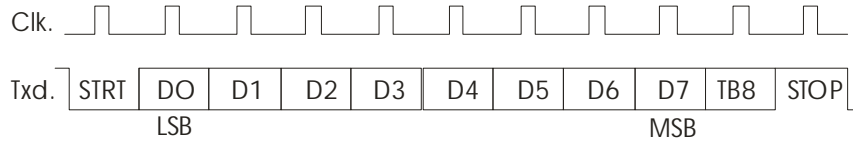


Hardware Protocol:

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) + X

	X	Legal Data
MSB: COLOR SELECTION	0	0 = White, 11 = Pink, 22 = Magenta, 33 = Primary Red, 44 = Flame Red, 55 = Dark Orange, 66 = Orange, 77 = Yellow 88 = Light Green 99 = Fern Green 110 = Turquoise 121 = Cyan 132 = Light Blue 143 = Dark Lavender 154 = Dark Blue 165 = UV Pass 176 = Multi 1 187 = Multi 2 0..64, 1 : Fast, 0 : Black-out speed.
LSB: COLOR-SPEED		
MSB: GOBO SELECTION	1	Rotating Gobo Selection 0 = Open, 1 = Gobo 1, 2 = Gobo 2, 3 = Gobo 3, 4 = Gobo 4, 5 = Gobo 5 Fixed Gobo Selection 6 = Gobo 1, 7 = Gobo 2, 8 = Gobo 3, 9 = Gobo 4, 10 = Gobo 5, 11 = Gobo 6
LSB: GOBO-SPEED		BIT 0 (1) : 0 Norm. Speed, 1 Black-Out Speed
EFFECTS-SPEED		BIT 1 (2) : 0 Norm. Speed, 1 Black-Out Speed
COLOR-ROTATION		BIT 5 (32) : 1 = Cont. Rotation CCW BIT 6 (64) : 1 = Cont. Rotation CW
MSB: EFFECT WHEEL	2	0 = Open 1 = Color Modifier 5500-3400 K , 2 = Frost 3 = 3 Facet Prism
LSB: GOBO-ROTATION		0..31 : Rotation Speed, 0 Fast BIT 5 (32) : 1 = Rotation CCW BIT 6 (64) : 1 = Rotation CW
MSB: SHUTTER STROBE POWER	3	0 : Light Off, 255 : Light On 1..32: Strobe , 1 = fast 252 : Lamp Power ON 254 : Lamp Power OFF
RESET STAND-		253 : Reset Fixture 250 : Remote Stand-Alone Music Trig

ALONE		251 : Remote Stand-Alone Auto Trig
LSB: FAN CTRL.		0-7 : 100%-50% if lamp ON 80%-30% if lamp OFF
MSB: PAN LSB: PAN	4	30..224, 127 : Neutral. 0..31 Micro Resolution. Position = MSB*32+LSB.
MSB: TILT LSB: TILT	5	104..150, 127 : Neutral. 0..31 Micro Resolution. Position = MSB*32+LSB.
MSB: DIMMER LSB: Speed	6	0..88 , 1= Default, 0..100% 0..64, 1 : Fast, 0 : Shutter Speed
MSB: PAN SPEED LSB: TILT SPEED	7	1..32 (Resolution Multiplier), 0 : blackout while moving (Pan & Tilt) 1..32 (Resolution Multiplier) BIT 6 (64) : 1 = Curved Move Disable

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