MYTHOS

NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0%).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN COLOUR WHEEL	CYAN COLOUR WHEEL
2	MAGENTA COLOUR WHEEL	MAGENTA COLOUR WHEEL
3	YELLOW COLOUR WHEEL	YELLOW COLOUR WHEEL
4	COLOUR 1	COLOUR 1
5	COLOUR 2	COLOUR 2
6	COLOUR 3	COLOUR 3
7	STOPPER / STROBE	STOPPER / STROBE
8	DIMMER	DIMMER
9	DIMMER FINE	DIMMER FINE
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT	ROTATING GOBO SELECT
14	GOBO ROTATION	GOBO ROTATION
15	FINE GOBO ROTATION	FINE GOBO ROTATION
16	PRISMS INSERTION	PRISMS INSERTION
17	PRISMS ROTATION	PRISMS ROTATION
18	FROST	FROST
19	ZOOM	ZOOM
20	FOCUS	FOCUS
21	FOCUS FINE	FOCUS FINE
22	BEAM MODE	BEAM MODE
23	PAN	PAN
24	FINE PAN	FINE PAN
25	TILT	TILT
26	FINE TILT	FINE TILT
27	FUNCTION	FUNCTION
28	RESET	RESET
29	LAMP CONTROL	LAMP CONTROL
30	MACRO EFFECTS	MACRO EFFECTS
31	-	PAN-TILT TIME
32	-	COLOUR TIME
33	-	BEAM TIME
34	-	GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		**CYAN COLOUR WHEEL**
		0 - 255	Linear Cyan movement
2	2		**MAGENTA COLOUR WHEEL**
		0 - 255	Linear Magenta movement
3	3		**YELLOW COLOUR WHEEL**
		0 - 255	Linear Yellow movement
4	4		**COLOUR 1**
		0	Empty position
		28	Empty + Soft Filter
		50	Soft Filter
		80	Soft Filter + Lavender
		100	Lavender
		129	Lavender + CTO 3200K
		150	CTO 3200K
		181	CTO 3200K + CTO 2500K
		204	CTO 2500K
		235	CTO 2500K + Blue Wood (UV Filter)
		255	Blue Wood (UV Filter)
5	5		**COLOUR 2**
		0	Empty position
		28	Empty + Dark Green
		50	Dark Green
		75	Dark Green + CTB
		100	CTB
		129	CTB + Dark Blue
		150	Dark Blue
		178	Dark Blue + H.M.Green
		200	H.M.Green
		235	H.M.Green + Dark Red
		255	Dark Red

Continue →

Channel Mode		DMX Value	Function
Standard	Vector		
6	6		**COLOUR 3**
		0	Empty position
		28	Empty + Light Green
		50	Light Green
		77	Light Green + Pink
		100	Pink
		129	Pink + Aquamarine
		150	Aquamarine
		181	Aquamarine + Dark Orange
		200	Dark Orange
		231	Dark Orange + Light Orange
		255	Light Orange
7	7		**STOPPER / STROBE**
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow (0.5 flash/sec) to fast (25 flashes/sec)
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
		252 - 255	Light ON
8	8		**DIMMER**
		0 - 255	Light output linearly increase from no-light to maximum brightness. Dimmer blades move from totally closed to totally open in 0.02 seconds at maximum speed.
9	9		**DIMMER FINE**
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		**STATIC GOBO CHANGE**
		0	Empty position
		4	Gobo 1
		8	Gobo 2
		12	Gobo 3
		16	Gobo 4
		19	Gobo 5
		23	Gobo 6
		27	Gobo 7
		31	Gobo 8
		35	Gobo 9
		38	Gobo 10
		42	Gobo 11
		46	Gobo 12
		50	Gobo 13
		54	Gobo 14
		57	Gobo 15
		61	Gobo 16
		65	Gobo 17
		69	Gobo 18
		72 - 113	Continuous gobo wheel clockwise rotation at linearly variable speed from fast (60 rpm) to slow (5 rpm)
		114 - 117	Stop rotation
		118 - 159	Continuous gobo wheel counter-clockwise rotation at linearly variable speed from slow (5 rpm) to fast (60 rpm)
		160 - 165	Gobo 1 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		166 - 170	Gobo 2 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		171 - 175	Gobo 3 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		176 - 181	Gobo 4 shakes …
		182 - 186	Gobo 5 shakes …
		187 - 191	Gobo 6 shakes …
		192 - 197	Gobo 7 shakes …
		198 - 202	Gobo 8 shakes …
		203 - 207	Gobo 9 shakes …
		208 - 214	Gobo 10 shakes …
		215 - 218	Gobo 11 shakes …
		219 - 223	Gobo 12 shakes …
		224 - 229	Gobo 13 shakes …
		230 - 234	Gobo 14 shakes …
		235 - 239	Gobo 15 shakes …
		240 - 245	Gobo 16 shakes …
		246 - 250	Gobo 17 shakes …
		251 - 255	Gobo 18 shakes …

Continue →

Channel Mode		DMX Value	Function
Standard	Vector		
11	11		**ANIMATION DISK INSERTION**
		0 - 255	Linear Animation Disk Insertion
12	12		**ANIMATION DISK ROTATION**
		0 - 124	Continuous animation disk clockwise rotation at linearly variable speed from fast (120 rpm) to slow (4.4 rph)
		125 - 130	Stop rotation
		131 - 255	Continuous animation disk counter-clockwise rotation at linearly variable speed from slow (4.4 rph) to fast (120 rpm)
13	13		**ROTATING GOBO SELECT**
		0 - 18	Empty position
		19 - 37	Gobo 1
		38 - 56	Gobo 2
		57 - 74	Gobo 3
		75 - 92	Gobo 4
		93 - 111	Gobo 5
		112 - 129	Gobo 6
		130 - 150	Gobo 1 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		151 - 171	Gobo 2 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		172 - 192	Gobo 3 shakes …
		193 - 213	Gobo 4 shakes …
		214 - 234	Gobo 5 shakes …
		235 - 255	Gobo 6 shakes …
14	14		**GOBO ROTATION**
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 105	Gobo indexing: 360° to 450° range
		105 - 127	Gobo indexing: 450° to 540° range
		128 - 190	Continuous gobo rotation at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation at linearly variable speed from slow (2.2 rpm) to fast (180 rpm)
15	15		**FINE GOBO ROTATION**
		0 - 255	Fine Gobo Indexing
16	16		**PRISM INSERTION**
		0 - 10	Prism out
		11 - 132	Prism 1 into the light beam
		133 - 255	Prism 2 into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
17	17		**PRISMS ROTATION**
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous prism rotation at linearly variable speed from fast (43 rpm) to slow (1.1 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation at linearly variable speed from slow (1.1 rpm) to fast (43 rpm)
18	18		**FROST**
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion in 0.02 seconds at maximum speed.
19	19		**ZOOM**
		0 - 255	Zoom linearly moves from narrow to wide beam
20	20		**FOCUS**
		0 - 255	Focus moves linearly from far to near position. Focus lenses move from farest to nearest position in 1.11 seconds at maximum speed.
21	21		**FOCUS FINE**
		0 - 255	Fine Focus positioning
22	22		**BEAM MODE**
		0 - 127	Zoom / Autofocus mode
		128 - 255	Beam Mode
			ZOOM effect (channel 18) disabled if BEAM MODE is working
23	23		**PAN**
		0 - 255	Pan movement/positioning from 0° to 540° • Fast Speed: 3.517 sec • Normal Speed: 4.038 sec
24	24		**FINE PAN**
		0 - 255	Fine Pan positioning
25	25		**TILT**
		0 - 255	Tilt movement/positioning from 0° to 244° • Fast Speed: 2.180 sec • Normal Speed: 2.274 sec
26	26		**FINE TILT**
		0 - 255	Fine Tilt positioning

Continue →

Channel Mode		DMX Value	Function
Standard	Vector		
27	27		**FUNCTION**
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Linear Dimmer curve (default)
		63 - 75	CMY Full Range (default)
		76 - 87	CMY Limited range
		88 - 101	CMY shortcut ON (default)
		102 - 114	CMY shortcut OFF
		115 - 255	Unused range
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds.
28	28		**RESET**
		0 - 25	Unused range
		26 - 76	Zoom Reset Zoom Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
		128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
29	29		**LAMP CONTROL**
		0 - 25	Unused range
		26 - 100	Lamp OFF Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
		101 - 255	Lamp ON Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
30	30		**MACRO EFFECTS**
		0 – 7	Macro OFF
		8 – 11	Standby
		12 – 15	Standby black
		16 – 45	Zoom IN Faded
		46 – 75	Zoom OUT Faded
		76 – 105	Zoom IN OUT
		106 – 135	Standby Black 1
		136 – 165	Zoom IN Faded Random
		166 – 195	Zoom OUT Faded Random
		196 – 225	Zoom IN OUT Random
		226 - 255	Standby Black 2
-	31		**PAN-TILT TIME**
			Pan - Fine Pan - Tilt - Fine Tilt
-	32		**COLOUR TIME**
			Cyan - Magenta – Yellow
-	33		**BEAM TIME**
			Dimmer - Frost - Prism – Focus - Zoom
-	34		**GOBO TIME**
			Static Gobo – Rotating Gobo

TIME TABLE

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
48	9.6
49	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	25
89	
90	
91	26
92	
93	27
94	
95	
96	28
97	
98	29
99	
100	
101	30
102	
103	
104	31
105	
106	32
107	
108	
109	33
110	
111	34
112	
113	
114	35
115	
116	36
117	
118	
119	37
120	
121	38
122	
123	
124	39
125	
126	
127	40
128	

BIT	Seconds
129	41
130	
131	
132	42
133	
134	43
135	
136	
137	44
138	
139	45
140	
141	
142	46
143	
144	47
145	
146	
147	48
148	
149	49
150	
151	
152	50
153	
154	
155	51
156	
157	52
158	
159	
160	53
161	
162	54
163	
164	
165	55
166	
167	56
168	
169	
170	57
171	

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

BIT	Seconds
216	170
217	
218	180
219	
220	
221	190
222	
223	200
224	
225	
226	210
227	
228	
229	220
230	
231	230
232	
233	
234	240
235	
236	250
237	
238	
239	260
240	
241	270
242	
243	
244	280
245	
246	290
247	
248	
249	300
250	
251	310
252	
253	
254	
255	Follow cue Data