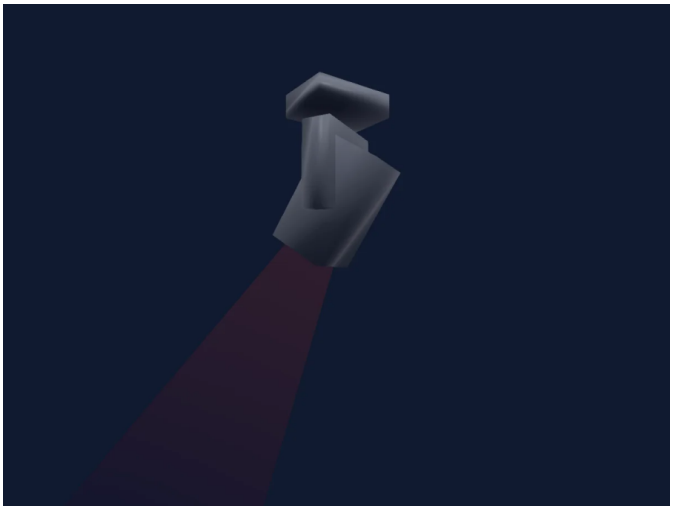
Event Lighting

HAVOCH600F



Manufacturer	**Event Lighting**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**33, 35, 39 channels**
Beam angle	**4-50°**
Pan range	**540°**
Tilt range	**265°**
Size (W × H × D)	**330 × 548 × 285 mm**
GDTF fixture type	**371B9F48-C36F-49A1-9FA8-65…**

Controls

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

Safety-relevant functions

Strobe

DMX modes

Basic2	33 ch
Basic1	35 ch
Standard	39 ch

Basic2

33 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	X YSpeed	0	
6	Shutter / Strobe	63	0–1 Closed 2–62 Strobe 63–64 Open 65–125 PulseInStrobe 126–127 Open 128–188 PulseOutStrobe 189–190 Open 191–251 RandomStrobe 252–255 Open
7	Dimmer	0	0–254 Close 255–255 Open
8	Cyan	0	
9	Magenta	0	
10	Yellow	0	
11	C TO	0	0–254 7000 255–255 2700
12	Color Wheel	0	0–8 Open (wheel slot 1) 9–15 Open + CCT CORRECTION (wheel slot 1) 16–22 CCT CORRECTION (wheel slot 2) 23–29 CCT CORRECTION + DARK RED (wheel slot 2) 30–36 DARK RED (wheel slot 3) 37–43 DARK RED + GREEN (wheel slot 3) 44–50 GREEN (wheel slot 4) 51–57 GREEN + BLUE (wheel slot 4) 58–64 BLUE (wheel slot 5) 65–71 BLUE + YELLOW (wheel slot 5) 72–78 YELLOW (wheel slot 6) 79–85 YELLOW + PINK (wheel slot 6) 86–92 PINK (wheel slot 7) 93–99 PINK + ORANGE RED (wheel slot 7) 100–106 ORANGE RED (wheel slot 8) 107–113 ORANGE RED + 5600K (wheel slot 8) 114–120 5600K (wheel slot 9) 121–127 5600K + OPEN (wheel slot 9) 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast

Basic2 (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–7 Open (wheel slot 1) 8–15 gobo1 (wheel slot 2) 16–23 gobo2 (wheel slot 3) 24–31 gobo3 (wheel slot 4) 32–39 gobo4 (wheel slot 5) 40–47 gobo5 (wheel slot 6) 48–55 gobo6 (wheel slot 7) 56–63 gobo7 (wheel slot 8) 64–130 From fast to slow 131–132 Stop 133–199 From slow to fast 200–207 GOBO 1 from slow to fast (wheel slot 2) 208–215 GOBO 2 from slow to fast (wheel slot 3) 216–223 GOBO 3 from slow to fast (wheel slot 4) 224–231 GOBO 4 from slow to fast (wheel slot 5) 232–239 GOBO 5 from slow to fast (wheel slot 6) 240–247 GOBO 6 from slow to fast (wheel slot 7) 248–255 GOBO 7 from slow to fast (wheel slot 8)
14	Gobo Rotation	0	0–127 Lineary from 0 to 360 degree 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast
15	Gobo 2	0	0–5 Open (wheel slot 1) 6–11 gobo1 (wheel slot 2) 12–17 gobo2 (wheel slot 3) 18–23 gobo3 (wheel slot 4) 24–29 gobo4 (wheel slot 5) 30–35 gobo5 (wheel slot 6) 36–41 gobo6 (wheel slot 7) 42–47 gobo7 (wheel slot 8) 48–54 gobo8 (wheel slot 9) 55–125 From fast to slow 126–127 Stop 128–199 From slow to fast 200–205 GOBO 1 from slow to fast (wheel slot 2) 206–211 GOBO 2 from slow to fast (wheel slot 3) 212–217 GOBO 3 from slow to fast (wheel slot 4) 218–223 GOBO 4 from slow to fast (wheel slot 5) 224–229 GOBO 5 from slow to fast (wheel slot 6) 230–235 GOBO 6 from slow to fast (wheel slot 7) 236–241 GOBO 7 from slow to fast (wheel slot 8) 242–255 GOBO 8 from slow to fast (wheel slot 9)
16	Prism	0	0–127 Open (wheel slot 1) 128–255 4F Prism (wheel slot 2)
17	Prism Rotation	0	0–127 Lineary from 0 to 360 degree (wheel slot 2) 128–190 From fast to slow (wheel slot 2) 191–192 Stop (wheel slot 2) 193–255 From slow to fast (wheel slot 2)
18	Frost1	1	0–254 Open 255–255 Frost Max
19	Zoom	128	
20	Focus	127	
21	Animation Wheel1	0	
22	Animation Wheel1Pos	0	0–126 0 degrees (wheel slot 2) 127–127 360 degrees (wheel slot 2) 128–190 CW Spin From Fast to Slow (wheel slot 2) 191–192 Stop (wheel slot 1) 193–255 CCW Spin From Slow to Fast (wheel slot 2)

Basic2 (continued)

Ch	Function	Default	DMX values
23	Iris	0	0–62 Large 63–63 Small 64–126 Slow 127–127 Fast 128–190 Slow 191–191 Fast 192–254 Slow 255–255 Fast
24	Blade1A	0	0–254 Out 255–255 In
25	Blade1B	0	0–254 out 255–255 in
26	Blade2A	0	0–254 Out 255–255 In
27	Blade2B	0	0–254 out 255–255 in
28	Blade3A	0	0–254 Out 255–255 In
29	Blade3B	0	0–254 out 255–255 in
30	Blade4A	0	0–254 Out 255–255 In
31	Blade4B	0	0–254 out 255–255 in
32	Shaper Rot	128	0–127 Left to Center 128–128 Center 129–255 Center To Right
33	Control1	0	

Basic1

35 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	X YSpeed	0	
6	Shutter / Strobe	63	0–1 Closed 2–62 Strobe 63–64 Open 65–125 PulseInStrobe 126–127 Open 128–188 PulseOutStrobe 189–190 Open 191–251 RandomStrobe 252–255 Open
7	Dimmer	0	0–254 Close 255–255 Open
8	Cyan	0	
9	Magenta	0	
10	Yellow	0	
11	C TO	0	0–254 7000 255–255 2700

Basic1 (continued)

Ch	Function	Default	DMX values
12	Color Wheel	0	0–8 Open (wheel slot 1) 9–15 Open + CCT CORRECTION (wheel slot 1) 16–22 CCT CORRECTION (wheel slot 2) 23–29 CCT CORRECTION + DARK RED (wheel slot 2) 30–36 DARK RED (wheel slot 3) 37–43 DARK RED + GREEN (wheel slot 3) 44–50 GREEN (wheel slot 4) 51–57 GREEN + BLUE (wheel slot 4) 58–64 BLUE (wheel slot 5) 65–71 BLUE + YELLOW (wheel slot 5) 72–78 YELLOW (wheel slot 6) 79–85 YELLOW + PINK (wheel slot 6) 86–92 PINK (wheel slot 7) 93–99 PINK + ORANGE RED (wheel slot 7) 100–106 ORANGE RED (wheel slot 8) 107–113 ORANGE RED + 5600K (wheel slot 8) 114–120 5600K (wheel slot 9) 121–127 5600K + OPEN (wheel slot 9) 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast
13	Gobo	0	0–7 Open (wheel slot 1) 8–15 gobo1 (wheel slot 2) 16–23 gobo2 (wheel slot 3) 24–31 gobo3 (wheel slot 4) 32–39 gobo4 (wheel slot 5) 40–47 gobo5 (wheel slot 6) 48–55 gobo6 (wheel slot 7) 56–63 gobo7 (wheel slot 8) 64–130 From fast to slow 131–132 Stop 133–199 From slow to fast 200–207 GOBO 1 from slow to fast (wheel slot 2) 208–215 GOBO 2 from slow to fast (wheel slot 3) 216–223 GOBO 3 from slow to fast (wheel slot 4) 224–231 GOBO 4 from slow to fast (wheel slot 5) 232–239 GOBO 5 from slow to fast (wheel slot 6) 240–247 GOBO 6 from slow to fast (wheel slot 7) 248–255 GOBO 7 from slow to fast (wheel slot 8)
14	Gobo Rotation	0	0–127 Lineary from 0 to 360 degree 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast

Basic1 (continued)

Ch	Function	Default	DMX values
15	Gobo 2	0	0–5 Open (wheel slot 1) 6–11 gobo1 (wheel slot 2) 12–17 gobo2 (wheel slot 3) 18–23 gobo3 (wheel slot 4) 24–29 gobo4 (wheel slot 5) 30–35 gobo5 (wheel slot 6) 36–41 gobo6 (wheel slot 7) 42–47 gobo7 (wheel slot 8) 48–54 gobo8 (wheel slot 9) 55–125 From fast to slow 126–127 Stop 128–199 From slow to fast 200–205 GOBO 1 from slow to fast (wheel slot 2) 206–211 GOBO 2 from slow to fast (wheel slot 3) 212–217 GOBO 3 from slow to fast (wheel slot 4) 218–223 GOBO 4 from slow to fast (wheel slot 5) 224–229 GOBO 5 from slow to fast (wheel slot 6) 230–235 GOBO 6 from slow to fast (wheel slot 7) 236–241 GOBO 7 from slow to fast (wheel slot 8) 242–255 GOBO 8 from slow to fast (wheel slot 9)
16	Prism	0	0–127 Open (wheel slot 1) 128–255 4F Prism (wheel slot 2)
17	Prism Rotation	0	0–127 Lineary from 0 to 360 degree (wheel slot 2) 128–190 From fast to slow (wheel slot 2) 191–192 Stop (wheel slot 2) 193–255 From slow to fast (wheel slot 2)
18	Frost1	1	0–254 Open 255–255 Frost Max
19	Zoom	128	
20	Focus	127	
21	Animation Wheel1	0	
22	Animation Wheel1Pos	0	0–126 0 degrees (wheel slot 2) 127–127 360 degrees (wheel slot 2) 128–190 CW Spin From Fast to Slow (wheel slot 2) 191–192 Stop (wheel slot 1) 193–255 CCW Spin From Slow to Fast (wheel slot 2)
23	Iris	0	0–62 Large 63–63 Small 64–126 Slow 127–127 Fast 128–190 Slow 191–191 Fast 192–254 Slow 255–255 Fast
24	Blade1A	0	0–254 Out 255–255 In
25	Blade1Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
26	Blade2A	0	0–254 Out 255–255 In
27	Blade2Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
28	Blade3A	0	0–254 Out 255–255 In

Basic1 (continued)

Ch	Function	Default	DMX values
29	Blade3Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
30	Blade4A	0	0–254 Out 255–255 In
31	Blade4Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
32	Shaper Rot	128	0–127 Left to Center 128–128 Center 129–255 Center To Right
33	Shaper Macros	0	0–3 No Function 4–10 Marco 1 11–17 Marco 2 18–24 Marco 3 25–31 Marco 4 32–38 Marco 5 39–45 Marco 6 46–52 Marco 7 53–59 Marco 8 60–66 Marco 9 67–73 Marco 10 74–80 Marco 11 81–87 Marco 12 88–94 Marco 13 95–101 Marco 14 102–108 Marco 15 109–115 Marco 16 116–122 Marco 17 123–129 Marco 18 130–136 Marco 19 137–143 Marco 20 144–150 Marco 21 151–157 Marco 22 158–164 Marco 23 165–171 Marco 24 172–178 Marco 25 179–185 Marco 26 186–192 Marco 27 193–199 Marco 28 200–206 Marco 29 207–213 Marco 30 214–220 Marco 31 221–227 Marco 32 228–234 Marco 33 235–241 Marco 34 242–248 Marco 35 249–255 Marco 36
34	Shaper Macros Speed	0	
35	Control1	0	

Standard

39 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt

Standard (continued)

Ch	Function	Default	DMX values
5	X YSpeed	0	
6	Shutter / Strobe	63	0–1 Closed 2–62 Strobe 63–64 Open 65–125 PulseInStrobe 126–127 Open 128–188 PulseOutStrobe 189–190 Open 191–251 RandomStrobe 252–255 Open
7	Dimmer	0	0–254 Close 255–255 Open
8	Dimmer Fine	0	Fine byte of Dimmer
9	Cyan	0	
10	Magenta	0	
11	Yellow	0	
12	C TO	0	0–254 7000 255–255 2700
13	Color Wheel	0	0–8 Open (wheel slot 1) 9–15 Open + CCT CORRECTION (wheel slot 1) 16–22 CCT CORRECTION (wheel slot 2) 23–29 CCT CORRECTION + DARK RED (wheel slot 2) 30–36 DARK RED (wheel slot 3) 37–43 DARK RED + GREEN (wheel slot 3) 44–50 GREEN (wheel slot 4) 51–57 GREEN + BLUE (wheel slot 4) 58–64 BLUE (wheel slot 5) 65–71 BLUE + YELLOW (wheel slot 5) 72–78 YELLOW (wheel slot 6) 79–85 YELLOW + PINK (wheel slot 6) 86–92 PINK (wheel slot 7) 93–99 PINK + ORANGE RED (wheel slot 7) 100–106 ORANGE RED (wheel slot 8) 107–113 ORANGE RED + 5600K (wheel slot 8) 114–120 5600K (wheel slot 9) 121–127 5600K + OPEN (wheel slot 9) 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast
14	Gobo	0	0–7 Open (wheel slot 1) 8–15 gobo1 (wheel slot 2) 16–23 gobo2 (wheel slot 3) 24–31 gobo3 (wheel slot 4) 32–39 gobo4 (wheel slot 5) 40–47 gobo5 (wheel slot 6) 48–55 gobo6 (wheel slot 7) 56–63 gobo7 (wheel slot 8) 64–130 From fast to slow 131–132 Stop 133–199 From slow to fast 200–207 GOBO 1 from slow to fast (wheel slot 2) 208–215 GOBO 2 from slow to fast (wheel slot 3) 216–223 GOBO 3 from slow to fast (wheel slot 4) 224–231 GOBO 4 from slow to fast (wheel slot 5) 232–239 GOBO 5 from slow to fast (wheel slot 6) 240–247 GOBO 6 from slow to fast (wheel slot 7) 248–255 GOBO 7 from slow to fast (wheel slot 8)

Standard (continued)

Ch	Function	Default	DMX values
15	Gobo Rotation	0	0–127 Lineary from 0 to 360 degree 128–190 From fast to slow 191–192 Stop 193–255 From slow to fast
16	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
17	Gobo 2	0	0–5 Open (wheel slot 1) 6–11 gobo1 (wheel slot 2) 12–17 gobo2 (wheel slot 3) 18–23 gobo3 (wheel slot 4) 24–29 gobo4 (wheel slot 5) 30–35 gobo5 (wheel slot 6) 36–41 gobo6 (wheel slot 7) 42–47 gobo7 (wheel slot 8) 48–54 gobo8 (wheel slot 9) 55–125 From fast to slow 126–127 Stop 128–199 From slow to fast 200–205 GOBO 1 from slow to fast (wheel slot 2) 206–211 GOBO 2 from slow to fast (wheel slot 3) 212–217 GOBO 3 from slow to fast (wheel slot 4) 218–223 GOBO 4 from slow to fast (wheel slot 5) 224–229 GOBO 5 from slow to fast (wheel slot 6) 230–235 GOBO 6 from slow to fast (wheel slot 7) 236–241 GOBO 7 from slow to fast (wheel slot 8) 242–255 GOBO 8 from slow to fast (wheel slot 9)
18	Prism	0	0–127 Open (wheel slot 1) 128–255 4F Prism (wheel slot 2)
19	Prism Rotation	0	0–127 Lineary from 0 to 360 degree (wheel slot 2) 128–190 From fast to slow (wheel slot 2) 191–192 Stop (wheel slot 2) 193–255 From slow to fast (wheel slot 2)
20	Frost1	1	0–254 Open 255–255 Frost Max
21	Zoom	128	
22	Zoom Fine	255	Fine byte of Zoom
23	Focus	127	
24	Focus Fine	255	Fine byte of Focus
25	Animation Wheel1	0	
26	Animation Wheel1Pos	0	0–126 0 degrees (wheel slot 2) 127–127 360 degrees (wheel slot 2) 128–190 CW Spin From Fast to Slow (wheel slot 2) 191–192 Stop (wheel slot 1) 193–255 CCW Spin From Slow to Fast (wheel slot 2)
27	Iris	0	0–62 Large 63–63 Small 64–126 Slow 127–127 Fast 128–190 Slow 191–191 Fast 192–254 Slow 255–255 Fast
28	Blade1A	0	0–254 Out 255–255 In
29	Blade1Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30

Standard (continued)

Ch	Function	Default	DMX values
30	Blade2A	0	0–254 Out 255–255 In
31	Blade2Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
32	Blade3A	0	0–254 Out 255–255 In
33	Blade3Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
34	Blade4A	0	0–254 Out 255–255 In
35	Blade4Rot	128	0–127 From -30 degrees to 0 128–128 0 degrees 129–255 From 0 degrees to +30
36	Shaper Rot	128	0–127 Left to Center 128–128 Center 129–255 Center To Right
37	Shaper Macros	0	0–3 No Function 4–10 Marco 1 11–17 Marco 2 18–24 Marco 3 25–31 Marco 4 32–38 Marco 5 39–45 Marco 6 46–52 Marco 7 53–59 Marco 8 60–66 Marco 9 67–73 Marco 10 74–80 Marco 11 81–87 Marco 12 88–94 Marco 13 95–101 Marco 14 102–108 Marco 15 109–115 Marco 16 116–122 Marco 17 123–129 Marco 18 130–136 Marco 19 137–143 Marco 20 144–150 Marco 21 151–157 Marco 22 158–164 Marco 23 165–171 Marco 24 172–178 Marco 25 179–185 Marco 26 186–192 Marco 27 193–199 Marco 28 200–206 Marco 29 207–213 Marco 30 214–220 Marco 31 221–227 Marco 32 228–234 Marco 33 235–241 Marco 34 242–248 Marco 35 249–255 Marco 36
38	Shaper Macros Speed	0	
39	Control1	0	