High End Systems

# SolaSpot 1000



| | |
|---|---|
| Manufacturer | **High End Systems** |
| Type | **Profile spot** |
| DMX modes | **2** |
| DMX footprint | **28, 39 channels** |
| Beam angle | **11-48°** |
| Pan range | **540°** |
| Tilt range | **265°** |
| Size (W × H × D) | **300 × 300 × 200 mm** |
| GDTF fixture type | **C8A6EFD1-6F08-5D4C-9DFE-07…** |

## Controls

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

## Safety-relevant functions

Fixture reset · Service functions · Built-in effect programmes

## DMX modes

| | |
|---|---|
| Reduced | 28 ch |
| Standard | 39 ch |

## Reduced

28 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 | Cyan | 255 | |
| 6 | Magenta | 255 | |
| 7 | Yellow | 255 | |
| 8 | C TO | 255 | |
| 9 | Color1Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Spin<br>32–47 Reverse Spin<br>48–63 Continuous (Note 1)<br>64–79 Fast Scan<br>80–95 Random<br>96–255 Reserved (Note 4) |
| 10 | Color Wheel | 0 | 0–14 Open (White (wheel slot 1)<br>15–29 Open/Red<br>30–44 Red (wheel slot 2)<br>45–59 Red/Blue<br>60–74 Blue (wheel slot 3)<br>75–89 Blue/Green<br>90–104 Green (wheel slot 4)<br>105–119 Green/Yellow<br>120–134 Yellow (wheel slot 5)<br>135–149 Yellow/Orange<br>150–164 Orange (wheel slot 6)<br>165–179 Orange/Purple<br>180–194 Purple (wheel slot 7)<br>195–209 Purple/Dark Blue<br>210–224 Dark Blue (wheel slot 8)<br>225–239 Dark Blue/Open<br>240–255 Open (White (wheel slot 1) |
| 11 | Gobo1Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Wheel Spin<br>32–47 Reverse Wheel Spin<br>48–63 Scan<br>64–79 Random<br>80–255 Reserved (Note 4) |
| 12 | Gobo | 0 | 0–31 Open (wheel slot 1)<br>32–63 Strikes (wheel slot 2)<br>64–95 Triangles (wheel slot 3)<br>96–127 Woven (wheel slot 4)<br>128–159 Crosshatch (wheel slot 5)<br>160–191 Technowedge (wheel slot 6)<br>192–223 Shower (wheel slot 7)<br>224–255 Open (wheel slot 1) |
| 13 | Gobo1Mode | 0 | 0–15 Indexed<br>16–31 Forward Rotate<br>32–47 Reverse Rotate<br>48–63 Forward Strobe Rotate (Gobo animate)<br>64–79 Reverse Strobe Rotate (Gobo animate)<br>80–255 Reserved (Note 4) |
| 14 | Gobo Rotation | 128 | 0–3 Indexed/Blink Modes: Position 0-360 degrees<br>4–255 Forward/Reverse/Forward Strobe/Reverse Strobe Ro... |

## Reduced (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **15** | Gobo2Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Wheel Spin<br>32–47 Reverse Wheel Spin<br>48–63 Scan<br>64–79 Random<br>80–255 Reserved (Note 4) |
| **16** | Gobo 2 | 0 | 0–27 Open (wheel slot 1)<br>28–55 Seashells (wheel slot 2)<br>56–83 Crescents (wheel slot 3)<br>84–112 Abstract (wheel slot 4)<br>113–141 Fracture (wheel slot 5)<br>142–169 Verdure (wheel slot 6)<br>170–197 Shatter (wheel slot 7)<br>198–225 Tunnel (wheel slot 8)<br>226–255 Open (wheel slot 1) |
| **17** | Animation Wheel1 | 0 | 0–3 Disengaged<br>4–6 Engaged, static<br>7–8 Engaged, motion stopped<br>9–70 Engaged, Forward Spin speed slow to fast<br>71–131 Engaged, Reverse Spin speed slow to fast<br>132–193 Engaged, Forward Strobe rotate slow to fast<br>194–255 Engaged, Reverse Strobe Rotate slow to fast |
| **18** | Prism | 0 | 0–15 Disengaged (wheel slot 1)<br>16–31 Prism (wheel slot 2)<br>32–47 Forward Spin<br>48–63 Reverse Spin<br>64–79 Forward Strobe Rotate (Effect animate)<br>80–95 Reverse Strobe Rotate (Effect animate)<br>96–255 Reserved (Note 4) |
| **19** | Prism Rotation | 128 | |
| **20** | Frost1 | 0 | 0–0 Open (hard edge)<br>1–127 Variable edge hard to soft)<br>128–135 Soft Edge<br>136–151 Periodic strobe<br>152–167 Random strobe<br>168–225 Reserved (Note 4)<br>226–255 Not printed in the chart (assumed reserved, Note 4) |
| **21** | Focus | 128 | |
| **22** | Zoom | 128 | |
| **23** | Iris | 255 | |
| **24** | Strobe Mode Shutter | 0 | 0–31 Normal Shutter Functions<br>32–63 Random Random strobe<br>64–95 Synchronous Random Strobe<br>96–255 Reserved (Note 4) |
| **25** | Shutter / Strobe | 255 | 0–23 Close<br>24–229 Strobe Rate (slow to fast) 1–13 Hz<br>230–255 Open |
| **26** | Dimmer | 0 | |
| **27** | Dimmer Fine | 0 | Fine byte of Dimmer |

### Reduced (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **28** | Control1 | 0 | 0–9 Safe (normal operation )<br>10–19 Reserved (Note 4)<br>20–28 Display Off (send 20 packets)<br>29–35 Display On (send 20 packets)<br>36–48 Reserved (Note 4)<br>49–68 Home All (send 20 packets)<br>69–75 Shutdown (send 80 packets)<br>76–82 Studio fan control mode (send 20 packets)<br>83–89 Continuous fan control mode (send 20 packets)<br>90–96 Standard fan control mode (send 20 packets)<br>97–103 Disable Pan/Tilt motors<br>104–130 Reserved (Note 4)<br>131–160 Audio Sync<br>161–171 Internal Prog 1 scene 1-8 EEPROM<br>172–182 Internal Prog 2 scene 9-16 EEPROM<br>183–193 Internal Prog 3 scene 17-24 EEPROM<br>194–204 Internal Prog 4 scene 25-32 EEPROM<br>205–215 Internal Prog 5 scene 33-40 EEPROM<br>216–226 Internal Prog 6 scene 41-48 EEPROM<br>227–237 Internal Prog 7 scene 49-56 EEPROM<br>238–255 Reserved (Note 4) |

## Standard

39 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** | Color Mix Mode | 0 | 0–31 Pure Mix<br>32–47 Cycle<br>48–63 Random<br>64–79 Not printed in the chart (assumed reserved, Note 4)<br>80–255 Reserved (Note 4) |
| **6** | Cyan | 255 | |
| **7** | Magenta | 255 | |
| **8** | Yellow | 255 | |
| **9** | C TO | 255 | |
| **10** | Color1Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Spin<br>32–47 Reverse Spin<br>48–63 Continuous (Note 1)<br>64–79 Fast Scan<br>80–95 Random<br>96–255 Reserved (Note 4) |

## Standard (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **11** | Color Wheel | 0 | 0–14 Open (White (wheel slot 1)<br>15–29 Open/Red<br>30–44 Red (wheel slot 2)<br>45–59 Red/Blue<br>60–74 Blue (wheel slot 3)<br>75–89 Blue/Green<br>90–104 Green (wheel slot 4)<br>105–119 Green/Yellow<br>120–134 Yellow (wheel slot 5)<br>135–149 Yellow/Orange<br>150–164 Orange (wheel slot 6)<br>165–179 Orange/Purple<br>180–194 Purple (wheel slot 7)<br>195–209 Purple/Dark Blue<br>210–224 Dark Blue (wheel slot 8)<br>225–239 Dark Blue/Open<br>240–255 Open (White (wheel slot 1) |
| **12** | Gobo1Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Wheel Spin<br>32–47 Reverse Wheel Spin<br>48–63 Scan<br>64–79 Random<br>80–255 Reserved (Note 4) |
| **13** | Gobo | 0 | 0–31 Open (wheel slot 1)<br>32–63 Strikes (wheel slot 2)<br>64–95 Triangles (wheel slot 3)<br>96–127 Woven (wheel slot 4)<br>128–159 Crosshatch (wheel slot 5)<br>160–191 Technowedge (wheel slot 6)<br>192–223 Shower (wheel slot 7)<br>224–255 Open (wheel slot 1) |
| **14** | Gobo1Mode | 0 | 0–15 Indexed<br>16–31 Forward Rotate<br>32–47 Reverse Rotate<br>48–63 Forward Strobe Rotate (Gobo animate)<br>64–79 Reverse Strobe Rotate (Gobo animate)<br>80–255 Reserved (Note 4) |
| **15** | Gobo Rotation | 128 | 0–3 Indexed/Blink Modes: Position 0-360 degrees<br>4–255 Forward/Reverse/Forward Strobe/Reverse Strobe Ro… |
| **16** | Gobo Rotation Fine | 0 | Fine byte of Gobo Rotation |
| **17** | Gobo2Wheel Mode | 0 | 0–15 Indexed<br>16–31 Forward Wheel Spin<br>32–47 Reverse Wheel Spin<br>48–63 Scan<br>64–79 Random<br>80–255 Reserved (Note 4) |
| **18** | Gobo 2 | 0 | 0–27 Open (wheel slot 1)<br>28–55 Seashells (wheel slot 2)<br>56–83 Crescents (wheel slot 3)<br>84–112 Abstract (wheel slot 4)<br>113–141 Fracture (wheel slot 5)<br>142–169 Verdure (wheel slot 6)<br>170–197 Shatter (wheel slot 7)<br>198–225 Tunnel (wheel slot 8)<br>226–255 Open (wheel slot 1) |

## Standard (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **19** | Animation Wheel1 | 0 | 0–3 Disengaged<br>4–6 Engaged, static<br>7–8 Engaged, motion stopped<br>9–70 Engaged, Forward Spin speed slow to fast<br>71–131 Engaged, Reverse Spin speed slow to fast<br>132–193 Engaged, Forward Strobe rotate slow to fast<br>194–255 Engaged, Reverse Strobe Rotate slow to fast |
| **20** | Prism | 0 | 0–15 Disengaged (wheel slot 1)<br>16–31 Prism (wheel slot 2)<br>32–47 Forward Spin<br>48–63 Reverse Spin<br>64–79 Forward Strobe Rotate (Effect animate)<br>80–95 Reverse Strobe Rotate (Effect animate)<br>96–255 Reserved (Note 4) |
| **21** | Prism Rotation | 128 | |
| **22** | Prism Rotation Fine | 0 | Fine byte of Prism Rotation |
| **23** | Frost1 | 0 | 0–0 Open (hard edge)<br>1–127 Variable edge hard to soft)<br>128–135 Soft Edge<br>136–151 Periodic strobe<br>152–167 Random strobe<br>168–225 Reserved (Note 4)<br>226–255 Not printed in the chart (assumed reserved, Note 4) |
| **24** | Focus | 128 | |
| **25** | Focus Fine | 0 | Fine byte of Focus |
| **26** | Zoom | 128 | |
| **27** | Zoom Fine | 0 | Fine byte of Zoom |
| **28** | Focus1Distance | 0 | 0–15 Auto Focus Off<br>16–31 5m<br>32–47 7.5m<br>48–255 10m |
| **29** | Focus1Adjust | 0 | |
| **30** | Iris | 255 | |
| **31** | Strobe Mode Shutter | 0 | 0–31 Normal Shutter Functions<br>32–63 Random Random strobe<br>64–95 Synchronous Random Strobe<br>96–255 Reserved (Note 4) |
| **32** | Shutter / Strobe | 255 | 0–23 Close<br>24–229 Strobe Rate (slow to fast) 1–13 Hz<br>230–255 Open |
| **33** | Dimmer | 0 | |
| **34** | Dimmer Fine | 0 | Fine byte of Dimmer |

## Standard (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **35** | Effect 2 | 0 | 0–3 Macro off<br>4–7 Macro 1<br>8–11 Macro 2<br>12–15 Macro 3<br>16–19 Macro 4<br>20–23 Macro 5<br>24–27 Macro 6<br>28–31 Macro 7<br>32–35 Macro 8<br>36–39 Macro 9<br>40–43 Macro 10<br>44–47 Macro 11<br>48–51 Macro 12<br>52–55 Macro 13<br>56–59 Macro 14<br>60–63 Macro 15<br>64–67 Macro 16<br>68–71 Macro 17<br>72–75 Macro 18<br>76–79 Macro 19<br>80–83 Macro 20<br>84–87 Macro 21<br>88–91 Macro 22<br>92–95 Macro 23<br>96–99 Macro 24<br>100–103 Macro 25<br>104–107 Macro 26<br>108–111 Macro 27<br>112–115 Macro 28<br>116–119 Macro 29<br>120–123 Macro 30<br>124–127 Macro 31<br>128–131 Macro 32<br>132–135 Macro 33<br>136–139 Macro 34<br>140–143 Macro 35<br>144–147 Macro 36<br>148–151 Macro 37<br>152–155 Macro 38<br>156–159 Macro 39<br>160–163 Macro 40<br>164–167 Macro 41<br>168–171 Macro 42<br>172–175 Macro 43<br>176–179 Macro 44<br>180–183 Macro 45<br>184–187 Macro 46<br>188–191 Macro 47<br>192–195 Macro 48<br>196–199 Macro 49<br>200–203 Macro 50<br>204–207 Macro 51<br>208–211 Macro 52<br>212–215 Macro 53<br>216–219 Macro 54<br>220–223 Macro 55<br>224–227 Macro 56<br>228–231 Macro 57<br>232–235 Macro 58<br>236–239 Macro 59<br>240–243 Macro 60<br>244–247 Macro 61<br>248–251 Macro 62<br>252–255 Macro 63 |

## Standard (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **36** | Effect Speed 2 | 128 | 0–0 Stop<br>1–127 Decreasing speed<br>128–128 Programmed speed x1<br>129–255 Increasing speed |
| **37** | Effects2Fade | 128 | 0–0 Stop<br>1–127 Decreasing speed<br>128–128 Programmed speed x1<br>129–255 Increasing speed |
| **38** | Global MSpeed | 0 | 0–3 Disable<br>4–255 Longest (252.7 seconds) to Shortest (0.15 seconds) |
| **39** | Control1 | 0 | 0–9 Safe (normal operation )<br>10–19 Reserved (Note 4)<br>20–28 Display Off (send 20 packets)<br>29–35 Display On (send 20 packets)<br>36–48 Reserved (Note 4)<br>49–68 Home All (send 20 packets)<br>69–75 Shutdown (send 80 packets)<br>76–82 Studio fan control mode (send 20 packets)<br>83–89 Continuous fan control mode (send 20 packets)<br>90–96 Standard fan control mode (send 20 packets)<br>97–103 Disable Pan/Tilt motors<br>104–130 Reserved (Note 4)<br>131–160 Audio Sync<br>161–171 Internal Prog 1 scene 1-8 EEPROM<br>172–182 Internal Prog 2 scene 9-16 EEPROM<br>183–193 Internal Prog 3 scene 17-24 EEPROM<br>194–204 Internal Prog 4 scene 25-32 EEPROM<br>205–215 Internal Prog 5 scene 33-40 EEPROM<br>216–226 Internal Prog 6 scene 41-48 EEPROM<br>227–237 Internal Prog 7 scene 49-56 EEPROM<br>238–255 Reserved (Note 4) |

Fixture model: gdtf-high-end-systems-solaspot-1000-2611100120
Original HitLight geometry, scripted locally by the HitLight fixture agent from the manufacturer user manual's published dimension drawing. N...
Creator: HitLight