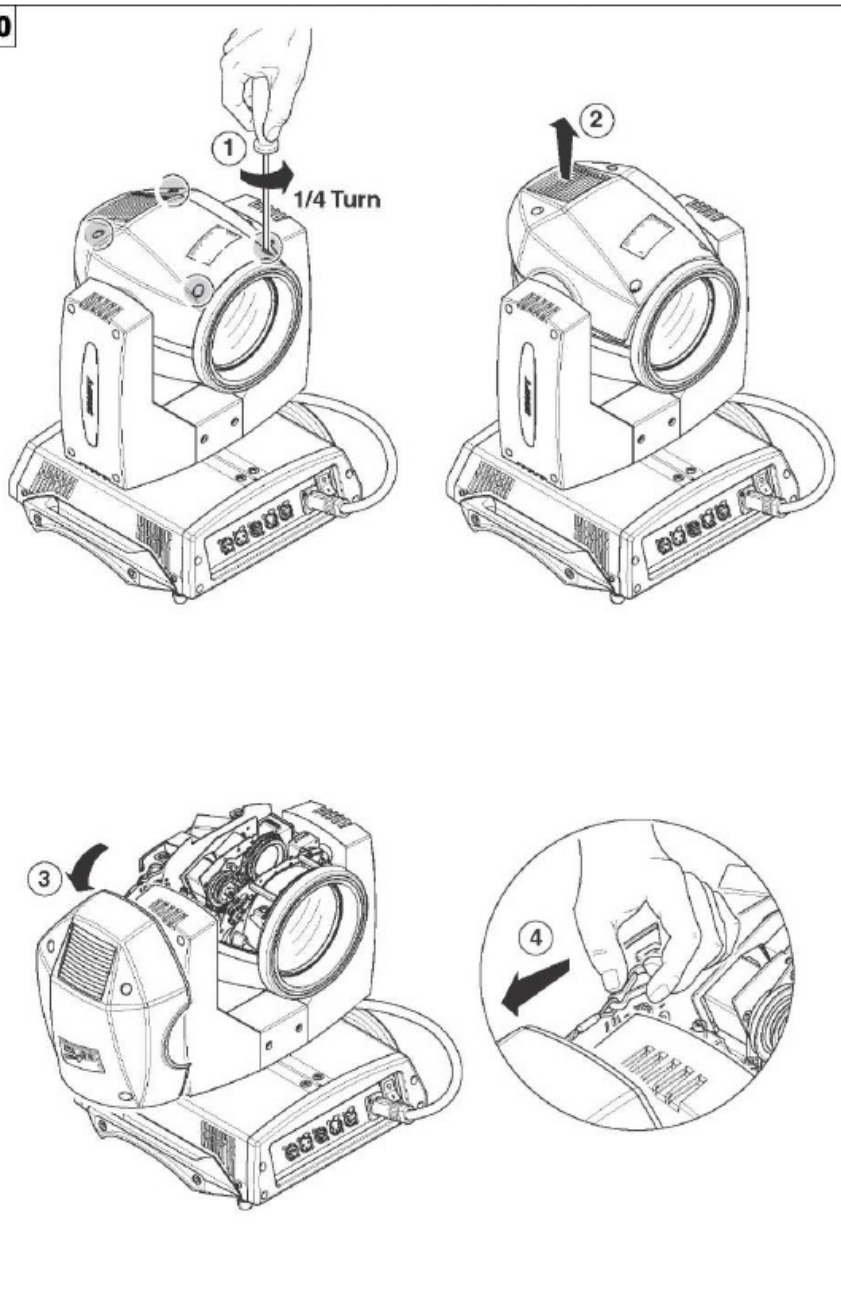

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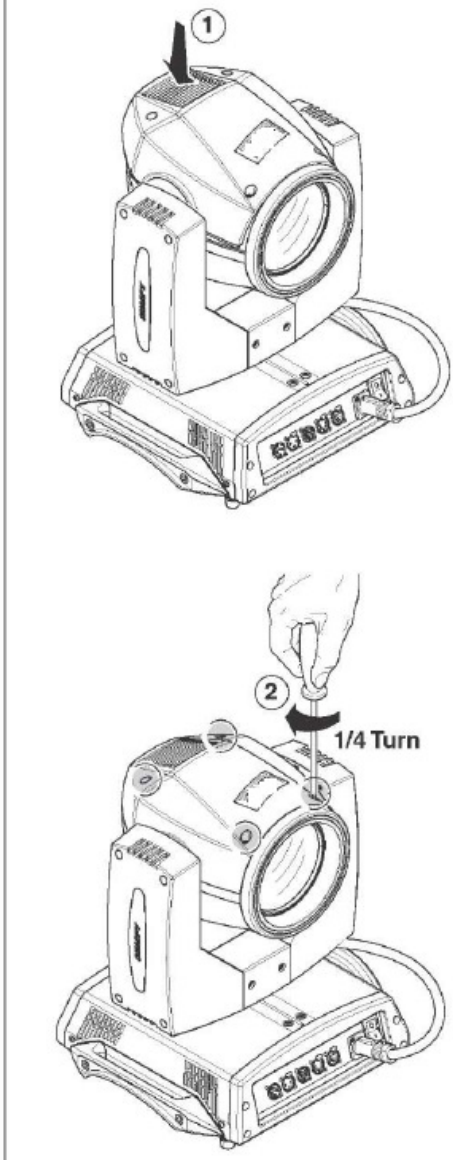

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Continue

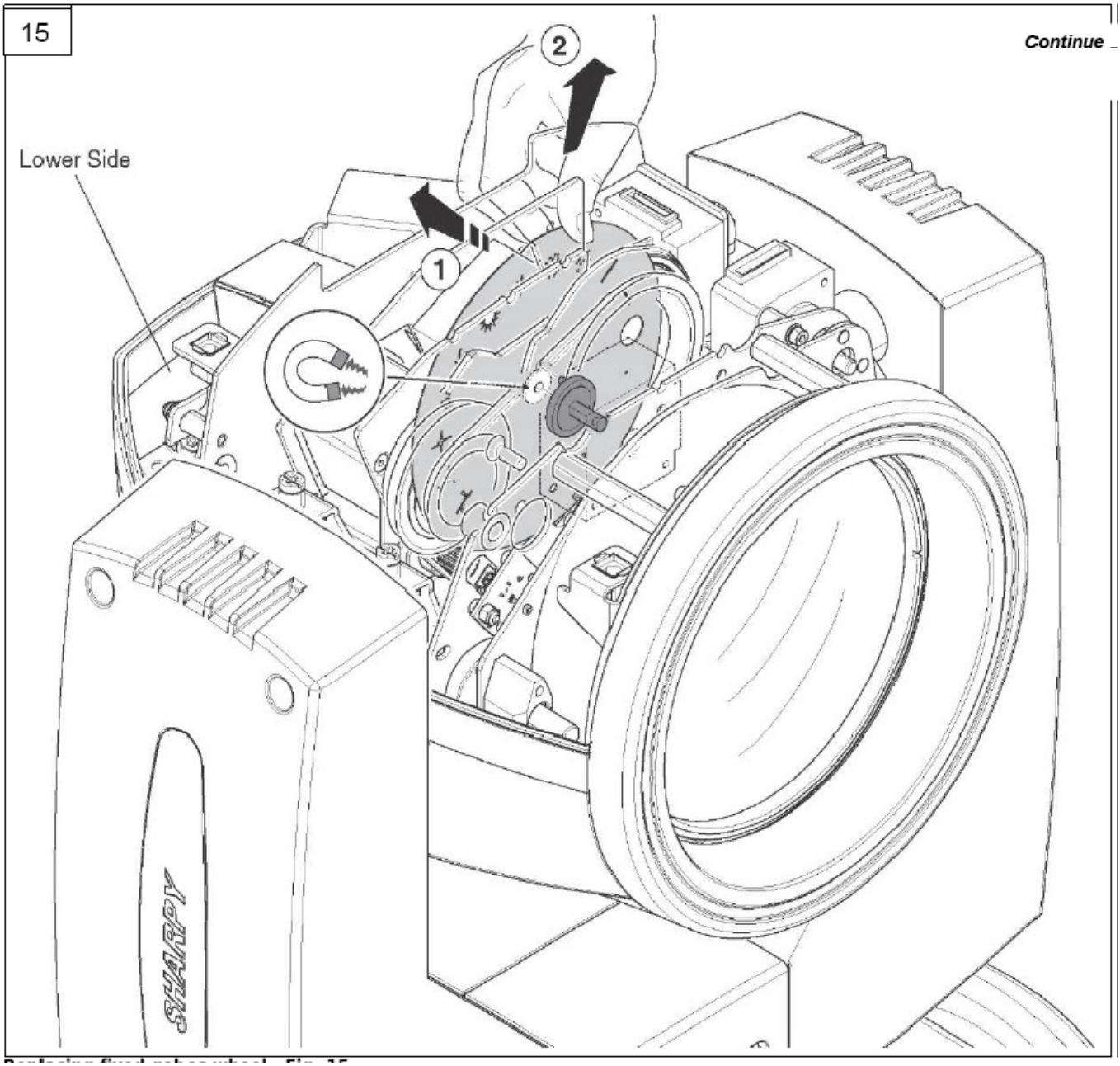
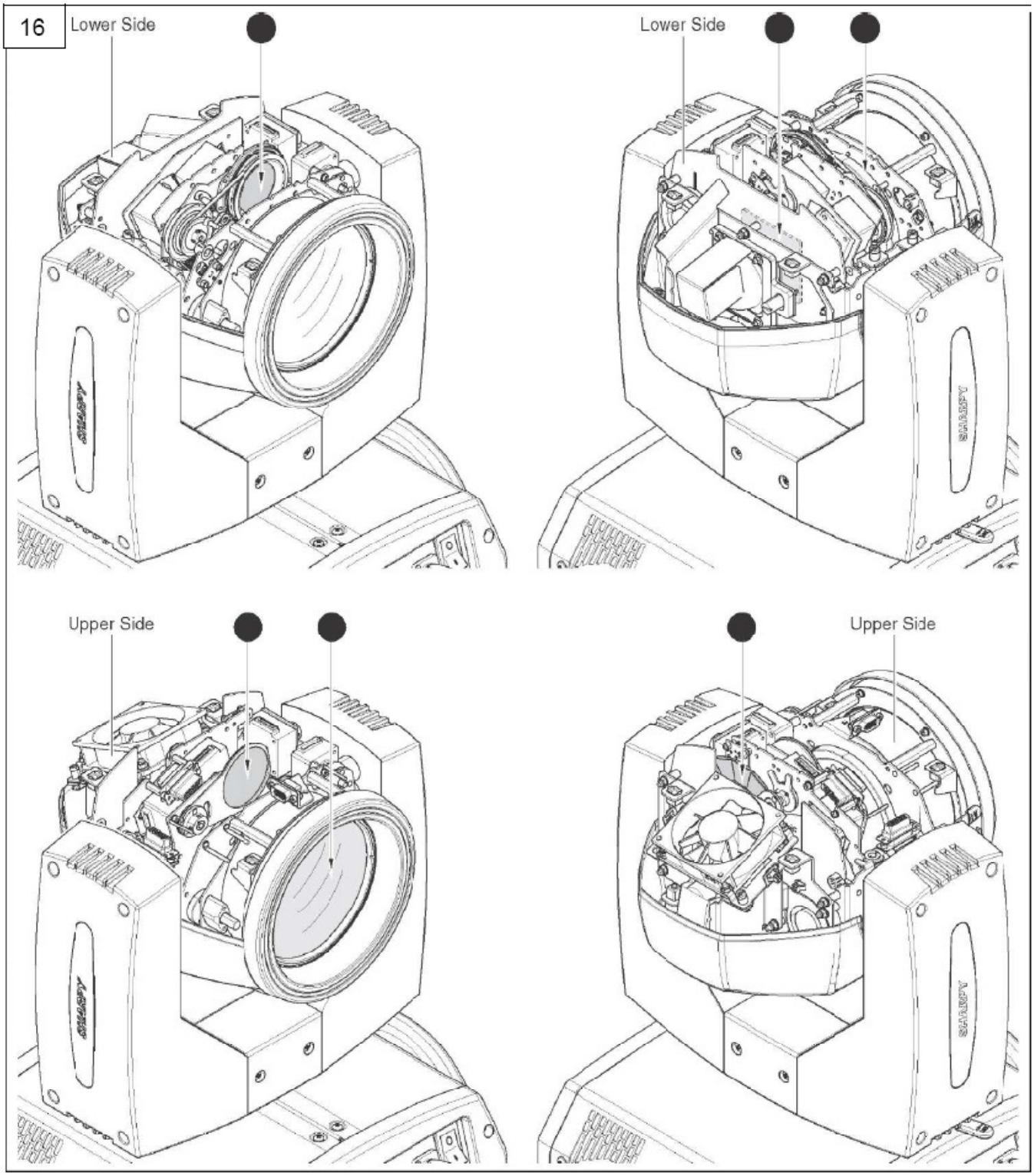


Figure 16. Periodical Cleaning



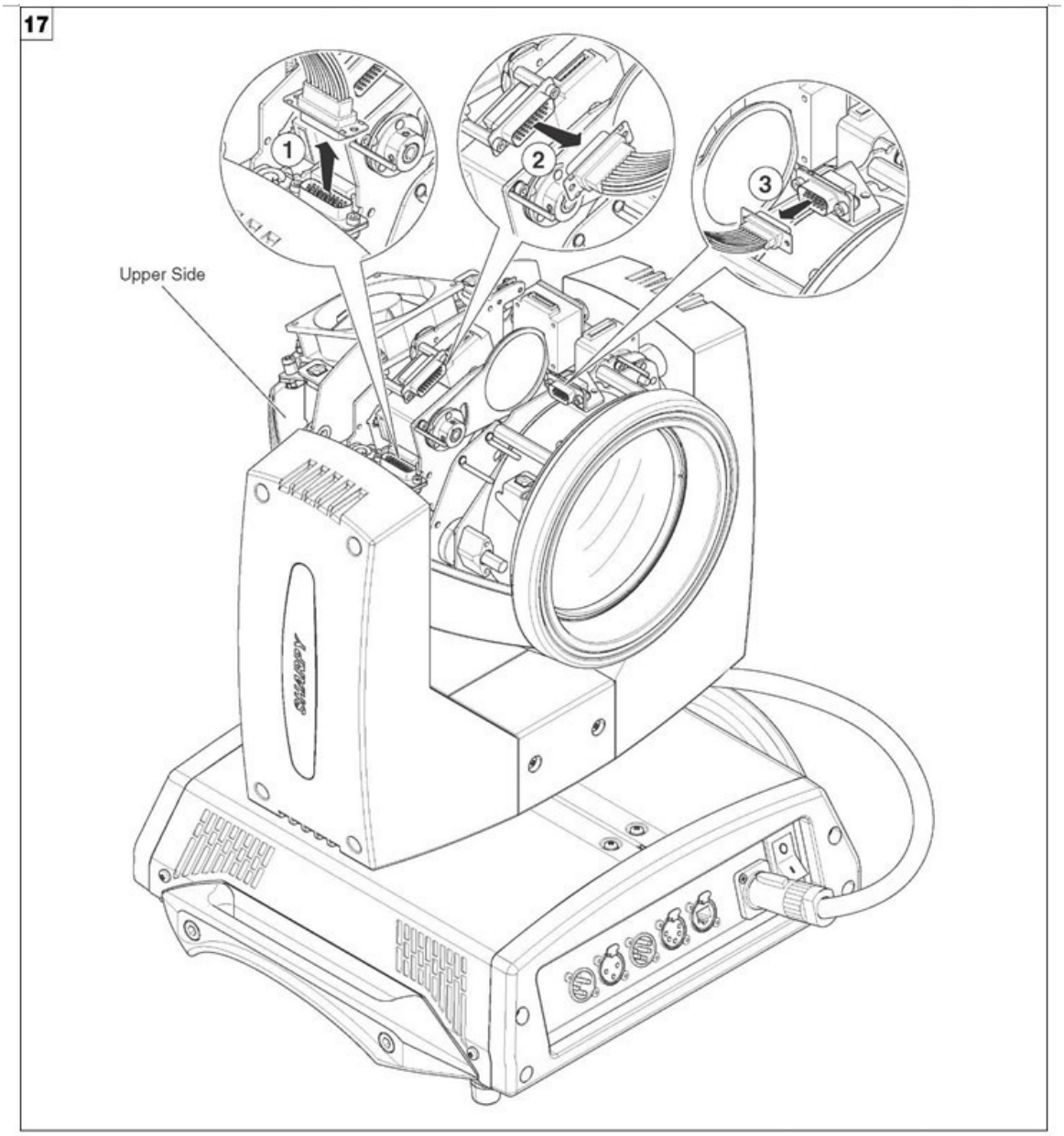
Periodical cleaning - Fig. 16

To ensure optimal operation and performance for a long time it is essential to periodically clean the parts subject to dust and grease deposits. The frequency with which the following operations are to be carried out depends on various factors, such as the amount of the effects and the quality of the working environment (air humidity, presence of dust, salinity, etc.).

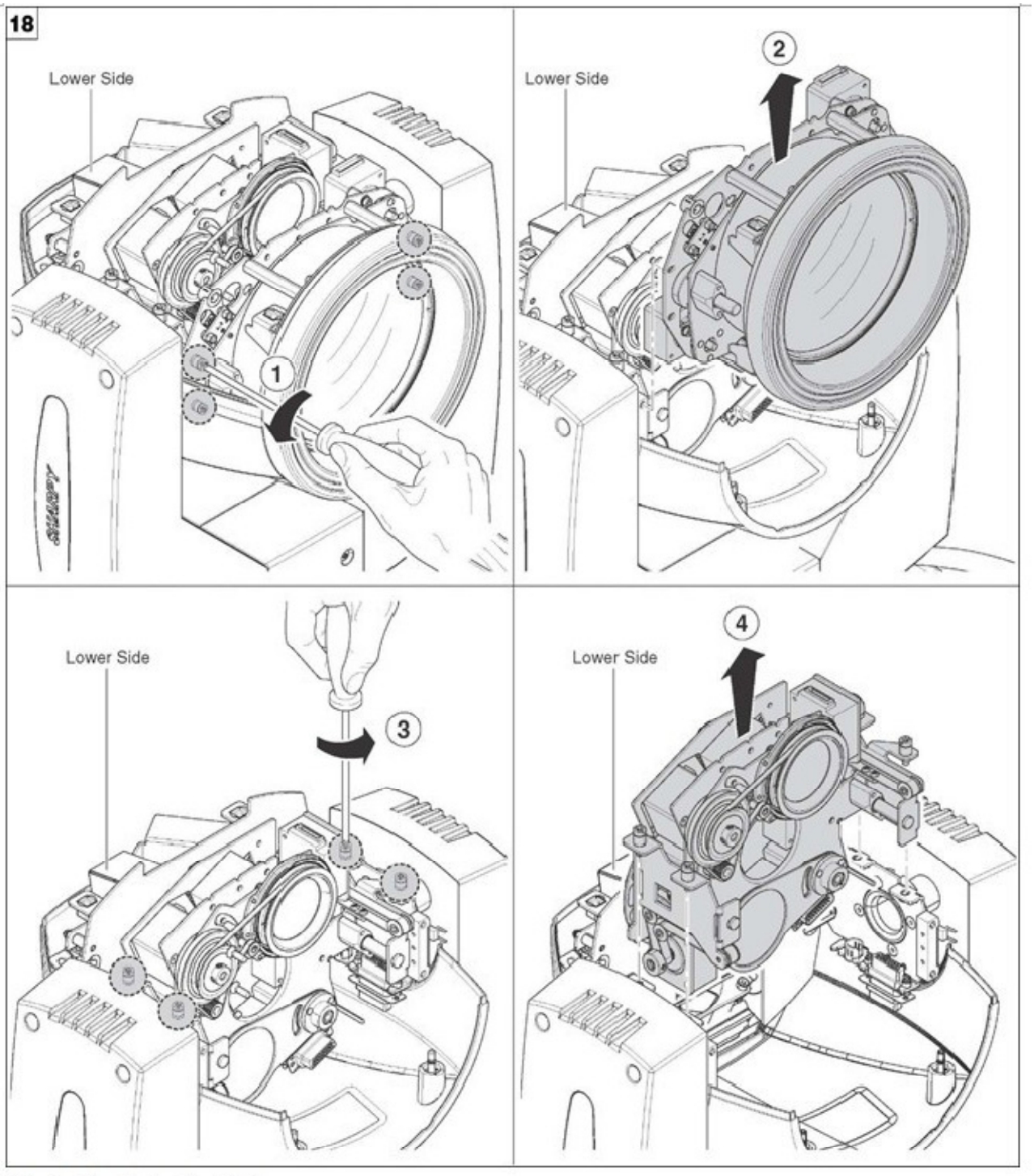
Use a soft cloth dampened with any detergent liquid for cleaning glass to remove the dirt from the reflectors and filters.

It is recommended that the projector undergoes an annual service by a qualified technician for special maintenance involving at least the following operations:

- General cleaning of internal parts.
- Restoring lubrication of all parts subject to friction, using lubricants specifically supplied by AZTEC.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.



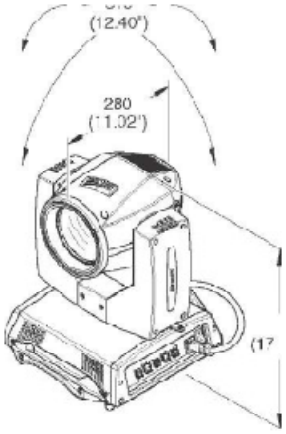
Extraction of the effect modules: Preliminary operations - Fig. 17

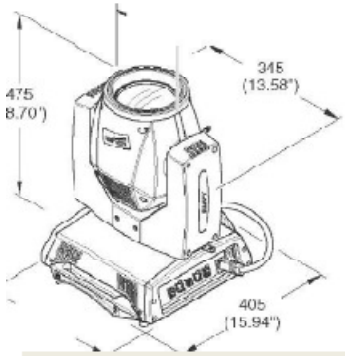


Extraction of the effect modules - Fig. 18.

IMPORTANT: Grasp the modules using the support structure and not the details which could get damaged.
Insertion of the effect modules: Repeat the operations indicated in Fig. 17 and 18 in reverse order.

TECHNICAL INFORMATION





Power supplies available
115/230V 50/60Hz
Input power:
350VA a 230V 50Hz.

Lamp:
Lamp system with a short arc burner in a reflector
• Type MSD Platinum 5R (L101103)
- Output Lamp power: 189W
- Colour temperature 8000 K
- Luminous flux 7950lm
- Average life 2000 h
- Any working position

Motors:
13 stepper motors, operating with microsteps, totally microprocessor controlled.

Channels:
Max 20 control channels.

Inputs:
• DMX 512

Movable body:
• Movement by means of two stepper motors, controlled by microprocessor.
• Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
• Travel:
- PAN = 540°
- TILT = 252°
• Maximum speeds:
- PAN = 2.45 sec
- TILT = 1.30 sec
• Resolution:
- PAN = 2.11°
- PAN FINE = 0.008°
- TILT = 0.98°
- TILT FINE = 0.004°

IP20 protection rating:
• Protected against the entry of solid bodies larger than 12mm (0.47").
• No protection against the entry of liquids.

CE Marking:
In conformity with the European Union Low Voltage Directive 2006/95/CE and Electromagnetic compatibility
Directive 2004/108/CE.

Safety Devices:
• Bipolar circuit breaker with thermal protection.
• Automatic break in power supply in case of overheating or failed operation of cooling system.

Cooling:

Forced ventilation with axial fans. **Body:**
• Aluminium structure with die-cast plastic cover.
• Two side handles for transportation.
• Device locking PAN and TILT mechanisms for transportation and maintenance.

Working position
Functioning in any position.

Weights:
about 10 Kg (35lbs 3ozs).

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON	ELECTRONICS NON-OPERATIONAL	DEFECTIVE PROJECTION	REDUCED LUMINOSITY	POSSIBLE CAUSES	CHECKS AND REMEDIES
•				No mains supply.	Check the power supply voltage.
•			•	Lamp exhausted or defective.	Replace the lamp. (See instructions).
	•			Signal transmission cable faulty or disconnected.	Replace the cables.
	•			Incorrect addressing.	Check addresses (see instructions).
	•			Fault in the electronic circuits.	Call an authorised technician.
		•		Lenses or reflector broken	Call an authorised technician.
		•	•	Dust or grease deposited.	Clean (see instructions).

PROBLEMS

Technical parameters:

Lamp Optional Model..

- Channel mode: 16，or 20CH
- Level scanning: 540 °(16bit precision scan) electronic error correction
- Vertical scanning: 250 °(16bit precision scan) electronic error correction
- Color Wheel: 14 colors with white, with rotating rainbow effect.
- Gobo Wheel: 17 gobos with rotating gradually change effect and pattern swing effect.
- Shut: up to 13 times per second with automatic pulse effect.
- Dimmer: 0-100% linear dimmer
- Focus: 5 meters to infinity
- Prism: 3 or 8 can be choosed
- Frost: 0% - 100% linear frost
- Control table reset function.
- Control table switch bubble function (Switch on or off bulb can choose when with power.
  light half-power function
- Power supply: AC110V-240V, 50 / 60HZ,
  The light body size: 360X410X500
  WT:20KG

Signal connection:

The connection of lights and the connection of light and controller must used two core shielding wire with its diameter not less than 0.5 mm. We should pay special attention that the connection of three core of XLR plugs and socket cannot contact with inner shell and between core and core also cannot contact.

When use XLR-XLR control line, connect the DMX outlet of controller with the DMX input of the first machine, and connect the DMX outlet of the first machine with DMX input the second machine. Repeating the process until all machines connected. At last connect the loop plug with the last lamp's signal output the connection of controller mode is completed.

This menu of control display board specifically designs for the various types of moving light equipped with various function control mode, operate easy. For some operation that some type of light without it is invalid corresponding menu options setting.

Menu Operation of Moving Head Light:

There are several features are offered in the base of control panel. Such as setting the DMX address, switch on or off the bulb, run the program and the selection of work mode.

Menu operation:

It provides various functions on the base of the control panel. Such as setting DMX address, switch the bulb, test program running, work mode selection and so on

DMX ADDRESS	1--512	
PARAMRTER	BACK	
	CONTROL	STANDARD
		EXTENDED
		SIMPLFY
MODELS	B200	
OPTION	BACK	
	X REVERES	No
		Yes
	Y REVERES	No
		Yes
	XY OPTOCOUPLER	No
		Yes
	LAMP CONTROL	close
		open
	LAMP ON-OFF	close
		open
	TURN SHORTEST	No
		Yes
	COLOUR HALF	No
		Yes
BISPLAY	BACK	
	LANGUAGE	English
		中文
MAIN CONTROL	BACK	
	CH1	0-255
	CH2	0-255

	CH32	0-255
	CH2	0-255

TEST OPERATION	BACK	
	SOUND	
	AUTO	
RESUME BEFAULT	BACK	
	ENTRE	
RESET	BACK	
	ENTER	

DMX STRUCTURE

DMX512 (16/20 Channel)

No	DMX Value		Feature
1	Color wheel	Color wheel	0~6：White→7~13：Color 1→14~20：Color 2→21~27：Color 3→28~34：Color 4→35~41：Color 5→42~48：Color 6→49~55：Color 7→56~62：Color 8→63~69：Color 9→70~76：Color 10→77~83：Color 11→84~90：Color 12→91~97：Color 13→98~104：Color 14→105~110：halftone 1→111~116：halftone 2→117~122：halftone 3→123~128：halftone 4→129~134：halftone 5→135~140：halftone 6→141~146：halftone 7→147~152：halftone 8→153~158：halftone 9→159~164：halftone 10→165~170：halftone 11→171~176：halftone 12→177~182：halftone 13→183~188：halftone 14→189~191：White；192~223：Color wheel anti-clockwise rotaion,from fast to slow ,rainbow effect .224~255：Color wheel clockwise rotation,from slow to fast,rainbow effect.
2	STOP/STROBE	STOP /STROBE	0~2 No function.3~7 Open.8~127 Strobe,from slow to fast.128~251 Random strobe,from slow to fast.252~255Open
3	Dimmer	Dimmer	0~255 Prism Rotation
4	STATIC GOBO CHANGE	STATIC GOBO CHANGE	0~4：White→5~9：Gobo 2→10~14：Gobo 3→15~19：Gobo 4→20~24：Gobo 5→25~29：Gobo 6→30~34：Gobo 7→35~39：Gobo 8→40~44：Gobo 9→45~49：Gobo 10→50~54：Gobo 11→55~59：Gobo 12→60~64：Gobo 13→65~69：Gobo 14→ 70~74：Gobo 15→75~79：Gobo 16→80~84：Gobo 17→85~89：from Gobo 17 to White shaking in turn；192~223：Gobo wheel anticlockwise rotation,from fast to slow, flow effect；224~255：Gobo wheel clockwise rotation,from fast to slow, flow effect；
5	Prism INSERTION	Prism INSERTION	0~255Prism
6	Prism Rotation	Prism Rotation	0~95 anticlockwise rotation,from fast to slow 160~255 clockwise rotation,from slow to fast
7	EFFECTS MOVEMENT	EFFECTS MOVEMENT	EFFECTS MOVEMENT
8	FROST	FROST	0 — 1 2 7 no frost
			1 2 8 — 2 5 5 frost
9	FOCUS	FOCUS	0 — 2 5 5 line focus
10	Pan	Pan	0~255 pan movement

DMX STRUCTURE (Cont.)

11	Fine pan movement	Fine pan movement	0~255 16-bit pan movement
12	Tilt	Tilt	0~255tilt movement
13	Fine Tilt movement	Fine Tilt movement	0~255 16-bit tilt movement
14	FUNCTION	FUNCTION	
15	RESET	RESET	
16	LAMP CONTROL (with Option "Lamp Dmx" ON)	LAMP CONTROL (with Option "Lamp Dmx" ON)	60-62 Control table close bulb
			255 Control table open bulb
17		PAN - TILT TIME	Speed from fast to slow
18		COLOUR TIME	Speed from fast to slow
19		BEAM TIME	Speed from fast to slow
20		GOBO TIME	Speed from fast to slow

• COLOUR WHEEL - channel 1

BIT	%	EFFECT
255	100	FAST ROTATION (10 rpm)
128	50.0	SLOW ROTATION (10 rpm)
127	49.7	BLUE + WHITE
116	45.5	BLUE
115	45.1	CTB 0000 + BLUE
114	44.7	CTB 0000
107	42.0	CTO 1/00 + CTB 0000
106	41.5	CTO 1/00
99	38.7	CTO 2/00 + CTB 1/00
98	38.7	CTO 2/00
90	35.3	CTAR+CTO 2/00
89	34.7	CTAR
82	32.0	MAGENTA + CYAN
77	30.0	MAGENTA
76	29.7	YELLOW + MAGENTA
69	27.0	YELLOW
68	26.6	PINK + YELLOW
60	23.7	PINK
59	23.3	LAVENDER + PINK
51	20.0	LAVENDER
50	19.7	LIGHT GREEN+ LAVENDER
43	16.7	LIGHT GREEN
42	16.5	CAE E00+LIGHT GREEN
34	13.3	CAE E00
33	12.9	AQUAMARINE + GREEN
26	10.2	AQUAMARINE
25	9.7	CYAN BLUE + AQUAMARINE
17	6.6	CYAN BLUE
16	6.2	RED + ORANGE
8	3.1	RED
7	2.7	WHITE + RED
0	0.0	WHITE

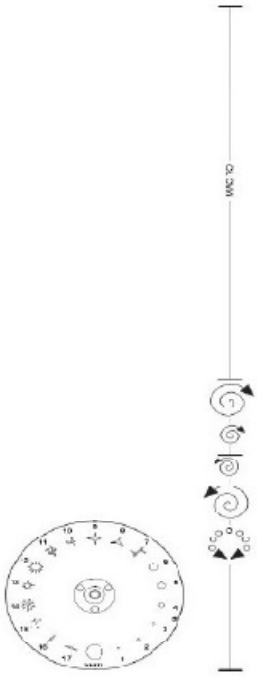
• STOP / STROBE - channel 2

BIT	%	EFFECT
255 - 255	100 - 100	OPEN
239 - 251	93.7 - 98.2	RANDOM FAST STROBE
225 - 238	88.2 - 93.3	RANDOM MEDIUM STROBE
213 - 224	83.5 - 88.0	RANDOM SLOW STROBE
206 - 212	81.2 - 83.2	OPEN
207	81.2	FAST ROTATION (10 rpm)
128	42.5	SLOW ROTATION (1 rpm)
104 - 101	41.2 - 42.0	OPEN
103	40.5	FAST STROBE (2 flashes/sec)
0	0.0	SLOW STROBE (1 flash/sec)
3 - 0	0.0 - 1.2	CLOSED

• DIMMER - channel 3

BIT	%	EFFECT
255	100	
0	0.0	BL 100%: 0.02 sec

• STATIC GOBO CHANGE - channel 4



BIT	%	EFFECT
255	100	GOBO 18 SHAKE SLOW SPEED
250	98.0	GOBO 18 SHAKE SLOW SPEED (10 rpm)
249	97.5	GOBO 18 SHAKE FAST SPEED
244	95.5	GOBO 18 SHAKE SLOW SPEED
243	95.0	GOBO 18 SHAKE FAST SPEED
237	93.0	GOBO 18 SHAKE SLOW SPEED
236	92.5	GOBO 18 SHAKE FAST SPEED
231	90.5	GOBO 18 SHAKE SLOW SPEED
230	90.0	GOBO 18 SHAKE FAST SPEED
224	88.0	GOBO 18 SHAKE SLOW SPEED
223	87.5	GOBO 18 SHAKE FAST SPEED
218	85.5	GOBO 18 SHAKE SLOW SPEED
217	85.0	GOBO 18 SHAKE FAST SPEED
212	83.0	GOBO 18 SHAKE SLOW SPEED
211	82.5	GOBO 9 SHAKE FAST SPEED
206	80.5	GOBO 9 SHAKE SLOW SPEED
204	80.0	GOBO 9 SHAKE FAST SPEED
199	78.0	GOBO 9 SHAKE SLOW SPEED
198	77.5	GOBO 9 SHAKE FAST SPEED
193	75.5	GOBO 9 SHAKE SLOW SPEED
192	75.2	GOBO 9 SHAKE FAST SPEED
187	73.5	GOBO 9 SHAKE SLOW SPEED
186	73.0	GOBO 9 SHAKE FAST SPEED
181	71.0	GOBO 9 SHAKE SLOW SPEED
180	70.5	GOBO 9 SHAKE FAST SPEED
175	68.5	GOBO 9 SHAKE SLOW SPEED
174	68.0	GOBO 9 SHAKE FAST SPEED
169	66.0	GOBO 9 SHAKE SLOW SPEED
168	65.5	GOBO 9 SHAKE FAST SPEED
163	63.5	GOBO 9 SHAKE SLOW SPEED
162	63.0	GOBO 9 SHAKE FAST SPEED
157	61.5	GOBO 9 SHAKE SLOW SPEED
156	61.0	GOBO 9 SHAKE FAST SPEED
151	59.0	GOBO 9 SHAKE SLOW SPEED
150	58.5	GOBO 9 SHAKE FAST SPEED
145	56.5	GOBO 9 SHAKE SLOW SPEED
144	56.0	GOBO 9 SHAKE FAST SPEED
139	54.0	GOBO 9 SHAKE SLOW SPEED
138	53.5	GOBO 9 SHAKE FAST SPEED
133	52.0	GOBO 9 SHAKE SLOW SPEED
132	51.5	GOBO 9 SHAKE FAST SPEED
127	49.7	GOBO 9 SHAKE SLOW SPEED
126	49.2	GOBO 9 SHAKE FAST SPEED
121	47.2	GOBO 9 SHAKE SLOW SPEED
120	47.0	GOBO 9 SHAKE FAST SPEED
115	45.0	GOBO 9 SHAKE SLOW SPEED
114	44.7	GOBO 9 SHAKE FAST SPEED
109	42.7	GOBO 9 SHAKE SLOW SPEED
108	42.2	GOBO 9 SHAKE FAST SPEED
103	40.2	GOBO 9 SHAKE SLOW SPEED
102	40.0	GOBO 9 SHAKE FAST SPEED
97	38.0	GOBO 9 SHAKE SLOW SPEED
96	37.5	GOBO 9 SHAKE FAST SPEED
91	35.5	GOBO 9 SHAKE SLOW SPEED
90	35.0	GOBO 9 SHAKE FAST SPEED
85	33.2	GOBO 9 SHAKE SLOW SPEED
84	32.9	GOBO 9 SHAKE FAST SPEED
79	31.0	GOBO 9 SHAKE SLOW SPEED
78	30.5	GOBO 9 SHAKE FAST SPEED
73	28.6	GOBO 9 SHAKE SLOW SPEED
72	28.2	GOBO 9 SHAKE FAST SPEED
67	26.2	GOBO 9 SHAKE SLOW SPEED
66	25.8	GOBO 9 SHAKE FAST SPEED
61	23.9	GOBO 9 SHAKE SLOW SPEED
60	23.5	GOBO 9 SHAKE FAST SPEED
55	21.5	GOBO 9 SHAKE SLOW SPEED
54	21.2	GOBO 9 SHAKE FAST SPEED
49	19.2	GOBO 9 SHAKE SLOW SPEED
48	18.8	GOBO 9 SHAKE FAST SPEED
43	16.8	GOBO 9 SHAKE SLOW SPEED
42	16.5	GOBO 9 SHAKE FAST SPEED
37	14.5	GOBO 9 SHAKE SLOW SPEED
36	14.1	GOBO 9 SHAKE FAST SPEED
31	12.1	GOBO 9 SHAKE SLOW SPEED
30	11.8	GOBO 9 SHAKE FAST SPEED
25	9.8	GOBO 9 SHAKE SLOW SPEED
24	9.4	GOBO 9 SHAKE FAST SPEED
19	7.4	GOBO 9 SHAKE SLOW SPEED
18	7.0	GOBO 9 SHAKE FAST SPEED
13	5.1	GOBO 9 SHAKE SLOW SPEED
12	4.7	GOBO 9 SHAKE FAST SPEED
7	2.7	GOBO 9 SHAKE SLOW SPEED
6	2.3	GOBO 9 SHAKE FAST SPEED
1	0.3	GOBO 9 SHAKE SLOW SPEED
0	0.0	GOBO 9 SHAKE FAST SPEED

• PRISM INSERTION - channel 5

BIT	%	EFFECT
255	100	PRISM INSERTED (BL-100%: 0.35 sec)
128	50.0	
127	49.7	PRISM EXCLUDED
0	0.0	

• PRISM ROTATION - channel 6

BIT	%	EFFECT
255	100	FAST ROTATION (40 rpm)
193	75.5	SLOW ROTATION (1 rpm)
191 - 192	74.7 - 75.0	STOP
190	74.5	SLOW ROTATION (1 rpm)
128	50.0	FAST ROTATION (40 rpm)
126	49.2	POSITION 540°
106	41.7	POSITION 450°
84	33.0	POSITION 360°
63	24.7	POSITION 270°
42	16.2	POSITION 180°
21	8.2	POSITION 90°
0	0.0	POSITION 0°

• **EFFECTS MOVENENT - channel 7**

BIT	%	EFFECT
255	100	0% 100%: 0.33 sec

• **FROST - channel 8**

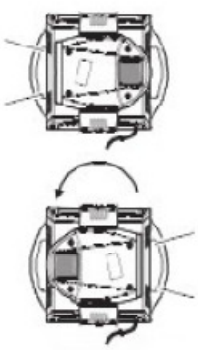
BIT	%	EFFECT
255	100	FROST INSERTED
		0%-100% : 0.31 sec
0	0.0	FROST EXCLUDED

FOCUS - channel 9

BIT	%	EFFECT
0	0.0	DISTANT

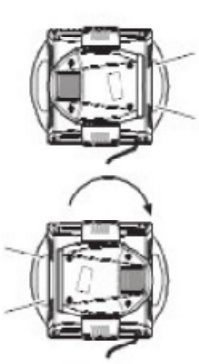
• **PAN - channel 10**

Operation with option InvertPan : Off
(Tilt conventionally represented at 14% and option Invert Tilt : Off)



BIT	%
255	100
0	0.0

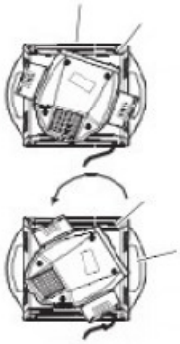
Operation with option InvertPan : On
(Tilt conventionally represented at 14% and option Invert Tilt : Off)



BIT	%
255	100
0	0.0

• **PAN FINE - channel 11**

Operation with option InvertPan : Off
(Tilt conventionally represented at 14% and option Invert Tilt : Off)



BIT	%
255	100
0	0.0

Operation with option InvertPan : On
(Tilt conventionally represented at 14% and option Invert Tilt : Off)

BIT	%
255	100
0	0.0

• **TILT - channel 12**

Operation with option Invert Tilt : Off
(Pan conventionally represented at 0% and option Invert Pan : Off)

BIT	%
255	100
128	50.0
0	0.0

Operation with option Invert Tilt : On
(Pan conventionally represented at 0% and option Invert Pan : Off)

BIT	%
255	100
128	50.0
0	0.0

• **TILT FINE - channel 13**

Operation with option Invert Tilt : Off
(Pan conventionally represented at 0% and option Invert Pan : Off)

BIT	%
255	100
128	50.0
0	0.0

Operation with option Invert Tilt : On
(Pan conventionally represented at 0% and option Invert Pan : Off)

BIT	%
255	100
128	50.0
0	0.0

• **FUNCTION - channel: 14**

BIT	%	EFFECT	
255	100		
		UNUSED RANGE	
63	24.7		
51-62	20.0-24.2	LINEAR (Default)	DIMMER CURVE FUNCTION
38-50	14.7-19.5	CONVENTIONAL	
25-37	9.7-14.2	NORMAL	PAN-TILT FUNCTION
12-24	4.7-9.5	FAST (Default)	
0-11	0.0-4.2	UNUSED RANGE	

The functions are actived passing through the unused range and staying 5 seconds in necessary level.

• **RESET - channel: 15**

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

• **LAMP CONTROL (only with option LAMP DMX On) - channel: 16**

IMPORTANT: SHARPY is not provided with hot restrike ignition

BIT	%	EFFECT
255	100	LAMP ON
		Lamp switch-on passing throughthe unused range and staying 5 sec in Lamp ON levels.
101	39.5	LAMP ON
100	39.0	LAMP OFF
		Lamp switch off passing throug the unused range and staying 5 sin Lamp OFF levels.
26	10.0	LAMP OFF
25	9.7	UNUSED RANGE
0	0.0	

TIMING CHANNELS

17	Timing Channel	Channel function
	Pa	an - Tilt - (Pan fine - Tilt fine)

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
	9.6
	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	
63	15
64	
65	16
66	
67	
68	17
69	
70	18
71	
72	
73	19
74	
75	20
76	
77	
78	21
79	
80	
81	22
82	
83	23
84	
85	

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

BIT	Seconds
129	
130	41
131	
132	42
133	
134	
135	43
136	
137	44
138	
139	
140	45
141	
142	46
143	
144	
145	47
146	
147	48
148	
149	
150	49
151	
152	
153	50
154	51
125	
126	
157	
158	52
159	
160	53
161	
162	
163	54
164	
165	55
166	
167	
168	56
169	
170	57
171	

BIT	Seconds
172	
173	58
174	
175	
176	59
177	
178	60
179	
180	
181	65
182	
183	70
184	
185	
186	75
187	
188	80
189	
190	
191	85
192	
193	90
194	
195	
196	95
197	
198	100
199	
200	
201	110
202	
203	
204	120
205	
206	130
207	
208	
209	140
210	
211	150
212	
213	
214	160
215	

T	Seconds
6	
7	170
8	
9	180
0	
1	
2	190
3	
4	200
5	
6	
7	210
8	
9	
0	220
1	
2	230
3	
4	
5	240
6	
7	250
8	
9	
0	260
1	
2	270
3	
4	
5	280
6	
7	290
8	
9	
0	300
1	
2	
3	310
4	
5	Follow cue Data