LIGHT SKY

F1000 Spot



Manufacturer	**LIGHT SKY**
Type	**Profile spot**
DMX modes	**1**
DMX footprint	**34 channels**
Beam angle	**6.5-44°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**374 × 566 × 300 mm**
GDTF fixture type	**3326EA0F-1813-4961-A1E0-278…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · Extra LED colours · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Lamp on and off · Fixture reset · Service functions · Strobe

DMX modes

34CH — 34 ch

34CH

34 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	0	0–19 Closed 20–49 Open 200–200 Strobe 201–210 Open 2 255–255 Random
2	Dimmer	0	0–254 Closed 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Color Add C	0	
5	Color Add M	0	
6	Color Add Y	0	
7	C TO	0	0–254 6000k 255–255 3000k
8	Color Wheel	0	0–140 Open (wheel slot 1) 141–145 Blue (wheel slot 2) 146–150 Green (wheel slot 3) 151–155 Minus Green (wheel slot 4) 156–160 Organe (wheel slot 5) 161–165 Magenta (wheel slot 6) 166–170 CTB (wheel slot 7) 171–175 Congo (wheel slot 8) 176–180 Red (wheel slot 9) 181–185 Open (wheel slot 1) 186–210 >>> 211–211 >> 212–217 Stop 218–242 << 243–243 <<< 244–247 <<<>>> 248–251 <<>> 252–255 <>
9	Gobo	0	0–9 Open (wheel slot 1) 10–14 Gobo 1 (wheel slot 2) 15–19 Gobo 2 (wheel slot 3) 20–24 Gobo 3 (wheel slot 4) 25–29 Gobo 4 (wheel slot 5) 30–34 Gobo 5 (wheel slot 6) 35–39 Gobo 1 Rot (wheel slot 2) 40–44 Gobo 2 Rot (wheel slot 3) 45–49 Gobo 3 Rot (wheel slot 4) 50–54 Gobo 4 Rot (wheel slot 5) 55–59 Gobo 5 Rot (wheel slot 6) 60–89 Gobo 1 Shake (wheel slot 2) 90–119 Gobo 2 Shake (wheel slot 3) 120–149 Gobo 3 Shake (wheel slot 4) 150–179 Gobo 4 Shake (wheel slot 5) 180–209 Gobo 5 Shake (wheel slot 6) 210–232 >>> 233–255 <<<
10	Gobo Rotation	0	0–1 0 2–124 >>> 125–127 >> 128–251 << 252–254 << 255–255 90
11	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

34CH (continued)

Ch	Function	Default	DMX values
12	Gobo 2	0	0–9 White (wheel slot 1) 10–14 Gobo 1 (wheel slot 2) 15–19 Gobo 2 (wheel slot 3) 20–24 Gobo 3 (wheel slot 4) 25–29 Gobo 4 (wheel slot 5) 30–34 Gobo 5 (wheel slot 6) 35–39 Gobo 1 Rot (wheel slot 2) 40–44 Gobo 2 Rot (wheel slot 3) 45–49 Gobo 3 Rot (wheel slot 4) 50–54 Gobo 4 Rot (wheel slot 5) 55–59 Gobo 5 Rot (wheel slot 6) 60–89 Gobo 1 Shake (wheel slot 2) 90–119 Gobo 2 Shake (wheel slot 3) 120–149 Gobo 3 Shake (wheel slot 4) 150–179 Gobo 4 Shake (wheel slot 5) 180–209 Gobo 5 Shake (wheel slot 6) 210–231 >>> 232–232 >> 233–254 << 255–255 <<<
13	Gobo Rotation	0	2–124 0 125–127 >> 128–251 Stop 252–254 <<< 255–255 90
14	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
15	Gobo 3	0	0–110 White (wheel slot 1) 111–115 Gobo 1 (wheel slot 2) 116–120 Gobo 2 (wheel slot 3) 121–125 Gobo 3 (wheel slot 4) 126–130 Gobo 4 (wheel slot 5) 131–135 Position 5 (wheel slot 6) 136–140 Position 6 (wheel slot 6) 141–145 Position 7 (wheel slot 6) 146–150 Position 8 (wheel slot 6) 151–155 Position 9 (wheel slot 6) 156–160 White (wheel slot 1) 161–188 >>> 189–189 >> 190–190 Stop 191–218 << 219–219 <<< 220–226 Animation 227–229 Smooth 230–232 Organic 233–235 Metronome 236–238 Run Forwards 239–241 Run Backwards 242–243 Random Bounce 244–246 Interference 247–249 Random Range 250–252 Random Gobo 253–255 Random FX
16	Gobo Rotation 3	0	0–10 Stop 11–254 >> 255–255 >>>
17	Frost1	0	0–254 White 255–255 Frost
18	Prism	0	0–254 White (wheel slot 1) 255–255 Prism (wheel slot 2)

34CH (continued)

Ch	Function	Default	DMX values
19	Prism Rotation	0	0–2 Stop 3–124 >>> 125–126 >> 127–129 Stop 130–251 << 252–253 << 254–255 Stop
20	Iris	0	0–254 Open 255–255 Closed
21	Zoom	128	
22	Zoom Fine	0	Fine byte of Zoom
23	Focus	128	
24	Focus Fine	0	Fine byte of Focus
25	Pan	128	
26	Pan Fine	0	Fine byte of Pan
27	Tilt	128	
28	Tilt Fine	0	Fine byte of Tilt
29	Function	0	0–9 NO FUNCTION 10–14 RESET ALL 15–19 RESET DIMMER SHUTTER 20–24 RESET CMY CTO 25–29 RESET EFFECTS 30–39 RESET PT 40–44 LAMP ON 45–255 LAMP OFF
30	Animation Wheel1	0	0–127 Open (wheel slot 1) 128–170 Animation (wheel slot 2) 171–213 >>> 214–255 <<<
31	Animation Wheel1Pos Rotate	0	0–0 Stop 1–125 >>> 126–127 >> 128–129 Stop 130–253 << 254–255 <<<
32	Animation Wheel2Pos Rotate	0	0–0 Stop 1–125 >>> 126–127 >> 128–129 Stop 130–253 << 254–255 <<<
33	Calibration	0	
34	Focus1Distance	0	0–6 off 7–50 10m 51–76 20m 77–101 30m 102–127 40m 128–255 50-100m