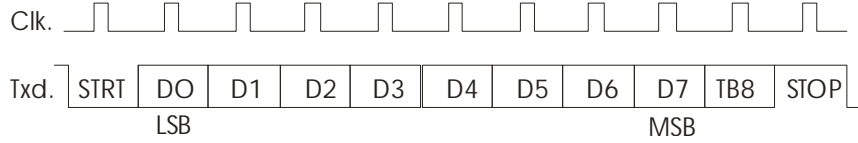


Hardware Protocol:

Hardware : SN75176 Transceiver (Texas) RS-485 Balanced
 Baud rate : 187.5 Khz. 11 bit frame UART



TB8 : True = Address
 False = Data

Software Protocol:

Address = 8 * (Unit DIP-switch address number - 1) + OFF

Effect	OFF	Legal Data
MSB : PRISM	0	0=Open 40=Prism 1 80=Prism 2 120=Prism3 160=Prism4
LSB : Speed		65..96, 64 = Blackout while moving to index 96 fastest or changing prism.
MSB : Prism Rotation	1	253 : No Rotation 254 : Continuous Rotation CW 255 : Continuous Rotation CCW
LSB: PrismIndex		0..239 : Index position - 3.6 deg/cnt 0..127 : Index position - 0.028125 deg/cnt
PAN	4	127=Neutral, 30..224 , LSB=0..31
TILT	5	127=Neutral, 104..150 , LSB=0..31
MSB : Iris LSB : Speed	6	0..157 , 157 = open 0..63
MSB: Pan Speed LSB: Tilt Speed	7	0..32=Speed , 0 = BO While moving 1..32=Speed

MSB : Color 1 LSB : Speed	8	0=White 20=Color1 40=Color2 60=Color3 80=Color4 100=Color5 120=Color6 140=Color7 160=Color8 180=Color9 0..63 , 0 = BO while moving bit 6 (64) = 1 continuous CW
MSB : Color 2 LSB : Speed	9	0=White 20=Color1 40=Color2 60=Color3 80=Color4 100=Color5 120=Color6 140=Color7 160=Color8 180=Color9 0..63 , 0 = BO while moving bit 6 (64) = 1 continuous CW
MSB : Gobo 1 LSB : Speed	10	0=Open 20=Gobo1 40=Gobo2 60=Gobo3 80=Gobo4 100=Gobo5 120=Gobo6 140=Gobo7 160=Gobo8 180=Gobo9 0..63 , 0 = BO while moving bit 6 (64) = 1 continuous CW - not impl.
MSB : Gobo 2(R) LSB : R.Speed	11	0=Open 40=Gobo1 80=Gobo2 120=Gobo3 160=Gobo4 65..96, 64 = Blackout while moving to index 96 fastest or changing gobo.
MSB : Gobo Rotation LSB : GoboIndex	12	253 : No Rotation 254 : Continuous Rotation CW 255 : Continuous Rotation CCW 0..239 : Index position - 3.6 deg/cnt 0..127 : Index position - 0.028125 deg/cnt
MSB : Dimmer LSB : Speed	13	0..255, 0..100%, 255 : Default (Light Off) 0..63
MSB : Focus LSB : Speed	14	0..167, 40 = default 0..31 Bit 5 (32) : Color 1 Continous CCW Bit 6 (64) : Color 2 Continous CCW
MSB : Special LSB : Strobe	15	Bit 3 (08): Fan Lo Bit 4 (16): Lamp Power OFF Bit 5 (32): Lamp Power ON Bit 6 (64): Reset Fixture 0..31, 0 : No Strobe , 1 : fast

Note : MSB refers to Most Significant Byte
 LSB refers to Least Significant Byte