Fine Art

FINE 2000LH ISPOT



Manufacturer	**Fine Art**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**32, 40, 44 channels**
Beam angle	**6-50°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**308 × 531 × 265 mm**
GDTF fixture type	**83E38441-3A1B-454B-9458-70…**

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 · Strobe

DMX modes

STND	32 ch
16BT	40 ch
EXTN	44 ch

STND

32 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	6	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Pulse 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 Gobo 1 (wheel slot 2) 20–29 Gobo 2 (wheel slot 3) 30–39 Gobo 3 (wheel slot 4) 40–49 Gobo 4 (wheel slot 5) 50–59 Gobo 5 (wheel slot 6) 60–71 Gobo 6 (wheel slot 7) 72–93 Gobo 1 Shake (wheel slot 2) 94–116 Gobo 2 Shake (wheel slot 3) 117–139 Gobo 3 Shake (wheel slot 4) 140–162 Gobo 4 Shake (wheel slot 5) 163–185 Gobo 5 Shake (wheel slot 6) 186–209 Gobo 6 Shake (wheel slot 7) 210–231 CW 232–233 Stop 234–255 CCW
9	Gobo Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
10	Gobo 2	0	0–8 Open (wheel slot 1) 9–15 Gobo 1 (wheel slot 2) 16–22 Gobo 2 (wheel slot 3) 23–29 Gobo 3 (wheel slot 4) 30–36 Gobo 4 (wheel slot 5) 37–43 Gobo 5 (wheel slot 6) 44–50 Gobo 6 (wheel slot 7) 51–57 Gobo 7 (wheel slot 8) 58–64 Gobo 8 (wheel slot 9) 65–71 Gobo 9 (wheel slot 10) 72–86 Gobo 1 Shake (wheel slot 2) 87–101 Gobo 2 Shake (wheel slot 3) 102–117 Gobo 3 Shake (wheel slot 4) 118–133 Gobo 4 Shake (wheel slot 5) 134–148 Gobo 5 Shake (wheel slot 6) 149–163 Gobo 6 Shake (wheel slot 7) 164–178 Gobo 7 Shake (wheel slot 8) 179–194 Gobo 8 Shake (wheel slot 9) 195–209 Gobo 9 Shake (wheel slot 10) 210–231 CW 232–233 Center 234–255 CCW

STND (continued)

Ch	Function	Default	DMX values
11	Animation Wheel1Pos Rotate	0	0–2 Stop 1 3–126 CW 127–129 Stop 2 130–253 CCW 254–255 Stop 3
12	Cyan	0	
13	Magenta	0	
14	Yellow	0	
15	C TO	0	
16	Color Wheel	0	0–119 Linear 120–120 White (wheel slot 1) 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 Purple (wheel slot 6) 151–156 Dark green (wheel slot 7) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>
17	Prism	0	0–10 Open (wheel slot 1) 11–138 4F Linear (wheel slot 3) 139–255 4F Circular (wheel slot 2)
18	Prism Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
19	Focus	127	
20	Zoom	127	
21	Frost1	0	0–63 None 64–127 Light Frost 128–191 Medium Frost 192–255 Heavy Frost
22	Iris	0	0–64 Max 65–130 Center 131–131 Min 132–151 IrisStrobe 152–171 IrisPulseClose 172–191 IrisPulseOpen 192–255 Reserved
23	Blade1A	0	
24	Blade1Rot	127	
25	Blade2A	0	
26	Blade2Rot	127	
27	Blade3A	0	
28	Blade3Rot	127	
29	Blade4A	0	
30	Blade4Rot	127	
31	Shaper Rot	127	

STND (continued)

Ch	Function	Default	DMX values
32	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PT Reset 35–49 Reserved 1 50–54 Freq 1_2Khz 55–59 Freq 2_4Khz 60–64 Freq 12Khz 65–69 Freq 24Khz 70–74 S Curve 75–79 Sin Curve 80–84 Cosine Curve 85–89 Linear Curve 90–124 Reserved 2 125–129 Highlight Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY S Curve 145–149 CMY Curve 150–234 Reserved 3 235–239 Mode 1M The console controls all attributes excep… 240–244 Mode 2 The console controls all attributes except t… 245–249 Mode 3 The console controls all attributes except t… 250–255 Mode 4 Console control of all attributes

16BT

40 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	6	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Pulse 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 Gobo 1 (wheel slot 2) 20–29 Gobo 2 (wheel slot 3) 30–39 Gobo 3 (wheel slot 4) 40–49 Gobo 4 (wheel slot 5) 50–59 Gobo 5 (wheel slot 6) 60–71 Gobo 6 (wheel slot 7) 72–93 Gobo 1 Shake (wheel slot 2) 94–116 Gobo 2 Shake (wheel slot 3) 117–139 Gobo 3 Shake (wheel slot 4) 140–162 Gobo 4 Shake (wheel slot 5) 163–185 Gobo 5 Shake (wheel slot 6) 186–209 Gobo 6 Shake (wheel slot 7) 210–231 CW 232–233 Stop 234–255 CCW

16BT (continued)

Ch	Function	Default	DMX values
9	Gobo Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
10	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
11	Gobo 2	0	0–8 Open (wheel slot 1) 9–15 Gobo 1 (wheel slot 2) 16–22 Gobo 2 (wheel slot 3) 23–29 Gobo 3 (wheel slot 4) 30–36 Gobo 4 (wheel slot 5) 37–43 Gobo 5 (wheel slot 6) 44–50 Gobo 6 (wheel slot 7) 51–57 Gobo 7 (wheel slot 8) 58–64 Gobo 8 (wheel slot 9) 65–71 Gobo 9 (wheel slot 10) 72–86 Gobo 1 Shake (wheel slot 2) 87–101 Gobo 2 Shake (wheel slot 3) 102–117 Gobo 3 Shake (wheel slot 4) 118–133 Gobo 4 Shake (wheel slot 5) 134–148 Gobo 5 Shake (wheel slot 6) 149–163 Gobo 6 Shake (wheel slot 7) 164–178 Gobo 7 Shake (wheel slot 8) 179–194 Gobo 8 Shake (wheel slot 9) 195–209 Gobo 9 Shake (wheel slot 10) 210–231 CW 232–233 Stop 234–255 CCW
12	Animation Wheel1Pos Rotate	0	0–2 Stop 1 3–126 CW 127–129 Stop 2 130–253 CCW 254–255 Stop 3
13	Cyan	0	
14	Magenta	0	
15	Yellow	0	
16	C TO	0	
17	Color Wheel	0	0–119 Linear 120–120 White (wheel slot 1) 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 Purple (wheel slot 6) 151–156 Dark green (wheel slot 7) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>
18	Color Macro1	0	
19	Prism	0	0–10 Open (wheel slot 1) 11–138 4F Linear (wheel slot 3) 139–255 4F Circular (wheel slot 2)

16BT (continued)

Ch	Function	Default	DMX values
20	Prism Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
21	Focus	127	
22	Focus Fine	255	Fine byte of Focus
23	Zoom	127	
24	Zoom Fine	255	Fine byte of Zoom
25	Focus1Distance	0	0–5 Close 6–31 Reserved 1 32–57 8m 58–83 12m 84–109 16m 110–255 Reserved 2
26	Focus2Adjust	0	0–127 - 128–128 None 129–255 +
27	Frost1	0	0–63 None 64–127 Light Frost 128–191 Medium Frost 192–255 Heavy Frost
28	Iris	0	0–64 Max 65–130 Center 131–131 Min 132–151 IrisStrobe 152–171 IrisPulseClose 172–191 IrisPulseOpen 192–255 Reserved
29	Blade1A	0	
30	Blade1Rot	127	
31	Blade2A	0	
32	Blade2Rot	127	
33	Blade3A	0	
34	Blade3Rot	127	
35	Blade4A	0	
36	Blade4Rot	127	
37	Shaper Rot	127	
38	Beam Shaper Macro	0	0–9 None 10–19 Square 20–29 Rectangle 30–39 Triangle 40–49 Rhombus 50–59 Trapezoid 60–255 Reserved
39	C RIMode	0	0–5 None 6–10 R9-70 11–15 R9-80 16–20 R9-90 21–255 Reserved

16BT (continued)

Ch	Function	Default	DMX values
40	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PositionReset 35–49 Reserved 1 50–54 Freq 1_2Khz 55–59 Freq 2_4Khz 60–64 Freq 12Khz 65–69 Freq 24Khz 70–74 S Curve 75–79 Sin Curve 80–84 Cosine Curve 85–89 Linear Curve 90–124 Reserved 2 125–129 Highlight Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY S Curve 145–149 CMY Curve 150–234 Reserved 3 235–239 Mode 1M The console controls all attributes excep… 240–244 Mode 2 The console controls all attributes except t… 245–249 Mode 3 The console controls all attributes except t… 250–255 Mode 4 Console control of all attributes

EXTN

44 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	6	0–5 Close 6–10 Open 1 11–105 Strobe 106–110 Open 2 111–179 Pulse 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 Gobo 1 (wheel slot 2) 20–29 Gobo 2 (wheel slot 3) 30–39 Gobo 3 (wheel slot 4) 40–49 Gobo 4 (wheel slot 5) 50–59 Gobo 5 (wheel slot 6) 60–71 Gobo 6 (wheel slot 7) 72–93 Gobo 1 Shake (wheel slot 2) 94–116 Gobo 2 Shake (wheel slot 3) 117–139 Gobo 3 Shake (wheel slot 4) 140–162 Gobo 4 Shake (wheel slot 5) 163–185 Gobo 5 Shake (wheel slot 6) 186–209 Gobo 6 Shake (wheel slot 7) 210–231 CW 232–233 Stop 234–255 CCW

EXTN (continued)

Ch	Function	Default	DMX values
9	Gobo Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
10	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
11	Gobo 2	0	0–8 White (wheel slot 1) 9–15 Gobo 1 (wheel slot 2) 16–22 Gobo 2 (wheel slot 3) 23–29 Gobo 3 (wheel slot 4) 30–36 Gobo 4 (wheel slot 5) 37–43 Gobo 5 (wheel slot 6) 44–50 Gobo 6 (wheel slot 7) 51–57 Gobo 7 (wheel slot 8) 58–64 Gobo 8 (wheel slot 9) 65–71 Gobo 9 (wheel slot 10) 72–86 Gobo 1 Shake (wheel slot 2) 87–101 Gobo 2 Shake (wheel slot 3) 102–117 Gobo 3 Shake (wheel slot 4) 118–133 Gobo 4 Shake (wheel slot 5) 134–148 Gobo 5 Shake (wheel slot 6) 149–163 Gobo 6 Shake (wheel slot 7) 164–178 Gobo 7 Shake (wheel slot 8) 179–194 Gobo 8 Shake (wheel slot 9) 195–209 Gobo 9 Shake (wheel slot 10) 210–231 CW 232–233 Stop 234–255 CCW
12	Animation Wheel1Pos Rotate	0	0–2 Stop 1 3–126 CW 127–129 Stop 2 130–253 CCW 254–255 Stop 3
13	Cyan	0	
14	Magenta	0	
15	Yellow	0	
16	C TO	0	
17	Color Wheel	0	0–119 Linear 120–120 White (wheel slot 1) 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 Purple (wheel slot 6) 151–156 Dark green (wheel slot 7) 157–160 White (wheel slot 1) 161–200 CW 201–203 Stop 204–243 CCW 244–247 Random>>> 248–251 Random>> 252–255 Random>
18	Color Macro1	0	
19	Prism	0	0–10 Open (wheel slot 1) 11–138 4F Linear (wheel slot 3) 139–255 4F Circular (wheel slot 2)

EXTN (continued)

Ch	Function	Default	DMX values
20	Prism Rotation	0	0–126 Min 127–127 Max 128–190 CW 191–192 Stop 193–255 CCW
21	Focus	127	
22	Focus Fine	255	Fine byte of Focus
23	Zoom	127	
24	Zoom Fine	255	Fine byte of Zoom
25	Focus1Distance	32	0–5 Close 6–31 Reserved 1 32–57 8 58–83 12 84–109 16 110–255 Reserved 2
26	Focus2Adjust	0	0–127 - 128–128 None 129–255 +
27	Frost1	0	0–63 None 64–127 Light Frost 128–191 Medium Frost 192–255 Heavy Frost
28	Iris	0	0–64 Max 65–130 Center 131–131 Min 132–151 IrisStrobe 152–171 IrisPulseClose 172–191 IrisPulseOpen 192–255 Reserved
29	Blade1A	0	
30	Blade1Rot	127	
31	Blade2A	0	
32	Blade2Rot	127	
33	Blade3A	0	
34	Blade3Rot	127	
35	Blade4A	0	
36	Blade4Rot	127	
37	Shaper Rot	127	
38	Beam Shaper Macro	0	0–9 None 10–19 Square 20–29 Rectangle 30–39 Triangle 40–49 Rhombus 50–59 Trapezoid 60–255 Reserved
39	C RIMode	0	0–5 None 6–10 R9-70 11–15 R9-80 16–20 R9-90 21–255 Reserved

EXTN (continued)

Ch	Function	Default	DMX values
40	Control1	0	0–9 None 10–14 Reset 15–29 BeamReset 30–34 PositionReset 35–49 Reserved 1 50–54 Freq 1_2Khz 55–59 Freq 2_4Khz 60–64 Freq 12Khz 65–69 Freq 24Khz 70–74 S Curve 75–79 Sin Curve 80–84 Cosine Curve 85–89 Linear Curve 90–124 Reserved 2 125–129 Highlight Mode 130–134 Standard Mode 135–139 Theater Mode 140–144 CMY S Curve 145–149 CMY Curve 150–234 Reserved 3 235–239 Mode 1M The console controls all attributes excep… 240–244 Mode 2 The console controls all attributes except t… 245–249 Mode 3 The console controls all attributes except t… 250–255 Mode 4 Console control of all attributes
41	Position MSpeed	1	0–254 Position Fade 255–255 Position Speed
42	Color Mix MSpeed	1	0–254 Color Fade 255–255 Color Speed
43	Global MSpeed	1	0–254 Global Fade 255–255 Global Speed
44	Gobo Wheel1MSpeed	1	0–254 Gobo Fade 255–255 Gobo Speed