BSM-Lighting

Wolf



Manufacturer	**BSM-Lighting**
Type	**Moving head**
DMX modes	**3**
DMX footprint	**16 channels**
Beam angle	**2°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**240 × 450 × 220 mm**
GDTF fixture type	**854C22BD-655E-4692-80A8-C5…**

Controls

Focus · Frost · Prism · Prism rotation · Colour wheel · Strobe · Dimmer · Movement speed · Gobos

Safety-relevant functions

Lamp on and off · Fixture reset

DMX modes

Mode	16 ch
mode1	16 ch
Mode2	16 ch

Mode

16 channels

Ch	Function	Default	DMX values
1	Color Wheel	0	0–9 White Light (wheel slot 1) 10–19 Color 1 (wheel slot 2) 20–29 Color 2 (wheel slot 3) 30–39 Color 3 (wheel slot 4) 40–49 Color 4 (wheel slot 5) 50–59 Color 5 (wheel slot 6) 60–69 Color 6 (wheel slot 7) 70–79 Color 7 (wheel slot 8) 80–89 Color 8 (wheel slot 9) 90–99 Color 9 (wheel slot 10) 100–109 Color 10 (wheel slot 11) 110–119 Color 11 (wheel slot 12) 120–129 Color 12 (wheel slot 13) 130–139 Color 13 (wheel slot 14) 140–170 <<< 171–200 << 201–227 >> 228–255 >>>
2	Shutter / Strobe	255	0–3 close 5–103 Strobe min 104–104 Strobe max 107–109 open1 110–206 Pulse min 207–207 Pulse max 210–212 open2 213–250 StrobeRandom · Rnd min 5–14.7 Hz 251–251 StrobeRandom · Rnd max 15 Hz 255–255 open3
3	Dimmer	0	0–254 Closed 255–255 Open
4	Gobo	0	0–5 Gobo 1 (White light) (wheel slot 1) 6–11 Gobo 2 (wheel slot 2) 12–17 Gobo 3 (wheel slot 3) 18–23 Gobo 4 (wheel slot 4) 24–28 Gobo 5 (wheel slot 5) 29–34 Gobo 6 (wheel slot 6) 35–40 Gobo 7 (wheel slot 7) 41–46 Gobo 8 (wheel slot 8) 47–52 Gobo 9 (wheel slot 9) 53–57 Gobo 10 (wheel slot 10) 58–63 Gobo 11 (wheel slot 11) 64–69 Gobo 1 Shake (wheel slot 1) 70–75 Gobo 2 Shake (wheel slot 2) 76–81 Gobo 3 Shake (wheel slot 3) 82–86 Gobo 4 Shake (wheel slot 4) 87–92 Gobo 5 Shake (wheel slot 5) 93–98 Gobo 6 Shake (wheel slot 6) 99–104 Gobo 7 Shake (wheel slot 7) 105–110 Gobo 8 Shake (wheel slot 8) 111–115 Gobo 9 Shake (wheel slot 9) 116–121 Gobo 10 Shake (wheel slot 10) 122–127 Gobo 11 Shake (wheel slot 11) 128–160 >>> 161–191 >> 192–224 << 225–255 <<<
5	Prism	0	0–127 open (wheel slot 1) 128–255 prism (wheel slot 2)

Mode (continued)

Ch	Function	Default	DMX values
6	Prism Rotation	192	0–64 min 65–127 max 128–160 >>> 161–191 >> 192–224 << 225–255 <<<
7	Color Effects1	0	0–63 open (wheel slot 1) 64–255 Rainbow (wheel slot 2)
8	Frost1	0	0–63 open (wheel slot 1) 64–255 frost (wheel slot 2)
9	Focus	0	
10	Pan	128	
11	Pan Fine	0	Fine byte of Pan
12	Tilt	128	0–127 min 128–254 Home 255–255 max
13	Tilt Fine	0	Fine byte of Tilt
14	Position MSpeed	0	0–254 fast 255–255 slow
15	Position Effect	0	0–0 None 1–100 Y auto 101–200 X auto 201–255 XY autol
16	Lamp Control	0	0–99 None 100–199 Lamp Off 200–205 Lamp On 255–255 reset

mode1

16 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Tilt	128	0–127 min 128–254 Home 255–255 max
3	Pan Fine	0	Fine byte of Pan
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–254 fast 255–255 slow
6	Frost1	0	0–63 open (wheel slot 1) 64–255 frost (wheel slot 2)
7	Shutter / Strobe	255	0–3 close 5–103 Strobe min 104–104 Strobe max 107–109 open1 110–206 Pulse min 207–207 Pulse max 210–212 open2 213–250 StrobeRandom · Rnd min 5–14.7 Hz 251–251 StrobeRandom · Rnd max 15 Hz 255–255 open3
8	Dimmer	0	0–254 Closed 255–255 Open

mode1 (continued)

Ch	Function	Default	DMX values
9	Color Wheel	0	0–9 White Light (wheel slot 1) 10–19 Color 1 (wheel slot 2) 20–29 Color 2 (wheel slot 3) 30–39 Color 3 (wheel slot 4) 40–49 Color 4 (wheel slot 5) 50–59 Color 5 (wheel slot 6) 60–69 Color 6 (wheel slot 7) 70–79 Color 7 (wheel slot 8) 80–89 Color 8 (wheel slot 9) 90–99 Color 9 (wheel slot 10) 100–109 Color 10 (wheel slot 11) 110–119 Color 11 (wheel slot 12) 120–129 Color 12 (wheel slot 13) 130–139 Color 13 (wheel slot 14) 140–170 << 171–200 << 201–227 >> 228–255 >>>
10	Color Effects1	0	0–63 open (wheel slot 1) 64–255 Rainbow (wheel slot 2)
11	Gobo	0	0–4 open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 7 (wheel slot 8) 40–44 Gobo 8 (wheel slot 9) 45–49 Gobo 9 (wheel slot 10) 50–54 Gobo 10 (wheel slot 11) 55–59 Gobo 11 (wheel slot 12) 60–64 Gobo 12 (wheel slot 13) 65–69 Gobo 13 (wheel slot 14) 70–74 White (wheel slot 1) 75–79 Gobo 1 Shake (wheel slot 2) 80–84 Gobo 2 Shake (wheel slot 3) 85–89 Gobo 3 Shake (wheel slot 4) 90–94 Gobo 4 Shake (wheel slot 5) 95–99 Gobo 5 Shake (wheel slot 6) 100–104 Gobo 6 Shake (wheel slot 7) 105–109 Gobo 7 Shake (wheel slot 8) 110–114 Gobo 8 Shake (wheel slot 9) 115–119 Gobo 9 Shake (wheel slot 10) 120–124 Gobo 10 Shake (wheel slot 11) 125–129 Gobo 11 Shake (wheel slot 12) 130–134 Gobo 12 Shake (wheel slot 13) 135–139 Gobo 13 Shake (wheel slot 14) 140–199 >>> 200–200 >> 201–224 << 225–255 <<<
12	Prism	0	0–127 open (wheel slot 1) 128–255 prism (wheel slot 2)
13	Focus	0	
14	Position Effect	0	0–0 None 1–100 Y auto 101–200 X auto 201–255 XY autol

mode1 (continued)

Ch	Function	Default	DMX values
15	Prism Rotation	192	0–64 min 65–127 max 128–160 >>> 161–191 >> 192–224 << 225–255 <<<
16	Lamp Control	0	0–99 None 100–199 Lamp Off 200–205 Lamp On 255–255 reset

Mode2

16 channels

Ch	Function	Default	DMX values
1	Color Wheel	0	0–9 White Light (wheel slot 1) 10–19 Color 1 (wheel slot 2) 20–29 Color 2 (wheel slot 3) 30–39 Color 3 (wheel slot 4) 40–49 Color 4 (wheel slot 5) 50–59 Color 5 (wheel slot 6) 60–69 Color 6 (wheel slot 7) 70–79 Color 7 (wheel slot 8) 80–89 Color 8 (wheel slot 9) 90–99 Color 9 (wheel slot 10) 100–109 Color 10 (wheel slot 11) 110–119 Color 11 (wheel slot 12) 120–129 Color 12 (wheel slot 13) 130–139 Color 13 (wheel slot 14) 140–170 <<< 171–200 << 201–227 >> 228–255 >>>
2	Shutter / Strobe	255	0–3 close 5–103 Strobe min 104–104 Strobe max 107–109 open1 110–206 Pulse min 207–207 Pulse max 210–212 open2 213–250 StrobeRandom · Rnd min 5–14.7 Hz 251–251 StrobeRandom · Rnd max 15 Hz 255–255 open3
3	Dimmer	0	0–254 Closed 255–255 Open

Mode2 (continued)

Ch	Function	Default	DMX values
4	Gobo	0	0–5 Gobo 1 (White light) (wheel slot 1) 6–11 Gobo 2 (wheel slot 2) 12–17 Gobo 3 (wheel slot 3) 18–23 Gobo 4 (wheel slot 4) 24–28 Gobo 5 (wheel slot 5) 29–34 Gobo 6 (wheel slot 6) 35–40 Gobo 7 (wheel slot 7) 41–46 Gobo 8 (wheel slot 8) 47–52 Gobo 9 (wheel slot 9) 53–57 Gobo 10 (wheel slot 10) 58–63 Gobo 11 (wheel slot 11) 64–69 Gobo 1 Shake (wheel slot 1) 70–75 Gobo 2 Shake (wheel slot 2) 76–81 Gobo 3 Shake (wheel slot 3) 82–86 Gobo 4 Shake (wheel slot 4) 87–92 Gobo 5 Shake (wheel slot 5) 93–98 Gobo 6 Shake (wheel slot 6) 99–104 Gobo 7 Shake (wheel slot 7) 105–110 Gobo 8 Shake (wheel slot 8) 111–115 Gobo 9 Shake (wheel slot 9) 116–121 Gobo 10 Shake (wheel slot 10) 122–127 Gobo 11 Shake (wheel slot 11) 128–160 >>> 161–191 >> 192–224 << 225–255 <<<
5	Prism	0	0–127 open (wheel slot 1) 128–255 prism (wheel slot 2)
6	Prism Rotation	192	0–64 min 65–127 max 128–160 >>> 161–191 >> 192–224 << 225–255 <<<
7	Color Effects1	0	0–63 open (wheel slot 1) 64–255 Rainbow (wheel slot 2)
8	Frost1	0	0–63 open (wheel slot 1) 64–255 frost (wheel slot 2)
9	Focus	0	
10	Pan	128	
11	Pan Fine	0	Fine byte of Pan
12	Tilt	128	0–127 min 128–254 Home 255–255 max
13	Tilt Fine	0	Fine byte of Tilt
14	Position MSpeed	0	0–254 fast 255–255 slow
15	Position Effect	0	0–0 None 1–100 Y auto 101–200 X auto 201–255 XY autol
16	Lamp Control	0	0–99 None 100–199 Lamp Off 200–205 Lamp On 255–255 reset