DLW

DLW 400 BSW



Manufacturer	**DLW**
Type	**Moving head**
DMX modes	**3**
DMX footprint	**16, 21, 25 channels**
Beam angle	**3-36°**
Pan range	**540°**
Tilt range	**250°**
Size (W × H × D)	**238 × 356 × 237 mm**
GDTF fixture type	**D2D23699-2135-44E6-A885-0C…**

Controls

Focus · Frost · Prism · Prism rotation · Zoom · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Gobos · Gobo rotation

Safety-relevant functions

Lamp on and off · Fixture reset

DMX modes

Mode1-16Ch	16 ch
Mode2-21Ch	21 ch
Mode3-25Ch	25 ch

Mode1-16Ch

16 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	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 0–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Focus	127	
8	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
9	Color Wheel	0	0–4 Open (wheel slot 1) 5–13 Red (wheel slot 2) 14–22 Dark yellow (wheel slot 3) 23–31 Blue green (wheel slot 4) 32–40 Purplish red (wheel slot 5) 41–49 Green (wheel slot 6) 50–59 Yellow green (wheel slot 7) 60–67 Light yellow (wheel slot 8) 68–74 Rosy (wheel slot 9) 75–83 Blue (wheel slot 10) 84–92 Brown (wheel slot 11) 93–101 Brownish yellow (wheel slot 12) 102–110 Cool color (wheel slot 13) 111–119 Light blue violet (wheel slot 14) 120–127 Fluorescencel (wheel slot 15) 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<

Mode1-16Ch (continued)

Ch	Function	Default	DMX values
10	Gobo	0	0–9 Open (wheel slot 1) 10–15 RG1 (wheel slot 2) 16–21 RG2 (wheel slot 3) 22–27 RG3 (wheel slot 4) 28–33 RG4 (wheel slot 5) 34–39 RG5 (wheel slot 6) 40–45 RG6 (wheel slot 7) 46–51 RG7 (wheel slot 8) 52–57 RG8 (wheel slot 9) 58–63 RG9 (wheel slot 10) 64–69 RG10 (wheel slot 11) 70–75 RG11 (wheel slot 12) 76–81 RG12 (wheel slot 13) 82–92 RG1 Shake (wheel slot 2) 93–103 RG2 Shake (wheel slot 3) 104–113 RG3 Shake (wheel slot 4) 114–124 RG4 Shake (wheel slot 5) 125–135 RG5 Shake (wheel slot 6) 136–145 RG6 Shake (wheel slot 7) 146–156 RG7 Shake (wheel slot 8) 157–167 RG8 Shake (wheel slot 9) 168–177 RG9 Shake (wheel slot 10) 178–188 RG10 Shake (wheel slot 11) 189–199 RG11 Shake (wheel slot 12) 200–209 RG12 Shake (wheel slot 13) 210–210 <<< 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
11	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 <<<<

Mode1-16Ch (continued)

Ch	Function	Default	DMX values
12	Gobo 2	0	0–3 S*Open (wheel slot 1) 4–7 B*Open (wheel slot 2) 8–11 FG1 (wheel slot 3) 12–15 FG2 (wheel slot 4) 16–19 FG3 (wheel slot 5) 20–23 FG4 (wheel slot 6) 24–27 FG5 (wheel slot 7) 28–31 FG6 (wheel slot 8) 32–35 FG7 (wheel slot 9) 36–39 FG8 (wheel slot 10) 40–43 FG9 (wheel slot 11) 44–47 FG10 (wheel slot 12) 48–51 FG11 (wheel slot 13) 52–55 FG12 (wheel slot 14) 56–59 FG13 (wheel slot 15) 60–63 FG14 (wheel slot 16) 64–67 FG15 (wheel slot 17) 68–71 FG16 (wheel slot 18) 72–72 >>> 73–112 >> 113–113 > 114–117 Stop 118–118 < 119–158 < 159–159 <<< 160–164 B*Open Shake (wheel slot 2) 165–170 FG1 Shake (wheel slot 3) 171–175 FG2 Shake (wheel slot 4) 176–181 FG3 Shake (wheel slot 5) 182–187 FG4 Shake (wheel slot 6) 188–192 FG5 Shake (wheel slot 7) 193–198 FG6 Shake (wheel slot 8) 199–204 FG7 Shake (wheel slot 9) 205–209 FG8 Shake (wheel slot 10) 210–215 FG9 Shake (wheel slot 11) 216–221 FG10 Shake (wheel slot 12) 222–226 FG11 Shake (wheel slot 13) 227–232 FG12 Shake (wheel slot 14) 233–238 FG13 Shake (wheel slot 15) 239–243 FG14 Shake (wheel slot 16) 244–249 FG15 Shake (wheel slot 17) 250–255 FG16 Shake (wheel slot 18)
13	Prism	0	0–10 Open (wheel slot 1) 11–92 Prism1 (wheel slot 2) 93–174 Prism2 (wheel slot 3) 175–255 Prism1+2
14	Prism Rotation	0	0–126 zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 << 255–255 <<<<
15	Frost1	0	0–254 Open 255–255 Frost

Mode1-16Ch (continued)

Ch	Function	Default	DMX values
16	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 40–44 Lamp On 45–255 Lamp Off

Mode2-21Ch

21 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	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 0–14.7 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	Focus Fine	127	Fine byte of Focus
10	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
11	Zoom Fine	127	Fine byte of Zoom
12	Color Wheel	0	0–4 Open (wheel slot 1) 5–13 Red (wheel slot 2) 14–22 Dark yellow (wheel slot 3) 23–31 Blue green (wheel slot 4) 32–40 Purplish red (wheel slot 5) 41–49 Green (wheel slot 6) 50–59 Yellow green (wheel slot 7) 60–67 Light yellow (wheel slot 8) 68–74 Rosy (wheel slot 9) 75–83 Blue (wheel slot 10) 84–92 Brown (wheel slot 11) 93–101 Brownish yellow (wheel slot 12) 102–110 Cool color (wheel slot 13) 111–119 Light blue violet (wheel slot 14) 120–127 Fluorescencel (wheel slot 15) 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 < 255–255 <<<

Mode2-21Ch (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–9 Open (wheel slot 1) 10–15 RG1 (wheel slot 2) 16–21 RG2 (wheel slot 3) 22–27 RG3 (wheel slot 4) 28–33 RG4 (wheel slot 5) 34–39 RG5 (wheel slot 6) 40–45 RG6 (wheel slot 7) 46–51 RG7 (wheel slot 8) 52–57 RG8 (wheel slot 9) 58–63 RG9 (wheel slot 10) 64–69 RG10 (wheel slot 11) 70–75 RG11 (wheel slot 12) 76–81 RG12 (wheel slot 13) 82–92 RG1 Shake (wheel slot 2) 93–103 RG2 Shake (wheel slot 3) 104–113 RG3 Shake (wheel slot 4) 114–124 RG4 Shake (wheel slot 5) 125–135 RG5 Shake (wheel slot 6) 136–145 RG6 Shake (wheel slot 7) 146–156 RG7 Shake (wheel slot 8) 157–167 RG8 Shake (wheel slot 9) 168–177 RG9 Shake (wheel slot 10) 178–188 RG10 Shake (wheel slot 11) 189–199 RG11 Shake (wheel slot 12) 200–209 RG12 Shake (wheel slot 13) 210–210 <<< 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
14	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 <<<<
15	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Mode2-21Ch (continued)

Ch	Function	Default	DMX values
16	Gobo 2	0	0–3 S*Open (wheel slot 1) 4–7 B*Open (wheel slot 2) 8–11 FG1 (wheel slot 3) 12–15 FG2 (wheel slot 4) 16–19 FG3 (wheel slot 5) 20–23 FG4 (wheel slot 6) 24–27 FG5 (wheel slot 7) 28–31 FG6 (wheel slot 8) 32–35 FG7 (wheel slot 9) 36–39 FG8 (wheel slot 10) 40–43 FG9 (wheel slot 11) 44–47 FG10 (wheel slot 12) 48–51 FG11 (wheel slot 13) 52–55 FG12 (wheel slot 14) 56–59 FG13 (wheel slot 15) 60–63 FG14 (wheel slot 16) 64–67 FG15 (wheel slot 17) 68–71 FG16 (wheel slot 18) 72–72 >>> 73–112 >> 113–113 > 114–117 Stop 118–118 < 119–158 < 159–159 <<< 160–164 B*Open Shake (wheel slot 2) 165–170 FG1 Shake (wheel slot 3) 171–175 FG2 Shake (wheel slot 4) 176–181 FG3 Shake (wheel slot 5) 182–187 FG4 Shake (wheel slot 6) 188–192 FG5 Shake (wheel slot 7) 193–198 FG6 Shake (wheel slot 8) 199–204 FG7 Shake (wheel slot 9) 205–209 FG8 Shake (wheel slot 10) 210–215 FG9 Shake (wheel slot 11) 216–221 FG10 Shake (wheel slot 12) 222–226 FG11 Shake (wheel slot 13) 227–232 FG12 Shake (wheel slot 14) 233–238 FG13 Shake (wheel slot 15) 239–243 FG14 Shake (wheel slot 16) 244–249 FG15 Shake (wheel slot 17) 250–255 FG16 Shake (wheel slot 18)
17	Prism	0	0–10 Open (wheel slot 1) 11–92 Prism1 (wheel slot 2) 93–174 Prism2 (wheel slot 3) 175–255 Prism1+2
18	Prism Rotation	0	0–126 zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 < 255–255 <<<<
19	Prism Rotation Fine	0	Fine byte of Prism Rotation
20	Frost1	0	0–254 Open 255–255 Frost

Mode2-21Ch (continued)

Ch	Function	Default	DMX values
21	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 40–44 Lamp On 45–255 Lamp Off

Mode3-25Ch

25 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	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 0–14.7 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	Focus Fine	127	Fine byte of Focus
10	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
11	Zoom Fine	127	Fine byte of Zoom
12	Color Wheel	0	0–4 Open (wheel slot 1) 5–13 Red (wheel slot 2) 14–22 Dark yellow (wheel slot 3) 23–31 Blue green (wheel slot 4) 32–40 Purplish red (wheel slot 5) 41–49 Green (wheel slot 6) 50–59 Yellow green (wheel slot 7) 60–67 Light yellow (wheel slot 8) 68–74 Rosy (wheel slot 9) 75–83 Blue (wheel slot 10) 84–92 Brown (wheel slot 11) 93–101 Brownish yellow (wheel slot 12) 102–110 Cool color (wheel slot 13) 111–119 Light blue violet (wheel slot 14) 120–127 Fluorescencel (wheel slot 15) 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 < 255–255 <<<

Mode3-25Ch (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–9 Open (wheel slot 1) 10–15 RG1 (wheel slot 2) 16–21 RG2 (wheel slot 3) 22–27 RG3 (wheel slot 4) 28–33 RG4 (wheel slot 5) 34–39 RG5 (wheel slot 6) 40–45 RG6 (wheel slot 7) 46–51 RG7 (wheel slot 8) 52–57 RG8 (wheel slot 9) 58–63 RG9 (wheel slot 10) 64–69 RG10 (wheel slot 11) 70–75 RG11 (wheel slot 12) 76–81 RG12 (wheel slot 13) 82–92 RG1 Shake (wheel slot 2) 93–103 RG2 Shake (wheel slot 3) 104–113 RG3 Shake (wheel slot 4) 114–124 RG4 Shake (wheel slot 5) 125–135 RG5 Shake (wheel slot 6) 136–145 RG6 Shake (wheel slot 7) 146–156 RG7 Shake (wheel slot 8) 157–167 RG8 Shake (wheel slot 9) 168–177 RG9 Shake (wheel slot 10) 178–188 RG10 Shake (wheel slot 11) 189–199 RG11 Shake (wheel slot 12) 200–209 RG12 Shake (wheel slot 13) 210–210 <<< 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
14	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 <<<
15	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Mode3-25Ch (continued)

Ch	Function	Default	DMX values
16	Gobo 2	0	0–3 S*Open (wheel slot 1) 4–7 B*Open (wheel slot 2) 8–11 FG1 (wheel slot 3) 12–15 FG2 (wheel slot 4) 16–19 FG3 (wheel slot 5) 20–23 FG4 (wheel slot 6) 24–27 FG5 (wheel slot 7) 28–31 FG6 (wheel slot 8) 32–35 FG7 (wheel slot 9) 36–39 FG8 (wheel slot 10) 40–43 FG9 (wheel slot 11) 44–47 FG10 (wheel slot 12) 48–51 FG11 (wheel slot 13) 52–55 FG12 (wheel slot 14) 56–59 FG13 (wheel slot 15) 60–63 FG14 (wheel slot 16) 64–67 FG15 (wheel slot 17) 68–71 FG16 (wheel slot 18) 72–72 >>> 73–112 >> 113–113 > 114–117 Stop 118–118 < 119–158 < 159–159 <<< 160–164 B*Open Shake (wheel slot 2) 165–170 FG1 Shake (wheel slot 3) 171–175 FG2 Shake (wheel slot 4) 176–181 FG3 Shake (wheel slot 5) 182–187 FG4 Shake (wheel slot 6) 188–192 FG5 Shake (wheel slot 7) 193–198 FG6 Shake (wheel slot 8) 199–204 FG7 Shake (wheel slot 9) 205–209 FG8 Shake (wheel slot 10) 210–215 FG9 Shake (wheel slot 11) 216–221 FG10 Shake (wheel slot 12) 222–226 FG11 Shake (wheel slot 13) 227–232 FG12 Shake (wheel slot 14) 233–238 FG13 Shake (wheel slot 15) 239–243 FG14 Shake (wheel slot 16) 244–249 FG15 Shake (wheel slot 17) 250–255 FG16 Shake (wheel slot 18)
17	Prism	0	0–10 Open (wheel slot 1) 11–92 Prism1 (wheel slot 2) 93–174 Prism2 (wheel slot 3) 175–255 Prism1+2
18	Prism Rotation	0	0–126 zero 127–127 max Index 128–128 >>> 129–189 >> 190–190 > 191–192 Stop 193–193 < 194–254 < 255–255 <<<<
19	Prism Rotation Fine	0	Fine byte of Prism Rotation
20	Frost1	0	0–254 Open 255–255 Frost

Mode3-25Ch (continued)

Ch	Function	Default	DMX values
21	Control1	0	0–9 Normal 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 40–44 Lamp On 45–255 Lamp Off
22	Position MSpeed	0	
23	Color Wheel Select MSpeed	0	
24	Zoom MSpeed	0	
25	Gobo Wheel1MSpeed	0	