Fine Art

FINE 1700LH ISPOT IP



Manufacturer	**Fine Art**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**34, 42, 46 channels**
Beam angle	**5-52°**
Pan range	**540°**
Tilt range	**252°**
Size (W × H × D)	**338 × 618 × 278 mm**
GDTF fixture type	**B6F627BA-D9F8-4E8F-9935-B2…**

Controls

Focus · Frost · 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 · Strobe

DMX modes

Stand 34	34 ch
16 Bit 42	42 ch
EXTN 46	46 ch

Stand 34

34 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	8	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Thunder Strobe from slow to fast 180–185 Open 3 186–253 Random 254–255 Open 4
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	Pan	127	
5	Pan Fine	255	Fine byte of Pan
6	Tilt	127	
7	Tilt Fine	255	Fine byte of Tilt
8	Gobo	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1<> (wheel slot 2) 95–117 G2<> (wheel slot 3) 118–140 G3<> (wheel slot 4) 141–163 G4<> (wheel slot 5) 164–186 G5<> (wheel slot 6) 187–209 G6<> (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
9	Gobo Rotation	0	0–62 0 63–126 180 127–127 360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
10	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1 (wheel slot 2) 95–117 G2 (wheel slot 3) 118–140 G3 (wheel slot 4) 141–163 G4 (wheel slot 5) 164–186 G5 (wheel slot 6) 187–209 G6 (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
11	Gobo Rotation 2	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%

Stand 34 (continued)

Ch	Function	Default	DMX values
12	Animation Wheel1Pos Rotate	0	0–2 Open 3–126 100%>>>1% (wheel slot 1) 127–129 Stop 130–252 1%<<<100% (wheel slot 1) 253–255 Stop 1
13	Cyan	0	
14	Magenta	0	
15	Yellow	0	
16	C TO	0	
17	Color Wheel	0	0–120 Linear 121–126 Red (wheel slot 2) 127–132 Green (wheel slot 3) 133–138 Blue (wheel slot 4) 139–144 Orange (wheel slot 5) 145–150 Pink (wheel slot 6) 151–156 CTB (wheel slot 7) 157–160 Open (wheel slot 1) 161–200 100%>>>1% 201–203 Stop 204–243 1%<<<100% 244–247 100% 248–251 50% 252–255 1%
18	Prism	10	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 6 Prism (wheel slot 3)
19	Prism Rotation	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
20	Focus	128	
21	Zoom	128	
22	Frost1	0	0–127 Open 128–255 Frost
23	Frost2	0	
24	Custom	0	
25	Blade1A	0	
26	Blade1B	127	0–126 -45 127–254 0 255–255 45
27	Blade2A	0	
28	Blade2B	127	0–126 -45 127–254 0 255–255 45
29	Blade3A	0	
30	Blade3B	127	0–126 -45 127–254 0 255–255 45
31	Blade4A	0	
32	Blade4B	127	0–126 -45 127–254 0 255–255 45
33	Shaper Rot	0	0–126 0 127–254 90 255–255 180

Stand 34 (continued)

Ch	Function	Default	DMX values
34	Control1	0	0–9 None 10–14 Reset 15–29 MP Reset 30–34 XY Reset 35–49 Reserved 50–54 LED 1200Hz 55–59 LED 2400Hz 60–64 LED 12KHz 65–69 LED 24KHz 70–74 S-curve Dimmer curve 75–79 Square Law Dimming curve 80–84 Inverse Square Law Dimming curve 85–89 Linear Dimming Cuve 90–124 Reserved 125–129 High light Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY Liner 145–149 CMY parabola 150–169 Reserved 170–179 Fast dimmer 180–189 Slow dimmer 190–199 Reserved 200–205 CTB ON 206–210 CTB OFF 211–234 Reserved 235–239 Mode 1: The console controls all attributes except ... 240–244 Mode 2: The console controls all attributes except ... 245–249 Mode 3: The console controls all attributesexcept f... 250–255 Mode 4: The console controls all attributes

16 Bit 42

42 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	8	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Thunder Strobe from slow to fast 180–185 Open 3 186–253 Random 254–255 Open 4
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	Pan	127	
5	Pan Fine	255	Fine byte of Pan
6	Tilt	127	
7	Tilt Fine	255	Fine byte of Tilt

16 Bit 42 (continued)

Ch	Function	Default	DMX values
8	Gobo	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1<> (wheel slot 2) 95–117 G2<> (wheel slot 3) 118–140 G3<> (wheel slot 4) 141–163 G4<> (wheel slot 5) 164–186 G5<> (wheel slot 6) 187–209 G6<> (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
9	Gobo Rotation	0	0–62 0 63–126 180 127–190 360 191–191 Stop 192–255 1%<<<100%
10	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
11	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1 (wheel slot 2) 95–117 G2 (wheel slot 3) 118–140 G3 (wheel slot 4) 141–163 G4 (wheel slot 5) 164–186 G5 (wheel slot 6) 187–209 G6 (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
12	Gobo Rotation 2	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
13	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
14	Animation Wheel1Pos Rotate	0	0–2 Open 3–126 100%>>>1% (wheel slot 1) 127–129 Stop 130–252 1%<<<100% (wheel slot 1) 253–255 Stop 1
15	Cyan	0	
16	Magenta	0	
17	Yellow	0	
18	C TO	0	

16 Bit 42 (continued)

Ch	Function	Default	DMX values
19	Color Wheel	0	0–120 Linear 121–126 Red (wheel slot 2) 127–132 Green (wheel slot 3) 133–138 Blue (wheel slot 4) 139–144 Orange (wheel slot 5) 145–150 Pink (wheel slot 6) 151–156 CTB (wheel slot 7) 157–160 Open (wheel slot 1) 161–200 100%>>>1% 201–203 Stop 204–243 1%<<<100% 244–247 100% 248–251 50% 252–255 1%
20	Prism	10	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 6 Prism (wheel slot 3)
21	Prism Rotation	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
22	Focus	128	
23	Focus Fine	0	Fine byte of Focus
24	Zoom	128	
25	Zoom Fine	0	Fine byte of Zoom
26	Focus1Distance	0	
27	Focus1Distance Fine	0	Fine byte of Focus1Distance
28	Frost1	0	0–127 Open 128–255 Frost
29	Frost2	0	
30	Custom	0	
31	Blade1A	0	
32	Blade1B	127	0–126 -45 127–254 0 255–255 45
33	Blade2A	0	
34	Blade2B	127	0–126 -45 127–254 0 255–255 45
35	Blade3A	0	
36	Blade3B	127	0–126 -45 127–254 0 255–255 45
37	Blade4A	0	
38	Blade4B	127	0–126 -45 127–254 0 255–255 45
39	Shaper Rot	0	0–126 0 127–254 90 255–255 180

16 Bit 42 (continued)

Ch	Function	Default	DMX values
40	Beam Shaper	0	0–9 None 10–19 Square 20–29 Rectangle 30–39 Triangle 40–49 Rhombus 50–59 Trapezium 60–255 Reserved
41	C RIMode	0	
42	Control1	0	0–9 None 10–14 Reset 15–29 MP Reset 30–34 XY Reset 35–49 Reserved 50–54 LED 1200Hz 55–59 LED 2400Hz 60–64 LED 12KHz 65–69 LED 24KHz 70–74 S-curve Dimmer curve 75–79 Square Law Dimming curve 80–84 Inverse Square Law Dimming curve 85–89 Linear Dimming Cuve 90–124 Reserved 125–129 High light Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY Liner 145–149 CMY parabola 150–169 Reserved 170–179 Fast dimmer 180–189 Slow dimmer 190–199 Reserved 200–205 CTB ON 206–210 CTB OFF 211–234 Reserved 235–239 Mode 1: The console controls all attributes except ... 240–244 Mode 2: The console controls all attributes except ... 245–249 Mode 3: The console controls all attributesexcept f... 250–255 Mode 4: The console controls all attributes

EXTN 46

46 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	8	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Thunder Strobe from slow to fast 180–185 Open 3 186–253 Random 254–255 Open 4
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	Pan	127	
5	Pan Fine	255	Fine byte of Pan
6	Tilt	127	
7	Tilt Fine	255	Fine byte of Tilt

EXTN 46 (continued)

Ch	Function	Default	DMX values
8	Gobo	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1<> (wheel slot 2) 95–117 G2<> (wheel slot 3) 118–140 G3<> (wheel slot 4) 141–163 G4<> (wheel slot 5) 164–186 G5<> (wheel slot 6) 187–209 G6<> (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
9	Gobo Rotation	0	0–62 0 63–126 180 127–190 360 191–191 Stop 192–255 1%<<<100%
10	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
11	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 G1 (wheel slot 2) 20–29 G2 (wheel slot 3) 30–39 G3 (wheel slot 4) 40–49 G4 (wheel slot 5) 50–59 G5 (wheel slot 6) 60–71 G6 (wheel slot 7) 72–94 G1 (wheel slot 2) 95–117 G2 (wheel slot 3) 118–140 G3 (wheel slot 4) 141–163 G4 (wheel slot 5) 164–186 G5 (wheel slot 6) 187–209 G6 (wheel slot 7) 210–231 100%>>>1% 232–233 Stop 234–255 1%<<<100%
12	Gobo Rotation 2	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
13	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
14	Animation Wheel1Pos Rotate	0	0–2 Open 3–126 100%>>>1% (wheel slot 1) 127–129 Stop 130–252 1%<<<100% (wheel slot 1) 253–255 Stop 1
15	Cyan	0	
16	Magenta	0	
17	Yellow	0	
18	C TO	0	

EXTN 46 (continued)

Ch	Function	Default	DMX values
19	Color Wheel	0	0–120 Linear 121–126 Red (wheel slot 2) 127–132 Green (wheel slot 3) 133–138 Blue (wheel slot 4) 139–144 Orange (wheel slot 5) 145–150 Pink (wheel slot 6) 151–156 CTB (wheel slot 7) 157–160 Open (wheel slot 1) 161–200 100%>>>1% 201–203 Stop 204–243 1%<<<100% 244–247 100% 248–251 50% 252–255 1%
20	Prism	10	0–10 Open (wheel slot 1) 11–138 4 Prism (wheel slot 2) 139–255 6 Prism (wheel slot 3)
21	Prism Rotation	0	0–127 0-360 128–190 100%>>>1% 191–192 Stop 193–255 1%<<<100%
22	Focus	128	
23	Focus Fine	0	Fine byte of Focus
24	Zoom	128	
25	Zoom Fine	0	Fine byte of Zoom
26	Focus1Distance	0	
27	Focus1Distance Fine	0	Fine byte of Focus1Distance
28	Frost1	0	0–127 Open 128–255 Frost
29	Frost2	0	
30	Custom	0	
31	Blade1A	0	
32	Blade1B	127	0–126 -45 127–254 0 255–255 45
33	Blade2A	0	
34	Blade2B	127	0–126 -45 127–254 0 255–255 45
35	Blade3A	0	
36	Blade3B	127	0–126 -45 127–254 0 255–255 45
37	Blade4A	0	
38	Blade4B	127	0–126 -45 127–254 0 255–255 45
39	Shaper Rot	0	0–126 0 127–254 90 255–255 180

EXTN 46 (continued)

Ch	Function	Default	DMX values
40	Beam Shaper	0	0–9 None 10–19 Square 20–29 Rectangle 30–39 Triangle 40–49 Rhombus 50–59 Trapezium 60–255 Reserved
41	C RIMode	0	
42	Control1	0	0–9 None 10–14 Reset 15–29 MP Reset 30–34 XY Reset 35–49 Reserved 50–54 LED 1200Hz 55–59 LED 2400Hz 60–64 LED 12KHz 65–69 LED 24KHz 70–74 S-curve Dimmer curve 75–79 Square Law Dimming curve 80–84 Inverse Square Law Dimming curve 85–89 Linear Dimming Cuve 90–124 Reserved 125–129 High light Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY Liner 145–149 CMY parabola 150–169 Reserved 170–179 Fast dimmer 180–189 Slow dimmer 190–199 Reserved 200–205 CTB ON 206–210 CTB OFF 211–234 Reserved 235–239 Mode 1: The console controls all attributes except ... 240–244 Mode 2: The console controls all attributes except ... 245–249 Mode 3: The console controls all attributesexcept f... 250–255 Mode 4: The console controls all attributes
43	Position MSpeed	0	0–254 100%>>>1% 255–255 Follow Cue
44	Color Wheel Select MSpeed	0	0–254 100%>>>1% 255–255 Follow Cue
45	Zoom MSpeed	0	0–254 100%>>>1% 255–255 Follow Cue
46	Gobo Wheel1MSpeed	0	0–254 100%>>>1% 255–255 Follow Cue