DLW

AL L800 BSWF



Manufacturer	**DLW**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**32, 35, 60 channels**
Beam angle	**5-58°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**339 × 590 × 302 mm**
GDTF fixture type	**32954BAF-23C1-48F1-A2B8-53...**

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

DMX modes

Mode1-32Ch	32 ch
Mode2-35Ch	35 ch
Mode3-60Ch	60 ch

Mode1-32Ch

32 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Focus	127	
9	Zoom	127	0–126 narrow 127–254 normal 255–255 wide
10	Cyan	0	
11	Magenta	0	
12	Yellow	0	
13	C TO	0	
14	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 >>> 162–199 >> 200–200 > 201–203 Stop 204–204 < 205–242 < 243–243 <<< 244–247 Random fast 248–251 Random medium 252–255 Random slow

Mode1-32Ch (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 >>> 211–231 >> 232–232 > 233–233 < 234–254 << 255–255 <<<
16	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<
17	Iris	0	
18	Gobo 2	0	0–11 Open (wheel slot 1) 12–15 FG9 (wheel slot 10) 16–19 FG8 (wheel slot 9) 20–23 FG7 (wheel slot 8) 24–27 FG6 (wheel slot 7) 28–31 FG5 (wheel slot 6) 32–35 FG4 (wheel slot 5) 36–39 FG3 (wheel slot 4) 40–43 FG2 (wheel slot 3) 44–47 FG1 (wheel slot 2) 48–63 FG1 Shake (wheel slot 10) 64–79 FG2 Shake (wheel slot 9) 80–95 FG3 Shake (wheel slot 8) 96–101 FG4 Shake (wheel slot 7) 102–127 FG5 Shake (wheel slot 6) 128–143 FG6 Shake (wheel slot 5) 144–159 FG7 Shake (wheel slot 4) 160–175 FG8 Shake (wheel slot 3) 176–191 FG9 Shake (wheel slot 2) 192–192 >>> 193–222 >> 223–223 > 224–224 < 225–254 << 255–255 <<<

Mode1-32Ch (continued)

Ch	Function	Default	DMX values
19	Animation Wheel1	0	0–9 Open 10–48 Animation wheel moving forward quick fallback 49–87 Animation wheel moving backward quick go forward 88–126 Fast 127–127 slow 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<
20	Blade1A	0	
21	Blade1B	0	
22	Blade2A	0	
23	Blade2B	0	
24	Blade3A	0	
25	Blade3B	0	
26	Blade4A	0	
27	Blade4B	0	
28	Shaper Rot	0	
29	Prism	0	0–10 Open (wheel slot 1) 11–138 Prism 1(Pos mode) (wheel slot 2) 139–255 Prism 1(Rotation mode) (wheel slot 2)
30	Prism Rotation	0	0–2 Zero 3–3 >>> 4–125 >> 126–126 > 127–129 Stop 130–130 < 131–252 << 253–254 <<< 255–255 max Index
31	Frost1	0	0–254 Open 255–255 Frost
32	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 1

Mode2-35Ch

35 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz

Mode2-35Ch (continued)

Ch	Function	Default	DMX values
2	Dimmer	0	0–254 Closed 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Cyan	0	
5	Magenta	0	
6	Yellow	0	
7	C TO	0	
8	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 >>> 162–199 >> 200–200 > 201–203 Stop 204–204 < 205–242 << 243–243 << 244–247 Random fast 248–251 Random medium 252–255 Random slow
9	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 >>> 211–231 >> 232–232 > 233–233 < 234–254 << 255–255 <<<
10	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<
11	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Mode2-35Ch (continued)

Ch	Function	Default	DMX values
12	Gobo 2	0	0–11 Open (wheel slot 1) 12–15 FG1 (wheel slot 2) 16–19 FG2 (wheel slot 3) 20–23 FG3 (wheel slot 4) 24–27 FG4 (wheel slot 5) 28–31 FG5 (wheel slot 6) 32–35 FG6 (wheel slot 7) 36–39 FG7 (wheel slot 8) 40–43 FG8 (wheel slot 9) 44–47 FG9 (wheel slot 10) 48–63 FG1 Shake (wheel slot 2) 64–79 FG2 Shake (wheel slot 3) 80–95 FG3 Shake (wheel slot 4) 96–101 FG4 Shake (wheel slot 5) 102–127 FG5 Shake (wheel slot 6) 128–143 FG6 Shake (wheel slot 7) 144–159 FG7 Shake (wheel slot 8) 160–175 FG8 Shake (wheel slot 9) 176–191 FG9 Shake (wheel slot 10) 192–192 >>> 193–222 >> 223–223 > 224–224 < 225–254 << 255–255 <<<
13	Animation Wheel1	0	0–9 Open 10–48 Animation wheel moving forward quick fallback 49–87 Animation wheel moving backward quick go forward 88–126 Fast 127–127 slow 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<
14	Blade1A	0	
15	Blade1B	0	
16	Blade2A	0	
17	Blade2B	0	
18	Blade3A	0	
19	Blade3B	0	
20	Blade4A	0	
21	Blade4B	0	
22	Shaper Rot	0	
23	Frost1	0	0–254 Open 255–255 Frost
24	Prism	0	0–10 Open (wheel slot 1) 11–138 Prism 1(Pos mode) (wheel slot 2) 139–255 Prism 1(Rotation mode) (wheel slot 2)

Mode2-35Ch (continued)

Ch	Function	Default	DMX values
25	Prism Rotation	0	0–2 Zero 3–3 >>> 4–125 >> 126–126 > 127–129 Stop 130–130 < 131–252 < 253–254 <<< 255–255 max Index
26	Iris	0	
27	Zoom	128	0–127 narrow 128–254 normal 255–255 wide
28	Zoom Fine	0	Fine byte of Zoom
29	Focus	128	
30	Focus Fine	0	Fine byte of Focus
31	Pan	128	
32	Pan Fine	0	Fine byte of Pan
33	Tilt	127	
34	Tilt Fine	255	Fine byte of Tilt
35	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 1

Mode3-60Ch

60 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Focus	128	
9	Focus Fine	0	Fine byte of Focus
10	Zoom	128	0–127 narrow 128–254 normal 255–255 wide

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
11	Zoom Fine	0	Fine byte of Zoom
12	Cyan	0	
13	Cyan Fine	0	Fine byte of Cyan
14	Magenta	0	
15	Magenta Fine	0	Fine byte of Magenta
16	Yellow	0	
17	Yellow Fine	0	Fine byte of Yellow
18	C TO	0	
19	C TO Fine	0	Fine byte of C TO
20	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 >>> 162–199 >> 200–200 > 201–203 Stop 204–204 < 205–242 << 243–243 <<< 244–247 Random fast 248–251 Random medium 252–255 Random slow
21	Color Wheel Fine	0	Fine byte of Color Wheel
22	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 >>> 211–231 >> 232–232 > 233–233 < 234–254 << 255–255 <<<<
23	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<<

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
24	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
25	Iris	0	
26	Iris Fine	0	Fine byte of Iris
27	Gobo 2	0	0–11 Open (wheel slot 1) 12–15 FG1 (wheel slot 2) 16–19 FG2 (wheel slot 3) 20–23 FG3 (wheel slot 4) 24–27 FG4 (wheel slot 5) 28–31 FG5 (wheel slot 6) 32–35 FG6 (wheel slot 7) 36–39 FG7 (wheel slot 8) 40–43 FG8 (wheel slot 9) 44–47 FG9 (wheel slot 10) 48–63 FG1 Shake (wheel slot 2) 64–79 FG2 Shake (wheel slot 3) 80–95 FG3 Shake (wheel slot 4) 96–101 FG4 Shake (wheel slot 5) 102–127 FG5 Shake (wheel slot 6) 128–143 FG6 Shake (wheel slot 7) 144–159 FG7 Shake (wheel slot 8) 160–175 FG8 Shake (wheel slot 9) 176–191 FG9 Shake (wheel slot 10) 192–192 >>> 193–222 >> 223–223 > 224–224 < 225–254 << 255–255 <<<
28	Gobo 2 Fine	0	Fine byte of Gobo 2
29	Animation Wheel1	0	0–9 Open 10–48 Animation wheel moving forward quick fallback 49–87 Animation wheel moving backward quick go forward 88–126 Fast 127–127 slow 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<
30	Animation Wheel1 Fine	0	Fine byte of Animation Wheel1
31	Blade1A	0	
32	Blade1A Fine	0	Fine byte of Blade1A
33	Blade1B	0	
34	Blade1B Fine	0	Fine byte of Blade1B
35	Blade2A	0	
36	Blade2A Fine	0	Fine byte of Blade2A
37	Blade2B	0	
38	Blade2B Fine	0	Fine byte of Blade2B
39	Blade3A	0	
40	Blade3A Fine	0	Fine byte of Blade3A
41	Blade3B	0	
42	Blade3B Fine	0	Fine byte of Blade3B
43	Blade4A	0	

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
44	Blade4A Fine	0	Fine byte of Blade4A
45	Blade4B	0	
46	Blade4B Fine	0	Fine byte of Blade4B
47	Shaper Rot	0	
48	Shaper Rot Fine	0	Fine byte of Shaper Rot
49	Prism	0	0–10 Open (wheel slot 1) 11–138 Prism 1(Pos mode) (wheel slot 2) 139–255 Prism 1(Rotation mode) (wheel slot 2)
50	Prism Rotation	0	0–2 Zero 3–3 >>> 4–125 >> 126–126 > 127–129 Stop 130–130 < 131–252 << 253–254 <<< 255–255 max Index
51	Frost1	0	0–254 Open 255–255 Frost
52	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 1
53	Position MSpeed	0	
54	Color Mix MSpeed	0	
55	Focus MSpeed	0	
56	Gobo Wheel1MSpeed	0	
57	Reserved 57	0	
58	Reserved 58	0	
59	Reserved 59	0	
60	Frost1 Fine	0	Fine byte of Frost1