JB-Lighting

P12 Spot HP



Manufacturer	**JB-Lighting**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**35, 47 channels**
Beam angle	**5.7-60°**
Pan range	**546.74°**
Tilt range	**281.16°**
Size (W × H × D)	**274 × 478 × 247 mm**
GDTF fixture type	**807DC00C-18D5-4133-B781-1A…**

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

DMX modes

Spot Mode 1 (35 ch)	35 ch
Spot Mode 2 (47 ch)	47 ch

Spot Mode 1 (35 ch)

35 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	Control1	0	
6	Shutter / Strobe	16	0–15 closed 16–95 open 96–97 StrobePulseOpen · 20Hz 20–18.6 Hz 98–99 StrobePulseOpen · 15Hz 17.2–15.7 Hz 100–101 StrobePulseOpen · 10Hz 14.3–12.9 Hz 102–104 StrobePulseOpen · 5Hz 11.5–8.63 Hz 105–109 StrobePulseOpen · 1Hz 7.21–1.52 Hz 110–110 StrobePulseOpen · 1/10Hz 0.1 Hz 111–111 open (2) 112–124 Shutter Fade Effect strobe · fade effect slow 1–18.5… 125–125 Shutter Fade Effect strobe · fade effect fast 20 Hz 126–126 open (3) 127–127 closed (2) 128–141 pulse open fast 142–142 pulse open slow 143–143 open (4) 144–157 pulse close fast 158–158 pulse close slow 159–159 closed (3) 160–173 Shutter Fade close strobe · fade close fast 20–1.52 … 174–174 Shutter Fade close strobe · fade close slow 0.1 Hz 175–175 open (5) 176–189 fade open fast 190–190 fade open slow 191–191 closed (4) 192–205 rnd open fast 206–206 rnd open slow 207–207 open (6) 208–221 Shutter Rnd Close strobe · rnd close fast 20–1.52 Hz 222–222 Shutter Rnd Close strobe · rnd close slow 0.1 Hz 223–223 closed (5) 224–237 rnd pulse close fast 238–238 rnd pulse close slow 239–239 open (7) 240–253 rnd pulse open fast 254–254 rnd pulse open slow 255–255 open (8)
7	Dimmer	0	0–24 closed 25–50 10% 51–63 20% 64–75 25% 76–101 30% 102–127 40% 128–152 50% 153–178 60% 179–190 70% 191–203 75% 204–229 80% 230–254 90% 255–255 open
8	Focus	128	0–127 min 128–254 medium 255–255 max

Spot Mode 1 (35 ch) (continued)

Ch	Function	Default	DMX values
9	Zoom	128	0–127 narrow 128–254 medium 255–255 wide
10	Focus1Distance	0	0–9 off 10–19 1m 20–29 2m 30–39 3m 40–49 4m 50–59 5m 60–69 6m 70–79 7m 80–89 8m 90–99 9m 100–109 10m 110–119 11m 120–129 12m 130–139 13m 140–149 14m 150–159 15m 160–169 16m 170–179 17m 180–189 18m 190–199 19m 200–209 20m 210–219 21m 220–229 22m 230–239 23m 240–249 24m 250–254 25m 255–255 far
11	No Feature	128	
12	Iris	0	0–254 open 255–255 closed
13	Gobo	0	0–7 open (wheel slot 1) 8–15 1 Nightsky (wheel slot 2) 16–23 2 Rotor (wheel slot 3) 24–31 3 Crescents (wheel slot 4) 32–39 4 Tunnel (wheel slot 5) 40–47 5 Bush (wheel slot 6) 48–127 6 Bamboo (wheel slot 7) 128–135 open (wheel slot 1) 136–142 1 nightsky shake fast (wheel slot 2) 143–143 1 nightsky shake slow (wheel slot 2) 144–150 2 rotor shake fast (wheel slot 3) 151–151 2 rotor shake slow (wheel slot 3) 152–158 3 crescents shake fast (wheel slot 4) 159–159 3 crescents shake slow (wheel slot 4) 160–166 4 tunnel shake fast (wheel slot 5) 167–167 4 tunnel shake slow (wheel slot 5) 168–174 5 bush shake fast (wheel slot 6) 175–175 5 bush shake slow (wheel slot 6) 176–190 6 bamboo shake fast (wheel slot 7) 191–191 6 bamboo shake slow (wheel slot 7) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast

Spot Mode 1 (35 ch) (continued)

Ch	Function	Default	DMX values
14	Gobo Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–159 360 160–190 450 191–191 540 192–192 >>> 193–222 rotate 100__1% 223–224 Stop 225–254 rotate -1__-100% 255–255 <<<
15	Gobo 2	0	0–7 open (wheel slot 1) 8–15 1 Point Line (wheel slot 2) 16–23 2 Tiger (wheel slot 3) 24–31 3 Silver (wheel slot 4) 32–39 4 Turbine (wheel slot 5) 40–47 5 Dash horizontal (wheel slot 6) 48–127 6 Ornament (wheel slot 7) 128–135 open (wheel slot 1) 136–142 1 Point Line shake fast (wheel slot 2) 143–143 1 Point Line shake slow (wheel slot 2) 144–150 2 Tiger shake fast (wheel slot 3) 151–151 2 Tiger shake slow (wheel slot 3) 152–158 3 Silver shake fast (wheel slot 4) 159–159 3 Silver shake slow (wheel slot 4) 160–166 4 Turbine shake fast (wheel slot 5) 167–167 4 Turbine shake slow (wheel slot 5) 168–174 5 Dash horizontal shake fast (wheel slot 6) 175–175 5 Dash horizontal shake slow (wheel slot 6) 176–190 6 Ornament shake fast (wheel slot 7) 191–191 6 Ornament shake slow (wheel slot 7) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast
16	Gobo Rotation 2	0	0–31 0 32–63 90 64–95 180 96–127 270 128–159 360 160–190 450 191–191 540 192–192 >>> 193–222 rotate 100__1% 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
17	Animation Wheel1	0	0–7 open 8–15 horizontal - water 16–255 vertical - fire
18	Animation Wheel1Pos Rotate	0	0–191 open 192–192 >>> 193–222 rotate 100__1% 223–224 stop 225–254 rotate -1__-100% 255–255 <<<

Spot Mode 1 (35 ch) (continued)

Ch	Function	Default	DMX values
19	Color Wheel	0	0–1 open (wheel slot 1) 2–3 white / red (wheel slot 1) 4–5 red (wheel slot 2) 6–7 red / yellow (wheel slot 2) 8–9 yellow (wheel slot 3) 10–11 yellow / magenta (wheel slot 3) 12–13 magenta (wheel slot 4) 14–15 magenta / green (wheel slot 4) 16–17 green (wheel slot 5) 18–19 green / orange (wheel slot 5) 20–21 orange (wheel slot 6) 22–23 orange / blue (wheel slot 6) 24–25 blue (wheel slot 7) 26–27 blue / pink (wheel slot 7) 28–29 pink (wheel slot 8) 30–31 pink / ctb (wheel slot 8) 32–33 ctb (wheel slot 9) 34–63 ctb / white (wheel slot 9) 64–76 open (2) (wheel slot 1) 77–89 red (wheel slot 2) 90–101 yellow (wheel slot 3) 102–114 magenta (wheel slot 4) 115–127 green (wheel slot 5) 128–140 orange (wheel slot 6) 141–153 blue (wheel slot 7) 154–165 pink (wheel slot 8) 166–178 ctb (wheel slot 9) 179–191 open (3) (wheel slot 1) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast
20	Cyan	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
21	Magenta	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
22	Yellow	0	0–63 100% blue 64–127 75% blue 128–190 50% blue 191–254 25% blue 255–255 0% blue
23	C TO	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
24	Sparkle	0	0–63 0% sparkle 64–127 25% sparkle 128–190 50% sparkle 191–254 75% sparkle 255–255 100% sparkle

Spot Mode 1 (35 ch) (continued)

Ch	Function	Default	DMX values
25	Sparkle Speed	0	0–0 sparkle faded slow 1–30 sparkle faded 1__99% 31–31 sparkle faded fast 32–32 sparkle switched slow 33–62 sparkle switched 1__99% 63–63 sparkle switched fast 64–64 sparkle faded slow 65–94 sparkle faded 1__99% 95–95 sparkle faded fast 96–96 sparkle switched slow 97–126 sparkle switched 1__99% 127–127 sparkle switched fast 128–128 sparkle faded slow 129–158 sparkle faded 1__99% 159–159 sparkle faded fast 160–160 sparkle switched slow 161–190 sparkle switched 1__99% 191–191 sparkle switched fast 192–192 sparkle faded slow 193–222 sparkle faded 1__99% 223–223 sparkle faded fast 224–224 sparkle switched slow 225–254 sparkle switched 1__99% 255–255 sparkle switched fast
26	Prism	0	0–7 open (wheel slot 1) 8–255 5 facet linear (wheel slot 2)
27	Prism Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–158 360 159–190 450 191–191 540 192–192 >>> 193–222 rotate 100__1% 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
28	Prism	0	0–7 open (wheel slot 1) 8–255 3 facet circular (wheel slot 2)
29	Prism Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–158 360 159–190 450 191–191 540 192–192 >>> 193–222 rotate 100__1% 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
30	Frost1	0	0–63 0% frost 64–127 25% frost 128–190 50% frost 191–254 75% frost 255–255 100% frost

Spot Mode 1 (35 ch) (continued)

Ch	Function	Default	DMX values
31	Frost2	0	0–63 0% frost 64–127 25% frost 128–190 50% frost 191–254 75% frost 255–255 100% frost
32	Dummy	128	
33	Position MSpeed	0	0–3 real time movement 4–254 movement fast 255–255 movement slow
34	Global MSpeed	0	0–3 realtime effects 4–254 effects fast 255–255 effects slow
35	Blackout Mode	0	0–95 no bo 96–126 bo at p/t slow 127–127 bo at p/t fast 128–158 bo at go co pr cmy ir fr slow 159–159 bo at go co pr cmy ir fr fast 160–190 bo at go co pr cmy ir fr fo zo slow 191–191 bo at go co pr cmy ir fr fo zo fast 192–222 bo at go co pr cmy ir fr p/t slow 223–223 bo at go co pr cmy ir fr p/t fast 224–254 bo at go co pr cmy ir fr fo zo p/t slow 255–255 bo at go co pr cmy ir fr fo zo p/t fast

Spot Mode 2 (47 ch)

47 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	Control1	0	

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
6	Shutter / Strobe	16	0–15 closed 16–95 open 96–97 StrobePulseOpen · 20Hz 20–18.6 Hz 98–99 StrobePulseOpen · 15Hz 17.2–15.7 Hz 100–101 StrobePulseOpen · 10Hz 14.3–12.9 Hz 102–104 StrobePulseOpen · 5Hz 11.5–8.63 Hz 105–109 StrobePulseOpen · 1Hz 7.21–1.52 Hz 110–110 StrobePulseOpen · 1/10Hz 0.1 Hz 111–111 open (2) 112–124 Shutter Fade Effect strobe · fade effect slow 1–18.5… 125–125 Shutter Fade Effect strobe · fade effect fast 20 Hz 126–126 open (3) 127–127 closed (2) 128–141 pulse open fast 142–142 pulse open slow 143–143 open (4) 144–157 pulse close fast 158–158 pulse close slow 159–159 closed (3) 160–173 Shutter Fade close strobe · fade close fast 20–1.52 … 174–174 Shutter Fade close strobe · fade close slow 0.1 Hz 175–175 open (5) 176–189 fade open fast 190–190 fade open slow 191–191 closed (4) 192–205 rnd open fast 206–206 rnd open slow 207–207 open (6) 208–221 Shutter Rnd Close strobe · rnd close fast 20–1.52 Hz 222–222 Shutter Rnd Close strobe · rnd close slow 0.1 Hz 223–223 closed (5) 224–237 rnd pulse close fast 238–238 rnd pulse close slow 239–239 open (7) 240–253 rnd pulse open fast 254–254 rnd pulse open slow 255–255 open (8)
7	Dimmer	0	0–24 closed 25–50 10% 51–63 20% 64–75 25% 76–101 30% 102–127 40% 128–152 50% 153–178 60% 179–190 70% 191–203 75% 204–229 80% 230–254 90% 255–255 open
8	Dimmer Fine	0	Fine byte of Dimmer
9	Focus	128	0–126 min 127–254 medium 255–255 max
10	Focus Fine	0	Fine byte of Focus
11	Zoom	128	0–127 narrow 128–254 medium 255–255 wide
12	Zoom Fine	0	Fine byte of Zoom

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
13	Focus1Distance	0	0–9 off 10–19 1m 20–29 2m 30–39 3m 40–49 4m 50–59 5m 60–69 6m 70–79 7m 80–89 8m 90–99 9m 100–109 10m 110–119 11m 120–129 12m 130–139 13m 140–149 14m 150–159 15m 160–169 16m 170–179 17m 180–189 18m 190–199 19m 200–209 20m 210–219 21m 220–229 22m 230–239 23m 240–249 24m 250–254 25m 255–255 far
14	No Feature	128	
15	Iris	0	0–254 open 255–255 closed
16	Iris Fine	0	Fine byte of Iris
17	Gobo	0	0–7 open (wheel slot 1) 8–15 1 Nightsky (wheel slot 2) 16–23 2 Rotor (wheel slot 3) 24–31 3 Crescents (wheel slot 4) 32–39 4 Tunnel (wheel slot 5) 40–47 5 Bush (wheel slot 6) 48–127 6 Bamboo (wheel slot 7) 128–135 open (wheel slot 1) 136–142 1 nightsky shake fast (wheel slot 2) 143–143 1 nightsky shake slow (wheel slot 2) 144–150 2 rotor shake fast (wheel slot 3) 151–151 2 rotor shake slow (wheel slot 3) 152–158 3 crescents shake fast (wheel slot 4) 159–159 3 crescents shake slow (wheel slot 4) 160–166 4 tunnel shake fast (wheel slot 5) 167–167 4 tunnel shake slow (wheel slot 5) 168–174 5 bush shake fast (wheel slot 6) 175–175 5 bush shake slow (wheel slot 6) 176–190 6 bamboo shake fast (wheel slot 7) 191–191 6 bamboo shake slow (wheel slot 7) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
18	Gobo Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–159 360 160–190 450 191–191 540 192–222 << 223–224 Stop 225–254 rotate 1__100% 255–255 >>>
19	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
20	Gobo 2	0	0–7 open (wheel slot 1) 8–15 1 Point Line (wheel slot 2) 16–23 2 Tiger (wheel slot 3) 24–31 3 Silver (wheel slot 4) 32–39 4 Turbine (wheel slot 5) 40–47 5 Dash horizontal (wheel slot 6) 48–127 6 Ornament (wheel slot 7) 128–135 open (wheel slot 1) 136–142 1 Point Line shake fast (wheel slot 2) 143–143 1 Point Line shake slow (wheel slot 2) 144–150 2 Tiger shake fast (wheel slot 3) 151–151 2 Tiger shake slow (wheel slot 3) 152–158 3 Silver shake fast (wheel slot 4) 159–159 3 Silver shake slow (wheel slot 4) 160–166 4 Turbine shake fast (wheel slot 5) 167–167 4 Turbine shake slow (wheel slot 5) 168–174 5 Dash horizontal shake fast (wheel slot 6) 175–175 5 Dash horizontal shake slow (wheel slot 6) 176–190 6 Ornament shake fast (wheel slot 7) 191–191 6 Ornament shake slow (wheel slot 7) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast
21	Gobo Rotation 2	0	0–31 0 32–63 90 64–95 180 96–127 270 128–159 360 160–190 450 191–191 540 192–222 >>> 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
22	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
23	Animation Wheel1	0	0–7 open 8–15 horizontal - water 16–255 vertical - fire
24	Animation Wheel1Pos Rotate	0	0–191 open 192–192 >>> 193–222 rotate 100__1% 223–224 stop 225–254 rotate -1__-100% 255–255 <<<

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
25	Color Wheel	0	0–1 open (wheel slot 1) 2–3 white / red (wheel slot 1) 4–5 red (wheel slot 2) 6–7 red / yellow (wheel slot 2) 8–9 yellow (wheel slot 3) 10–11 yellow / magenta (wheel slot 3) 12–13 magenta (wheel slot 4) 14–15 magenta / green (wheel slot 4) 16–17 green (wheel slot 5) 18–19 green / orange (wheel slot 5) 20–21 orange (wheel slot 6) 22–23 orange / blue (wheel slot 6) 24–25 blue (wheel slot 7) 26–27 blue / pink (wheel slot 7) 28–29 pink (wheel slot 8) 30–31 pink / ctb (wheel slot 8) 32–33 ctb (wheel slot 9) 34–63 ctb / white (wheel slot 9) 64–76 open (2) (wheel slot 1) 77–89 red (wheel slot 2) 90–101 yellow (wheel slot 3) 102–114 magenta (wheel slot 4) 115–127 green (wheel slot 5) 128–140 orange (wheel slot 6) 141–153 blue (wheel slot 7) 154–165 pink (wheel slot 8) 166–178 ctb (wheel slot 9) 179–191 open (3) (wheel slot 1) 192–222 spin >>> fast 223–223 spin >>> slow 224–254 spin <<< slow 255–255 spin <<< fast
26	Cyan	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
27	Cyan Fine	0	Fine byte of Cyan
28	Magenta	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
29	Magenta Fine	0	Fine byte of Magenta
30	Yellow	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
31	Yellow Fine	0	Fine byte of Yellow
32	C TO	0	0–63 min 64–127 25% 128–190 50% 191–254 75% 255–255 max
33	C TO Fine	0	Fine byte of C TO

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
34	Sparkle	0	0–63 0% sparkle 64–127 25% sparkle 128–190 50% sparkle 191–254 75% sparkle 255–255 100% sparkle
35	Sparkle Speed	0	0–0 sparkle faded slow 1–30 sparkle faded 1__99% 31–31 sparkle faded fast 32–32 sparkle switched slow 33–62 sparkle switched 1__99% 63–63 sparkle switched fast 64–64 sparkle faded slow 65–94 sparkle faded 1__99% 95–95 sparkle faded fast 96–96 sparkle switched slow 97–126 sparkle switched 1__99% 127–127 sparkle switched fast 128–128 sparkle faded slow 129–158 sparkle faded 1__99% 159–159 sparkle faded fast 160–160 sparkle switched slow 161–190 sparkle switched 1__99% 191–191 sparkle switched fast 192–192 sparkle faded slow 193–222 sparkle faded 1__99% 223–223 sparkle faded fast 224–224 sparkle switched slow 225–254 sparkle switched 1__99% 255–255 sparkle switched fast
36	Prism	0	0–7 open (wheel slot 1) 8–255 5 facet linear (wheel slot 2)
37	Prism Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–158 360 159–190 450 191–191 540 192–222 >>> 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
38	Prism Rotation Fine	0	Fine byte of Prism Rotation
39	Prism	0	0–7 open (wheel slot 1) 8–255 3 facet circular (wheel slot 2)
40	Prism Rotation	0	0–31 0 32–63 90 64–95 180 96–127 270 128–158 360 159–190 450 191–191 540 192–222 >>> 223–224 stop 225–254 rotate -1__-100% 255–255 <<<
41	Prism Rotation Fine	0	Fine byte of Prism Rotation

Spot Mode 2 (47 ch) (continued)

Ch	Function	Default	DMX values
42	Frost1	0	0–63 0% frost 64–127 25% frost 128–190 50% frost 191–254 75% frost 255–255 100% frost
43	Frost2	0	0–63 0% frost 64–127 25% frost 128–190 50% frost 191–254 75% frost 255–255 100% frost
44	Dummy	128	
45	Position MSpeed	0	0–3 real time movement 4–254 movement fast 255–255 movement slow
46	Global MSpeed	0	0–3 realtime effects 4–254 effects fast 255–255 effects slow
47	Blackout Mode	0	0–95 no bo 96–126 bo at p/t slow 127–127 bo at p/t fast 128–158 bo at go co pr cmy ir fr slow 159–159 bo at go co pr cmy ir fr fast 160–190 bo at go co pr cmy ir fr fo zo slow 191–191 bo at go co pr cmy ir fr fo zo fast 192–222 bo at go co pr cmy ir fr p/t slow 223–223 bo at go co pr cmy ir fr p/t fast 224–254 bo at go co pr cmy ir fr fo zo p/t slow 255–255 bo at go co pr cmy ir fr fo zo p/t fast