Fine Art

FINE 1000ZLH SPOT2



Manufacturer	**Fine Art**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**26, 29, 34 channels**
Beam angle	**8-50°**
Pan range	**540°**
Tilt range	**252°**
Size (W × H × D)	**338 × 618 × 278 mm**
GDTF fixture type	**C59A48EA-BDDE-4BE9-8169-C7…**

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

Fixture reset · Strobe

DMX modes

STND	26 ch
16Bit	29 ch
EXTN	34 ch

STND

26 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	20	0–19 Close 20–49 Open 1 50–200 Strobe 201–210 Open 2 211–255 Random
2	Dimmer	0	
3	Cyan	0	
4	Magenta	0	
5	Yellow	0	
6	C TO	0	
7	Color Wheel	0	0–119 Linear (wheel slot 1) 120–120 White (wheel slot 1) 121–125 Red (wheel slot 2) 126–130 Green (wheel slot 3) 131–135 Blue (wheel slot 4) 136–140 Orange (wheel slot 5) 141–145 Pink (wheel slot 6) 146–150 Dark Green (wheel slot 7) 151–155 Purple (wheel slot 8) 156–160 Open (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>
8	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 1 Rot (wheel slot 2) 40–43 Gobo 2 Rot (wheel slot 3) 44–47 Gobo 3 Rot (wheel slot 4) 48–51 Gobo 4 Rot (wheel slot 5) 52–55 Gobo 5 Rot (wheel slot 6) 56–59 Gobo 6 Rot (wheel slot 7) 60–84 Gobo 1 Shake (wheel slot 2) 85–109 Gobo 2 Shake (wheel slot 3) 110–134 Gobo 3 Shake (wheel slot 4) 135–159 Gobo 4 Shake (wheel slot 5) 160–184 Gobo 5 Shake (wheel slot 6) 185–209 Gobo 6 Shake (wheel slot 7) 210–232 CW 233–255 CCW
9	Gobo Rotation	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 3 255–255 Max
10	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

STND (continued)

Ch	Function	Default	DMX values
11	Gobo 2	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 G1 (wheel slot 2) 40–43 G2 (wheel slot 3) 44–47 G3 (wheel slot 4) 48–51 G4 (wheel slot 5) 52–55 G5 (wheel slot 6) 56–59 G6 (wheel slot 7) 60–84 G1 Shake (wheel slot 2) 85–109 G2 Shake (wheel slot 3) 110–134 G3 Shake (wheel slot 4) 135–159 G4 Shake (wheel slot 5) 160–184 G5 Shake (wheel slot 6) 185–209 G6 Shake (wheel slot 7) 210–232 cw 233–255 ccw
12	Gobo Rotation 2	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 255–255 Max
13	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
14	Gobo 3	0	0–120 Liner 121–124 G1 (wheel slot 2) 125–128 G2 (wheel slot 3) 129–132 G3 (wheel slot 4) 133–136 G4 (wheel slot 5) 137–140 G5 (wheel slot 6) 141–144 G6 (wheel slot 7) 145–148 G7 (wheel slot 8) 149–152 G8 (wheel slot 9) 153–156 G9 (wheel slot 10) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random 100% 248–251 Random 50% 252–255 Random 1%
15	Animation Wheel1	0	0–10 Open 11–71 CW 100%>>>1% 72–133 CCW 1%>>>100% 134–173 Smooth Puluse 1%>>>100% 174–213 >>> 214–255 <<<
16	Frost1	0	
17	Prism	0	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 Prism Rot (wheel slot 2)

STND (continued)

Ch	Function	Default	DMX values
18	Prism Rotation	127	0–2 Min 3–126 CCW 127–129 Stop 2 130–253 CW 254–254 Stop 3 255–255 Max
19	Iris	0	
20	Zoom	127	
21	Focus	127	
22	Pan	127	
23	Pan Fine	255	Fine byte of Pan
24	Tilt	127	
25	Tilt Fine	255	Fine byte of Tilt
26	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PositionReset 35–99 Reserved 1 100–104 Filter Insert 105–255 Reserved 2

16Bit

29 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	20	0–19 Close 20–49 Open 1 50–200 Strobe 201–210 Open 2 211–255 Random
2	Dimmer	0	
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 Linear (wheel slot 1) 120–120 White (wheel slot 1) 121–125 Red (wheel slot 2) 126–130 Green (wheel slot 3) 131–135 Blue (wheel slot 4) 136–140 Orange (wheel slot 5) 141–145 Pink (wheel slot 6) 146–150 Dark Green (wheel slot 7) 151–155 Purple (wheel slot 8) 156–160 Open (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>

16Bit (continued)

Ch	Function	Default	DMX values
9	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 1 Rot (wheel slot 2) 40–43 Gobo 2 Rot (wheel slot 3) 44–47 Gobo 3 Rot (wheel slot 4) 48–51 Gobo 4 Rot (wheel slot 5) 52–55 Gobo 5 Rot (wheel slot 6) 56–59 Gobo 6 Rot (wheel slot 7) 60–84 Gobo 1 Shake (wheel slot 2) 85–109 Gobo 2 Shake (wheel slot 3) 110–134 Gobo 3 Shake (wheel slot 4) 135–159 Gobo 4 Shake (wheel slot 5) 160–184 Gobo 5 Shake (wheel slot 6) 185–209 Gobo 6 Shake (wheel slot 7) 210–232 CW 233–255 CCW
10	Gobo Rotation	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 3 255–255 Max
11	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
12	Gobo 2	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 G1 (wheel slot 2) 40–43 G2 (wheel slot 3) 44–47 G3 (wheel slot 4) 48–51 G4 (wheel slot 5) 52–55 G5 (wheel slot 6) 56–59 G6 (wheel slot 7) 60–84 G1 Shake (wheel slot 2) 85–109 G2 Shake (wheel slot 3) 110–134 G3 Shake (wheel slot 4) 135–159 G4 Shake (wheel slot 5) 160–184 G5 Shake (wheel slot 6) 185–209 G6 Shake (wheel slot 7) 210–232 cw 233–255 ccw
13	Gobo Rotation 2	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 255–255 Max
14	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2

16Bit (continued)

Ch	Function	Default	DMX values
15	Gobo 3	0	0–120 Liner 121–124 G1 (wheel slot 2) 125–128 G2 (wheel slot 3) 129–132 G3 (wheel slot 4) 133–136 G4 (wheel slot 5) 137–140 G5 (wheel slot 6) 141–144 G6 (wheel slot 7) 145–148 G7 (wheel slot 8) 149–152 G8 (wheel slot 9) 153–156 G9 (wheel slot 10) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random 100% 248–251 Random 50% 252–255 Random 1%
16	Animation Wheel1	0	0–10 Open 11–71 CW 100%>>>1% 72–133 CCW 1%>>>100% 134–173 Smooth Puluse 1%>>>100% 174–213 >>> 214–255 <<<
17	Frost1	0	
18	Prism	0	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 Prism Rot (wheel slot 2)
19	Prism Rotation	127	0–2 Min 3–126 CCW 127–129 Stop 2 130–253 CW 254–254 Stop 3 255–255 Max
20	Iris	0	
21	Zoom	127	
22	Zoom Fine	127	Fine byte of Zoom
23	Focus	127	
24	Focus Fine	127	Fine byte of Focus
25	Pan	127	
26	Pan Fine	255	Fine byte of Pan
27	Tilt	127	
28	Tilt Fine	255	Fine byte of Tilt
29	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PositionReset 35–99 Reserved 1 100–104 Filter Insert 105–255 Reserved 2

EXTN

34 channels

Ch	Function	Default	DMX values

EXTN (continued)

Ch	Function	Default	DMX values
1	Shutter / Strobe	20	0–19 Close 20–49 Open 1 50–200 Strobe 201–210 Open 2 211–255 Random
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	Cyan	0	
5	Cyan Fine	0	Fine byte of Cyan
6	Magenta	0	
7	Magenta Fine	0	Fine byte of Magenta
8	Yellow	0	
9	Yellow Fine	0	Fine byte of Yellow
10	C TO	0	
11	C TO Fine	0	Fine byte of C TO
12	Color Wheel	0	0–119 Linear (wheel slot 1) 120–120 White (wheel slot 1) 121–125 Red (wheel slot 2) 126–130 Green (wheel slot 3) 131–135 Blue (wheel slot 4) 136–140 Orange (wheel slot 5) 141–145 Pink (wheel slot 6) 146–150 Dark Green (wheel slot 7) 151–155 Purple (wheel slot 8) 156–160 Open (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>
13	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 1 Rot (wheel slot 2) 40–43 Gobo 2 Rot (wheel slot 3) 44–47 Gobo 3 Rot (wheel slot 4) 48–51 Gobo 4 Rot (wheel slot 5) 52–55 Gobo 5 Rot (wheel slot 6) 56–59 Gobo 6 Rot (wheel slot 7) 60–84 Gobo 1 Shake (wheel slot 2) 85–109 Gobo 2 Shake (wheel slot 3) 110–134 Gobo 3 Shake (wheel slot 4) 135–159 Gobo 4 Shake (wheel slot 5) 160–184 Gobo 5 Shake (wheel slot 6) 185–209 Gobo 6 Shake (wheel slot 7) 210–232 CW 233–255 CCW
14	Gobo Rotation	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 3 255–255 Max

EXTN (continued)

Ch	Function	Default	DMX values
15	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
16	Gobo 2	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 G1 (wheel slot 2) 40–43 G2 (wheel slot 3) 44–47 G3 (wheel slot 4) 48–51 G4 (wheel slot 5) 52–55 G5 (wheel slot 6) 56–59 G6 (wheel slot 7) 60–84 G1 Shake (wheel slot 2) 85–109 G2 Shake (wheel slot 3) 110–134 G3 Shake (wheel slot 4) 135–159 G4 Shake (wheel slot 5) 160–184 G5 Shake (wheel slot 6) 185–209 G6 Shake (wheel slot 7) 210–232 cw 233–255 ccw
17	Gobo Rotation 2	0	0–2 Min 3–126 CW 127–129 Center 130–253 CCW 254–254 Stop 255–255 Max
18	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
19	Gobo 3	0	0–120 Liner 121–124 G1 (wheel slot 2) 125–128 G2 (wheel slot 3) 129–132 G3 (wheel slot 4) 133–136 G4 (wheel slot 5) 137–140 G5 (wheel slot 6) 141–144 G6 (wheel slot 7) 145–148 G7 (wheel slot 8) 149–152 G8 (wheel slot 9) 153–156 G9 (wheel slot 10) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random 100% 248–251 Random 50% 252–255 Random 1%
20	Animation Wheel1	0	0–10 Open 11–71 CW 100%>>>1% 72–133 CCW 1%>>>100% 134–173 Smooth Puluse 1%>>>100% 174–213 >>> 214–255 <<<
21	Frost1	0	
22	Frost1 Fine	0	Fine byte of Frost1
23	Prism	0	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 Prism Rot (wheel slot 2)

EXTN (continued)

Ch	Function	Default	DMX values
24	Prism Rotation	127	0–2 Min 3–126 CCW 127–129 Stop 2 130–253 CW 254–254 Stop 3 255–255 Max
25	Iris	0	
26	Zoom	127	
27	Zoom Fine	127	Fine byte of Zoom
28	Focus	127	
29	Focus Fine	127	Fine byte of Focus
30	Pan	127	
31	Pan Fine	255	Fine byte of Pan
32	Tilt	127	
33	Tilt Fine	255	Fine byte of Tilt
34	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PositionReset 35–99 Reserved 1 100–104 Filter Insert 105–255 Reserved 2