BOS Lighting

Amadeus H800 Profile IP



Manufacturer	**BOS Lighting**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**34, 40, 61 channels**
Beam angle	**7-58°**
Pan range	**542.12°**
Tilt range	**270°**
Size (W × H × D)	**310 × 512 × 280 mm**
GDTF fixture type	**AD04FE36-95C9-4FF5-A67B-E7…**

Controls

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

Safety-relevant functions

Fixture reset · Service functions

DMX modes

Basic 34CH	34 ch
Standard 39CH	40 ch
Extended 56CH	61 ch

Basic 34CH

34 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	128	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	128	Fine byte of Tilt
5	Position MSpeed	0	0–225 max to min speed 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
6	Shutter / Strobe	255	0–20 Closed 21–116 ShutterStrobe · min 0.5–22.7 Hz 117–126 ShutterStrobe · max 22.9–25 Hz 127–179 ShutterPulse · min 0.5–20.4 Hz 180–191 ShutterPulse · max 20.8–25 Hz 192–244 ShutterRandom · min 0.5–24.5 Hz 245–245 ShutterRandom · max 25 Hz 246–255 open
7	Dimmer	0	0–254 closed 255–255 open
8	Cyan	0	
9	Magenta	0	
10	Yellow	0	
11	C TO	0	
12	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 Half Minus Green (wheel slot 2) 8–11 Magenta (wheel slot 3) 12–15 Congo Blue (wheel slot 4) 16–19 Green (wheel slot 5) 20–23 Orange (wheel slot 6) 24–27 Blue (wheel slot 7) 28–31 Red (wheel slot 8) 32–42 Open (wheel slot 1) 43–52 Half Minus Green (wheel slot 2) 53–63 Magenta (wheel slot 3) 64–73 Congo Blue (wheel slot 4) 74–84 Green (wheel slot 5) 85–95 Orange (wheel slot 6) 96–105 Blue (wheel slot 7) 106–116 Red (wheel slot 8) 117–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
13	C RIMode	0	

Basic 34CH (continued)

Ch	Function	Default	DMX values
14	Gobo	0	0–9 Open (wheel slot 1) 10–19 Gobo 1 (wheel slot 2) 20–29 Gobo 2 (wheel slot 3) 30–39 Gobo 3 (wheel slot 4) 40–49 Gobo 4 (wheel slot 5) 50–59 Gobo 5 (wheel slot 6) 60–69 Gobo 6 (wheel slot 7) 80–89 Gobo 1 (wheel slot 2) 90–99 Gobo 2 (wheel slot 3) 100–109 Gobo 3 (wheel slot 4) 110–119 Gobo 4 (wheel slot 5) 120–129 Gobo 5 (wheel slot 6) 130–149 Gobo 6 (wheel slot 7) 150–189 CW max 190–190 CW min 191–192 Stop 193–254 CCW min 255–255 CCW max
15	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 ConicalTunnelEffect (wheel slot 2) 20–29 SmokeRings (wheel slot 3) 30–39 Fireworks (wheel slot 4) 40–49 AbstractSquare (wheel slot 5) 50–59 IronFilings (wheel slot 6) 60–69 LostInTheBrain (wheel slot 7) 70–79 DeepForest (wheel slot 8) 80–89 ConicalTunnelEffect (wheel slot 2) 90–100 SmokeRings (wheel slot 3) 101–109 Fireworks (wheel slot 4) 110–119 AbstractSquare (wheel slot 5) 120–129 IronFilings (wheel slot 6) 130–139 LostInTheBrain (wheel slot 7) 140–149 DeepForest (wheel slot 8) 150–189 CW max 190–190 CW min 191–192 Stop 193–254 CCW min 255–255 CCW max
16	Gobo Rotation 2	0	0–127 Gobo POS 128–189 Rot CW Fast 190–190 Rot CW Slow 191–192 Stop 193–254 Rot CCW Slow 255–255 Rot CCW Fast
17	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max
18	Focus	128	0–127 near 128–254 mid 255–255 far
19	Focus Fine	128	Fine byte of Focus
20	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
21	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)

Basic 34CH (continued)

Ch	Function	Default	DMX values
22	Prism Rotation	0	0–126 Prism1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
23	Frost1	0	0–254 open 255–255 Light Frost
24	Blade3B	0	
25	Blade3A	0	
26	Blade1B	0	
27	Blade1A	0	
28	Blade4B	0	
29	Blade4A	0	
30	Blade2B	0	
31	Blade2A	0	
32	Shaper Rot	128	0–127 min 128–254 default 255–255 max
33	Iris	0	0–124 open 125–125 close 126–254 Pulse Slow 255–255 Pulse Fast

Basic 34CH (continued)

Ch	Function	Default	DMX values
34	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–36 Constant Fan ON 37–44 unused 45–49 Square Law 50–54 Linear 55–58 1200 Hz 59–62 2400 Hz 63–66 16000 Hz 67–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 Scan Motor Reset 88–90 Color Motor Reset 91–93 Gobo Motor Reset 94–94 unused 95–95 Head Heater Off 96–96 Head Heater On 97–99 Other Motor Reset 100–102 Prerig INIT Off 103–105 Prerig INIT On 106–108 P/T Speed Fast 109–111 P/T Speed Medium 112–114 P/T Speed Slow 115–138 P/T Speed FS Mode 139–141 Pan Degree 540 142–255 Pan Degree 630

Standard 39CH

40 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 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
6	Shutter / Strobe	11	0–10 Closed 11–20 open 21–116 ShutterStrobe · min 0.5–24.7 Hz 117–117 ShutterStrobe · max 25 Hz 118–126 open 127–179 ShutterPulse · min 0.5–24.5 Hz 180–180 ShutterPulse · max 25 Hz 181–191 open 192–244 ShutterRandom · min 0.5–24.5 Hz 245–245 ShutterRandom · max 25 Hz 246–255 open

Standard 39CH (continued)

Ch	Function	Default	DMX values
7	Dimmer	0	0–254 closed 255–255 open
8	Reserved 8	0	
9	Reserved 9	0	
10	Reserved 10	0	
11	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
12	Focus	128	0–127 near 128–254 mid 255–255 far
13	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
14	Focus1Adjust	0	0–127 near 128–254 mid 255–255 far
15	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 Half Minus Green (wheel slot 2) 8–11 Magenta (wheel slot 3) 12–15 Congo Blue (wheel slot 4) 16–19 Green (wheel slot 5) 20–23 Orange (wheel slot 6) 24–27 Blue (wheel slot 7) 28–31 Red (wheel slot 8) 32–42 Open (wheel slot 1) 43–52 Half Minus Green (wheel slot 2) 53–63 Magenta (wheel slot 3) 64–73 Congo Blue (wheel slot 4) 74–84 Green (wheel slot 5) 85–95 Orange (wheel slot 6) 96–105 Blue (wheel slot 7) 106–116 Red (wheel slot 8) 117–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
16	Cyan	0	
17	Magenta	0	
18	Yellow	0	
19	C TO	0	

Standard 39CH (continued)

Ch	Function	Default	DMX values
20	Gobo	0	0–9 Open (wheel slot 1) 10–19 DotLine11 (wheel slot 2) 20–29 Stardust (wheel slot 3) 30–39 NestedTriangle (wheel slot 4) 40–49 InfinitStairs (wheel slot 5) 50–59 Vortex (wheel slot 6) 60–69 BlackAndWhiteTarget (wheel slot 7) 70–77 NestedRingsYellow (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 Stardust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 InfinitStairs (wheel slot 5) 142–157 Vortex (wheel slot 6) 158–173 BlackAndWhiteTarget (wheel slot 7) 174–189 NestedRingsYellow (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
21	Gobo Rotation	0	0–126 Gobo1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
22	Gobo 2	0	0–13 Open (wheel slot 1) 14–18 ConicalTunnelEffect (wheel slot 2) 19–23 SmokeRings (wheel slot 3) 24–28 Fireworks (wheel slot 4) 29–33 AbstractSquare (wheel slot 5) 34–38 IronFilings (wheel slot 6) 39–43 LostInTheBrain (wheel slot 7) 44–48 DeepForest (wheel slot 8) 49–53 TreeBark (wheel slot 9) 54–58 MirrorBall (wheel slot 10) 59–63 Digital (wheel slot 11) 64–68 StainedGlass (wheel slot 12) 69–79 ConicalTunnelEffect (wheel slot 2) 80–90 SmokeRings (wheel slot 3) 91–101 Fireworks (wheel slot 4) 102–112 AbstractSquare (wheel slot 5) 113–123 IronFilings (wheel slot 6) 124–134 LostInTheBrain (wheel slot 7) 135–145 DeepForest (wheel slot 8) 146–156 TreeBark (wheel slot 9) 157–167 MirrorBall (wheel slot 10) 168–178 Digital (wheel slot 11) 179–189 StainedGlass (wheel slot 12) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
23	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max

Standard 39CH (continued)

Ch	Function	Default	DMX values
24	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
25	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
26	Prism Rotation	0	0–126 Prism1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
27	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
28	Prism Rotation	0	0–126 Prism2Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
29	Frost1	0	0–254 open 255–255 Light Frost
30	Frost2	0	0–254 open 255–255 Heavy Frost
31	Blade3B	0	
32	Blade3A	0	
33	Blade1B	0	
34	Blade1A	0	
35	Blade4B	0	
36	Blade4A	0	
37	Blade2B	0	
38	Blade2A	0	
39	Shaper Rot	128	0–127 min 128–254 default 255–255 max

Standard 39CH (continued)

Ch	Function	Default	DMX values
40	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–36 Constant Fan ON 37–44 unused 45–49 Square Law 50–54 Linear 55–58 1200 Hz 59–62 2400 Hz 63–66 16000 Hz 67–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 Scan Motor Reset 88–90 Color Motor Reset 91–93 Gobo Motor Reset 94–94 unused 95–95 Head Heater Off 96–96 Head Heater On 97–99 Other Motor Reset 100–102 Prerig INIT Off 103–105 Prerig INIT On 106–108 P/T Speed Fast 109–111 P/T Speed Medium 112–114 P/T Speed Slow 115–138 P/T Speed FS Mode 139–141 Pan Degree 540 142–255 Pan Degree 630

Extended 56CH

61 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 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
6	Shutter / Strobe	255	0–3 Closed 4–127 Strobe 128–191 StrobeModePulse 3 192–251 NoFeature 252–255 Open
7	Dimmer	0	0–254 closed 255–255 open
8	Dimmer Fine	0	Fine byte of Dimmer

Extended 56CH (continued)

Ch	Function	Default	DMX values
9	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
10	Zoom Fine	0	Fine byte of Zoom
11	Focus	128	0–127 near 128–254 mid 255–255 far
12	Focus Fine	0	Fine byte of Focus
13	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
14	Focus1Adjust	0	0–127 near 128–254 mid 255–255 far
15	Reserved 15	0	
16	Reserved 16	0	
17	Reserved 17	0	
18	Color Wheel	0	0–137 Open (wheel slot 1) 138–146 Red (wheel slot 2) 147–155 Orange (wheel slot 3) 156–164 Yellow (wheel slot 4) 165–173 Green (wheel slot 5) 174–182 Blue (wheel slot 6) 183–191 UV (wheel slot 7) 192–199 CW max 200–222 CW min 223–224 stop 225–254 CCW min 255–255 CCW max
19	Color Wheel Fine	0	Fine byte of Color Wheel
20	Cyan	0	
21	Cyan Fine	0	Fine byte of Cyan
22	Magenta	0	
23	Magenta Fine	0	Fine byte of Magenta
24	Yellow	0	
25	Yellow Fine	0	Fine byte of Yellow
26	C TO	0	
27	C TO Fine	0	Fine byte of C TO

Extended 56CH (continued)

Ch	Function	Default	DMX values
28	Gobo	0	0–9 Open (wheel slot 1) 10–19 DotLine11 (wheel slot 2) 20–29 Stardust (wheel slot 3) 30–39 NestedTriangle (wheel slot 4) 40–49 InfinitStairs (wheel slot 5) 50–59 Vortex (wheel slot 6) 60–69 BlackAndWhiteTarget (wheel slot 7) 70–77 NestedRingsYellow (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 Stardust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 InfinitStairs (wheel slot 5) 142–157 Vortex (wheel slot 6) 158–173 BlackAndWhiteTarget (wheel slot 7) 174–189 NestedRingsYellow (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
29	Gobo Rotation	0	0–126 Gobo1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
30	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
31	Gobo 2	0	0–13 Open (wheel slot 1) 14–18 ConicalTunnelEffect (wheel slot 2) 19–23 SmokeRings (wheel slot 3) 24–28 Fireworks (wheel slot 4) 29–33 AbstractSquare (wheel slot 5) 34–38 IronFilings (wheel slot 6) 39–43 LostInTheBrain (wheel slot 7) 44–48 DeepForest (wheel slot 8) 49–53 TreeBark (wheel slot 9) 54–58 MirrorBall (wheel slot 10) 59–63 Digital (wheel slot 11) 64–68 StainedGlass (wheel slot 12) 69–79 ConicalTunnelEffect (wheel slot 2) 80–90 SmokeRings (wheel slot 3) 91–101 Fireworks (wheel slot 4) 102–112 AbstractSquare (wheel slot 5) 113–123 IronFilings (wheel slot 6) 124–134 LostInTheBrain (wheel slot 7) 135–145 DeepForest (wheel slot 8) 146–156 TreeBark (wheel slot 9) 157–167 MirrorBall (wheel slot 10) 168–178 Digital (wheel slot 11) 179–189 StainedGlass (wheel slot 12) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
32	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max

Extended 56CH (continued)

Ch	Function	Default	DMX values
33	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
34	Iris Fine	0	Fine byte of Iris
35	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
36	Prism Rotation	0	0–126 Prism1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
39	Prism Rotation	0	0–126 Prism2Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
40	Prism Rotation Fine	0	Fine byte of Prism Rotation
41	Frost1	0	0–254 open 255–255 Light Frost
42	Frost2	0	0–254 open 255–255 Heavy Frost
43	Blade3B	0	
44	Blade3B Fine	0	Fine byte of Blade3B
45	Blade3A	0	
46	Blade3A Fine	0	Fine byte of Blade3A
47	Blade1B	0	
48	Blade1B Fine	0	Fine byte of Blade1B
49	Blade1A	0	
50	Blade1A Fine	0	Fine byte of Blade1A
51	Blade4B	0	
52	Blade4B Fine	0	Fine byte of Blade4B
53	Blade4A	0	
54	Blade4A Fine	0	Fine byte of Blade4A
55	Blade2B	0	
56	Blade2B Fine	0	Fine byte of Blade2B
57	Blade2A	0	
58	Blade2A Fine	0	Fine byte of Blade2A
59	Shaper Rot	128	0–127 min 128–254 default 255–255 max
60	Shaper Rot Fine	0	Fine byte of Shaper Rot

Extended 56CH (continued)

Ch	Function	Default	DMX values
61	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–36 Constant Fan ON 37–44 unused 45–49 Square Law 50–54 Linear 55–58 1200 Hz 59–62 2400 Hz 63–66 16000 Hz 67–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 Scan Motor Reset 88–90 Color Motor Reset 91–93 Gobo Motor Reset 94–94 unused 95–95 Head Heater Off 96–96 Head Heater On 97–99 Other Motor Reset 100–102 Prerig INIT Off 103–105 Prerig INIT On 106–108 P/T Speed Fast 109–111 P/T Speed Medium 112–114 P/T Speed Slow 115–138 P/T Speed FS Mode 139–141 Pan Degree 540 142–255 Pan Degree 630