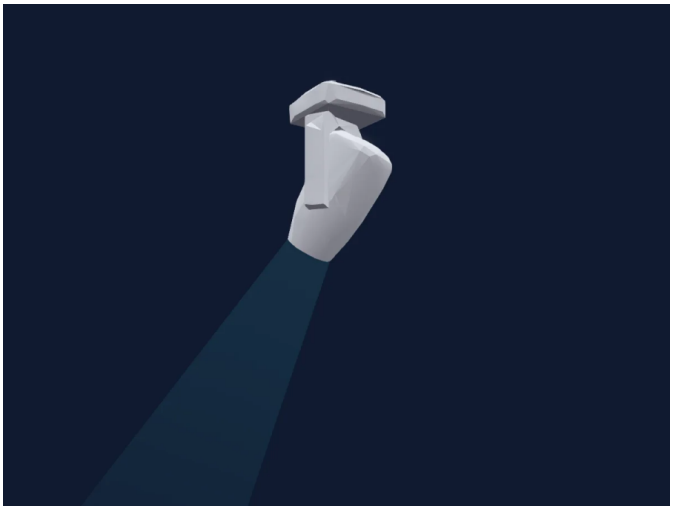
Ayrton

# RawBeam 350



| | |
|---|---|
| Manufacturer | **Ayrton** |
| Type | **Moving head** |
| DMX modes | **2** |
| DMX footprint | **43 channels** |
| Beam angle | **1.1-45°** |
| Pan range | **540°** |
| Tilt range | **270°** |
| Size (W × H × D) | **256 × 446 × 250 mm** |
| GDTF fixture type | **21B6FB71-5973-4186-B395-C9…** |

## Controls

Focus · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Gobos · Gobo rotation

## Safety-relevant functions

Built-in effect programmes

## DMX modes

| | |
|---|---|
| Extended_540-FlatField_Auto | 43 ch |
| Extended_540-FlatField_Off | 43 ch |

## Extended_540-FlatField_Auto

43 channels

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 1 | Pan | 128 | |
| 2 | Pan Fine | 0 | Fine byte of Pan |
| 3 | Tilt | 128 | |
| 4 | Tilt Fine | 0 | Fine byte of Tilt |
| 5 | Position MSpeed | 0 | 0–225 max to min speed<br>226–235 blackout by movement<br>236–245 blackout by all wheels<br>248–255 Execute blanking zone command(10 sec before ac... |
| 6 | Pan Rotate | 0 | 32–84 Stop by SpinOut<br>85–127 Stop by ShortCut<br>128–188 CW max<br>189–189 CW min<br>190–193 Pause<br>194–254 CCW min<br>255–255 CCW max |
| 7 | Tilt Rotate | 0 | 32–84 Stop by SpinOut<br>85–127 Stop by ShortCut<br>128–188 CW max<br>189–189 CW min<br>190–193 Pause<br>194–254 CCW min<br>255–255 CCW max |
| 8 | Shutter / Strobe | 11 | 0–10 Closed<br>11–20 open<br>21–116 ShutterStrobe · min 0.5–24.7 Hz<br>117–117 ShutterStrobe · max 25 Hz<br>118–126 open<br>127–179 ShutterPulse · min 0.5–24.5 Hz<br>180–180 ShutterPulse · max 25 Hz<br>181–191 open<br>192–244 ShutterRandom · min 0.5–24.5 Hz<br>245–245 ShutterRandom · max 25 Hz<br>246–255 open |
| 9 | Dimmer | 0 | 0–254 closed<br>255–255 open |
| 10 | Dimmer Fine | 0 | Fine byte of Dimmer |
| 11 | C TO | 0 | |
| 12 | C TO Fine | 0 | Fine byte of C TO |

## Extended_540-FlatField_Auto (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **13** | B ZCommand | 0 | 5–9 Store/overwrite blanking Zone TOP RIGHT<br>10–14 Store/overwrite blanking Zone BOTTOM RIGHT<br>15–19 Store/overwrite blanking Zone TOP LEFT<br>20–24 Store/overwrite blanking Zone BOTTOM LEFT<br>25–29 Recall blanking Zone TOP RIGHT<br>30–34 Recall blanking Zone BOTTOM RIGHT<br>35–39 Recall blanking Zone TOP LEFT<br>40–44 Recall blanking Zone BOTTOM LEFT<br>45–49 Delete blanking Zone TOP RIGHT<br>50–54 Delete blanking Zone BOTTOM RIGHT<br>55–59 Delete blanking Zone TOP LEFT<br>60–64 Delete blanking Zone BOTTOM LEFT<br>65–69 Delete blanking Zone ALL POINT<br>70–74 Invert Blanking Zone Off<br>75–99 Invert Blanking Zone On<br>100–109 Distance Off<br>110–119 Distance 10m<br>120–129 Distance 15m<br>130–139 Distance 20m<br>140–149 Distance 25m<br>150–159 Distance 30m<br>160–169 Distance 35m<br>170–179 Distance 40m<br>180–189 Distance 45m<br>190–199 Distance 50m<br>200–209 Distance 55m<br>210–255 Distance 60m |
| **14** | Zoom | 12 | 0–127 narrow<br>128–254 mid<br>255–255 wide |
| **15** | Zoom Fine | 0 | Fine byte of Zoom |
| **16** | Focus | 255 | 0–127 near<br>128–254 mid<br>255–255 far |
| **17** | Focus Fine | 255 | Fine byte of Focus |
| **18** | Focus1Distance | 0 | 0–50 NoAutoFocus<br>51–100 5m<br>101–150 7_5m<br>151–200 10m<br>201–255 15m |
| **19** | Focus1Distance Fine | 0 | Fine byte of Focus1Distance |
| **20** | No Feature | 0 | |

## Extended_540-FlatField_Auto (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **21** | Color Wheel | 0 | 0–3 Open (wheel slot 1)<br>4–5 Red (wheel slot 2)<br>6–7 Blue (wheel slot 3)<br>8–9 Orange (wheel slot 4)<br>10–11 Green (wheel slot 5)<br>12–13 Pink (wheel slot 6)<br>14–15 Yellow (wheel slot 7)<br>16–17 Velvet Green (wheel slot 8)<br>18–19 Amber (wheel slot 9)<br>20–21 Light Blue (wheel slot 10)<br>22–23 Follies Pink (wheel slot 11)<br>24–25 Slate Blue (wheel slot 12)<br>26–27 Dark Green (wheel slot 13)<br>28–29 Dark Amber (wheel slot 14)<br>30–31 Medium Blue (wheel slot 15)<br>32–33 Oklahoma Yellow (wheel slot 16)<br>34–35 CTB (wheel slot 17)<br>36–111 Multicolor 1 (wheel slot 2)<br>112–127 Multicolor Shake<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **22** | Color Wheel Fine | 0 | Fine byte of Color Wheel |
| **23** | Cyan | 0 | |
| **24** | Cyan Fine | 0 | Fine byte of Cyan |
| **25** | Magenta | 0 | |
| **26** | Magenta Fine | 0 | Fine byte of Magenta |
| **27** | Yellow | 0 | |
| **28** | Yellow Fine | 0 | Fine byte of Yellow |
| **29** | Gobo | 0 | 0–4 Open (wheel slot 1)<br>5–9 Open (spot) (wheel slot 2)<br>10–16 Rectangle Line 5 (wheel slot 3)<br>17–23 Star Bar 5 (wheel slot 4)<br>24–30 Game Pad Stroke (wheel slot 5)<br>31–37 Daisy Stroke (wheel slot 6)<br>38–44 Nested Ring (wheel slot 7)<br>45–51 Bread Stix (wheel slot 8)<br>52–58 Zebra (wheel slot 9)<br>59–65 Starfield (wheel slot 10)<br>66–72 Circle of Square (wheel slot 11)<br>73–79 Deep Forest (wheel slot 12)<br>80–90 Rectangle Line 5 (wheel slot 3)<br>91–101 Star Bar 5 (wheel slot 4)<br>102–112 Game Pad Stroke (wheel slot 5)<br>113–123 Daisy Stroke (wheel slot 6)<br>124–134 Nested Ring (wheel slot 7)<br>135–145 Bread Stix (wheel slot 8)<br>146–156 Zebra (wheel slot 9)<br>157–167 Starfield (wheel slot 10)<br>168–178 Circle of square (wheel slot 11)<br>179–189 Deep Forest (wheel slot 12)<br>190–220 CW max<br>221–221 CW min<br>222–223 Stop<br>224–254 CCW min<br>255–255 CCW max |

## Extended_540-FlatField_Auto (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **30** | Gobo Rotation | 0 | 0–126 Gobo1Index<br>127–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **31** | Gobo Rotation Fine | 0 | Fine byte of Gobo Rotation |

## Extended_540-FlatField_Auto (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **32** | Gobo 2 | 0 | 0–5 Open (wheel slot 36)<br>6–34 CW Max (wheel slot 2)<br>35–67 CW Min (wheel slot 2)<br>68–101 Stop (Speed=0) (wheel slot 2)<br>102–130 CCW Min (wheel slot 2)<br>131–131 CCW Max (wheel slot 2)<br>132–132 80% Iris Beam (wheel slot 2)<br>133–133 60% Iris Beam (wheel slot 3)<br>134–134 40% Iris Beam (wheel slot 4)<br>135–135 20% Iris Beam (wheel slot 5)<br>136–136 Dot Line 2 (wheel slot 6)<br>137–137 Dot-Triangle-3 (wheel slot 7)<br>138–138 Dot Square 4 (wheel slot 8)<br>139–139 Dot Ring 5 (wheel slot 9)<br>140–140 Zig-Zag Light (wheel slot 10)<br>141–141 WavesLight (wheel slot 11)<br>142–142 Iron Ball Light (wheel slot 12)<br>143–143 Nested Star (wheel slot 13)<br>144–144 Arrow Ring 3 (wheel slot 14)<br>145–145 Split Triangle (wheel slot 15)<br>146–146 Helix 3 (wheel slot 16)<br>147–147 Compass 4 (wheel slot 17)<br>148–148 Nuclear (wheel slot 18)<br>149–149 Half Beam Left (wheel slot 19)<br>150–150 Half Beam Right (wheel slot 20)<br>151–151 Four Line V (wheel slot 21)<br>152–152 Vertical Line (wheel slot 22)<br>153–153 Bold Line (wheel slot 23)<br>154–154 Split Cross (wheel slot 24)<br>155–155 Ink Stain (wheel slot 25)<br>156–156 Circular Saw 4 (wheel slot 26)<br>157–157 Five Spokes (wheel slot 27)<br>158–158 Triangle Beam (wheel slot 28)<br>159–159 Square Beam (wheel slot 29)<br>160–160 Nested Cross (wheel slot 30)<br>161–161 80% Iris Beam (wheel slot 2)<br>162–162 60% Iris Beam (wheel slot 3)<br>163–163 40% Iris Beam (wheel slot 4)<br>164–164 20% Iris Beam (wheel slot 5)<br>165–165 Dot Line 2 (wheel slot 6)<br>166–166 Dot-Triangle-3 (wheel slot 7)<br>167–167 Dot Square 4 (wheel slot 8)<br>168–168 Dot Ring 5 (wheel slot 9)<br>169–169 Zig-Zag Light (wheel slot 10)<br>170–170 Waves Light (wheel slot 11)<br>171–171 Iron Ball Light (wheel slot 12)<br>172–172 Nested Star (wheel slot 13)<br>173–173 Arrow Ring 3 (wheel slot 14)<br>174–174 Split triangle (wheel slot 15)<br>175–175 Helix 3 (wheel slot 16)<br>176–176 Compass 4 (wheel slot 17)<br>177–177 Nuclear (wheel slot 18)<br>178–178 Half Beam Left (wheel slot 19)<br>179–179 Half Beam Right (wheel slot 20)<br>180–180 Four Line V (wheel slot 21)<br>181–181 Vertical Line (wheel slot 22)<br>182–182 Bold Line (wheel slot 23)<br>183–183 Split Cross (wheel slot 24)<br>184–184 Ink Stain (wheel slot 25)<br>185–185 Circular Saw 4 (wheel slot 26)<br>186–186 Five Spokes (wheel slot 27)<br>187–187 Triangle Beam (wheel slot 28)<br>188–188 Square Beam (wheel slot 29)<br>189–189 Nested Cross (wheel slot 30) |

### Extended_540-FlatField_Auto (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **33** | Prism | 0 | 0–51 Open (wheel slot 1)<br>52–102 Frost Light (wheel slot 2)<br>103–153 Prism 1 (8C) (wheel slot 3)<br>154–204 Prism Skyline (wheel slot 4)<br>205–255 Prism 3 (6L) (wheel slot 5) |
| **34** | Prism Rotation | 0 | 0–127 Prism1Pos<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **35** | Prism Rotation Fine | 0 | Fine byte of Prism Rotation |
| **36** | Prism | 0 | 0–51 Open (wheel slot 1)<br>52–102 Frost Heavy (wheel slot 2)<br>103–153 Prism 1 (8C) (wheel slot 3)<br>154–204 Prism 2 (32C) (wheel slot 4)<br>205–255 Prism 3 (6L) (wheel slot 5) |
| **37** | Prism Rotation | 0 | 0–127 Prism2Pos<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **38** | Prism Rotation Fine | 0 | Fine byte of Prism Rotation |
| **39** | Effect | 0 | |
| **40** | B ZNumber | 0 | 10–19 Blanking Zone #1<br>20–29 Blanking Zone #2<br>30–39 Blanking Zone #3<br>40–255 Blanking Zone #4 |
| **41** | Zoom Mode Spot | 0 | 0–0 Auto<br>1–127 Forced OFF<br>128–255 Forced ON |
| **42** | No Feature | 0 | |
| **43** | Control1 | 0 | |

## Extended_540-FlatField_Off

43 channels

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **1** | Pan | 128 | |
| **2** | Pan Fine | 0 | Fine byte of Pan |
| **3** | Tilt | 128 | |
| **4** | Tilt Fine | 0 | Fine byte of Tilt |
| **5** | Position MSpeed | 0 | 0–225 max to min speed<br>226–235 blackout by movement<br>236–245 blackout by all wheels<br>248–255 Execute blanking zone command(10 sec before ac... |
| **6** | Pan Rotate | 0 | 32–84 Stop by SpinOut<br>85–127 Stop by ShortCut<br>128–188 CW max<br>189–189 CW min<br>190–193 Pause<br>194–254 CCW min<br>255–255 CCW max |

## Extended_540-FlatField_Off (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **7** | Tilt Rotate | 0 | 32–84 Stop by SpinOut<br>85–127 Stop by ShortCut<br>128–188 CW max<br>189–189 CW min<br>190–193 Pause<br>194–254 CCW min<br>255–255 CCW max |
| **8** | Shutter / Strobe | 11 | 0–10 Closed<br>11–20 open<br>21–116 ShutterStrobe · min 0.5–24.7 Hz<br>117–117 ShutterStrobe · max 25 Hz<br>118–126 open<br>127–179 ShutterPulse · min 0.5–24.5 Hz<br>180–180 ShutterPulse · max 25 Hz<br>181–191 open<br>192–244 ShutterRandom · min 0.5–24.5 Hz<br>245–245 ShutterRandom · max 25 Hz<br>246–255 open |
| **9** | Dimmer | 0 | 0–254 closed<br>255–255 open |
| **10** | Dimmer Fine | 0 | Fine byte of Dimmer |
| **11** | C TO | 0 | |
| **12** | C TO Fine | 0 | Fine byte of C TO |
| **13** | B ZCommand | 0 | 5–9 Store/overwrite blanking Zone TOP RIGHT<br>10–14 Store/overwrite blanking Zone BOTTOM RIGHT<br>15–19 Store/overwrite blanking Zone TOP LEFT<br>20–24 Store/overwrite blanking Zone BOTTOM LEFT<br>25–29 Recall blanking Zone TOP RIGHT<br>30–34 Recall blanking Zone BOTTOM RIGHT<br>35–39 Recall blanking Zone TOP LEFT<br>40–44 Recall blanking Zone BOTTOM LEFT<br>45–49 Delete blanking Zone TOP RIGHT<br>50–54 Delete blanking Zone BOTTOM RIGHT<br>55–59 Delete blanking Zone TOP LEFT<br>60–64 Delete blanking Zone BOTTOM LEFT<br>65–69 Delete blanking Zone ALL POINT<br>70–74 Invert Blanking Zone Off<br>75–99 Invert Blanking Zone On<br>100–109 Distance Off<br>110–119 Distance 10m<br>120–129 Distance 15m<br>130–139 Distance 20m<br>140–149 Distance 25m<br>150–159 Distance 30m<br>160–169 Distance 35m<br>170–179 Distance 40m<br>180–189 Distance 45m<br>190–199 Distance 50m<br>200–209 Distance 55m<br>210–255 Distance 60m |
| **14** | Zoom | 12 | 0–127 narrow<br>128–254 mid<br>255–255 wide |
| **15** | Zoom Fine | 0 | Fine byte of Zoom |
| **16** | Focus | 255 | 0–127 near<br>128–254 mid<br>255–255 far |
| **17** | Focus Fine | 255 | Fine byte of Focus |

## Extended_540-FlatField_Off (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 18 | Focus1Distance | 0 | 0–50 NoAutoFocus<br>51–100 5m<br>101–150 7_5m<br>151–200 10m<br>201–255 15m |
| 19 | Focus1Distance Fine | 0 | Fine byte of Focus1Distance |
| 20 | No Feature | 0 | |
| 21 | Color Wheel | 0 | 0–3 Open (wheel slot 1)<br>4–5 Red (wheel slot 2)<br>6–7 Blue (wheel slot 3)<br>8–9 Orange (wheel slot 4)<br>10–11 Green (wheel slot 5)<br>12–13 Pink (wheel slot 6)<br>14–15 Yellow (wheel slot 7)<br>16–17 Velvet Green (wheel slot 8)<br>18–19 Amber (wheel slot 9)<br>20–21 Light Blue (wheel slot 10)<br>22–23 Follies Pink (wheel slot 11)<br>24–25 Slate Blue (wheel slot 12)<br>26–27 Dark Green (wheel slot 13)<br>28–29 Dark Amber (wheel slot 14)<br>30–31 Medium Blue (wheel slot 15)<br>32–33 Oklahoma Yellow (wheel slot 16)<br>34–35 CTB (wheel slot 17)<br>36–111 Multicolor 1 (wheel slot 2)<br>112–127 Multicolor Shake<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| 22 | Color Wheel Fine | 0 | Fine byte of Color Wheel |
| 23 | Cyan | 0 | |
| 24 | Cyan Fine | 0 | Fine byte of Cyan |
| 25 | Magenta | 0 | |
| 26 | Magenta Fine | 0 | Fine byte of Magenta |
| 27 | Yellow | 0 | |
| 28 | Yellow Fine | 0 | Fine byte of Yellow |

## Extended_540-FlatField_Off (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **29** | Gobo | 0 | 0–4 Open (wheel slot 1)<br>5–9 Open (spot) (wheel slot 2)<br>10–16 Rectangle Line 5 (wheel slot 3)<br>17–23 Star Bar 5 (wheel slot 4)<br>24–30 Game Pad Stroke (wheel slot 5)<br>31–37 Daisy Stroke (wheel slot 6)<br>38–44 Nested Ring (wheel slot 7)<br>45–51 Bread Stix (wheel slot 8)<br>52–58 Zebra (wheel slot 9)<br>59–65 Starfield (wheel slot 10)<br>66–72 Circle of Square (wheel slot 11)<br>73–79 Deep Forest (wheel slot 12)<br>80–90 Rectangle Line 5 (wheel slot 3)<br>91–101 Star Bar 5 (wheel slot 4)<br>102–112 Game Pad Stroke (wheel slot 5)<br>113–123 Daisy Stroke (wheel slot 6)<br>124–134 Nested Ring (wheel slot 7)<br>135–145 Bread Stix (wheel slot 8)<br>146–156 Zebra (wheel slot 9)<br>157–167 Starfield (wheel slot 10)<br>168–178 Circle of square (wheel slot 11)<br>179–189 Deep Forest (wheel slot 12)<br>190–220 CW max<br>221–221 CW min<br>222–223 Stop<br>224–254 CCW min<br>255–255 CCW max |
| **30** | Gobo Rotation | 0 | 0–126 Gobo1Index<br>127–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **31** | Gobo Rotation Fine | 0 | Fine byte of Gobo Rotation |

## Extended_540-FlatField_Off (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **32** | Gobo 2 | 0 | 0–5 Open (wheel slot 36)<br>6–34 CW Max (wheel slot 2)<br>35–67 CW Min (wheel slot 2)<br>68–101 Stop (Speed=0) (wheel slot 2)<br>102–130 CCW Min (wheel slot 2)<br>131–131 CCW Max (wheel slot 2)<br>132–132 80% Iris Beam (wheel slot 2)<br>133–133 60% Iris Beam (wheel slot 3)<br>134–134 40% Iris Beam (wheel slot 4)<br>135–135 20% Iris Beam (wheel slot 5)<br>136–136 Dot Line 2 (wheel slot 6)<br>137–137 Dot-Triangle-3 (wheel slot 7)<br>138–138 Dot Square 4 (wheel slot 8)<br>139–139 Dot Ring 5 (wheel slot 9)<br>140–140 Zig-Zag Light (wheel slot 10)<br>141–141 WavesLight (wheel slot 11)<br>142–142 Iron Ball Light (wheel slot 12)<br>143–143 Nested Star (wheel slot 13)<br>144–144 Arrow Ring 3 (wheel slot 14)<br>145–145 Split Triangle (wheel slot 15)<br>146–146 Helix 3 (wheel slot 16)<br>147–147 Compass 4 (wheel slot 17)<br>148–148 Nuclear (wheel slot 18)<br>149–149 Half Beam Left (wheel slot 19)<br>150–150 Half Beam Right (wheel slot 20)<br>151–151 Four Line V (wheel slot 21)<br>152–152 Vertical Line (wheel slot 22)<br>153–153 Bold Line (wheel slot 23)<br>154–154 Split Cross (wheel slot 24)<br>155–155 Ink Stain (wheel slot 25)<br>156–156 Circular Saw 4 (wheel slot 26)<br>157–157 Five Spokes (wheel slot 27)<br>158–158 Triangle Beam (wheel slot 28)<br>159–159 Square Beam (wheel slot 29)<br>160–160 Nested Cross (wheel slot 30)<br>161–161 80% Iris Beam (wheel slot 2)<br>162–162 60% Iris Beam (wheel slot 3)<br>163–163 40% Iris Beam (wheel slot 4)<br>164–164 20% Iris Beam (wheel slot 5)<br>165–165 Dot Line 2 (wheel slot 6)<br>166–166 Dot-Triangle-3 (wheel slot 7)<br>167–167 Dot Square 4 (wheel slot 8)<br>168–168 Dot Ring 5 (wheel slot 9)<br>169–169 Zig-Zag Light (wheel slot 10)<br>170–170 Waves Light (wheel slot 11)<br>171–171 Iron Ball Light (wheel slot 12)<br>172–172 Nested Star (wheel slot 13)<br>173–173 Arrow Ring 3 (wheel slot 14)<br>174–174 Split triangle (wheel slot 15)<br>175–175 Helix 3 (wheel slot 16)<br>176–176 Compass 4 (wheel slot 17)<br>177–177 Nuclear (wheel slot 18)<br>178–178 Half Beam Left (wheel slot 19)<br>179–179 Half Beam Right (wheel slot 20)<br>180–180 Four Line V (wheel slot 21)<br>181–181 Vertical Line (wheel slot 22)<br>182–182 Bold Line (wheel slot 23)<br>183–183 Split Cross (wheel slot 24)<br>184–184 Ink Stain (wheel slot 25)<br>185–185 Circular Saw 4 (wheel slot 26)<br>186–186 Five Spokes (wheel slot 27)<br>187–187 Triangle Beam (wheel slot 28)<br>188–188 Square Beam (wheel slot 29)<br>189–189 Nested Cross (wheel slot 30) |

## Extended_540-FlatField_Off (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **33** | Prism | 0 | 0–51 Open (wheel slot 1)<br>52–102 Frost Light (wheel slot 2)<br>103–153 Prism 1 (8C) (wheel slot 3)<br>154–204 Prism Skyline (wheel slot 4)<br>205–255 Prism 3 (6L) (wheel slot 5) |
| **34** | Prism Rotation | 0 | 0–127 Prism1Pos<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **35** | Prism Rotation Fine | 0 | Fine byte of Prism Rotation |
| **36** | Prism | 0 | 0–51 Open (wheel slot 1)<br>52–102 Frost Heavy (wheel slot 2)<br>103–153 Prism 1 (8C) (wheel slot 3)<br>154–204 Prism 2 (32C) (wheel slot 4)<br>205–255 Prism 3 (6L) (wheel slot 5) |
| **37** | Prism Rotation | 0 | 0–127 Prism2Pos<br>128–188 CW max<br>189–189 CW min<br>190–193 stop<br>194–254 CCW min<br>255–255 CCW max |
| **38** | Prism Rotation Fine | 0 | Fine byte of Prism Rotation |
| **39** | Effect | 0 | |
| **40** | B ZNumber | 0 | 10–19 Blanking Zone #1<br>20–29 Blanking Zone #2<br>30–39 Blanking Zone #3<br>40–255 Blanking Zone #4 |
| **41** | Zoom Mode Spot | 1 | 0–0 Auto<br>1–127 Forced OFF<br>128–255 Forced ON |
| **42** | No Feature | 0 | |
| **43** | Control1 | 0 | |