MegaLite

MB1



Manufacturer	**MegaLite**
Type	**Moving head**
DMX modes	**2**
DMX footprint	**17, 20 channels**
Beam angle	**5°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**214 × 302 × 204 mm**
GDTF fixture type	**1F5CFB8F-E8AC-11E9-89D3-52…**

Controls

Focus · Frost · Prism · Prism rotation · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Gobos

Safety-relevant functions

Fixture reset · Strobe

DMX modes

17Ch Mode	17 ch
20Ch Mode	20 ch

17Ch Mode

17 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Position MSpeed	0	
6	Dimmer	0	
7	Shutter / Strobe	255	0–3 Closed - Shutter Closed 4–103 Strobe S > F - Strobe 104–107 Open - Shutter Open 108–207 Pulse Strobe S > F - Strobe Pulse Random 208–212 Open - Shutter Open 213–251 Strobe Random S > F - Strobe Random 252–255 Open - Shutter Open
8	Color Wheel	0	0–4 Open - Color (wheel slot 1) 5–9 White + Red - Color 10–14 Red - Color (wheel slot 2) 15–19 Red + Yellow - Color 20–24 Yellow - Color (wheel slot 3) 25–29 Yellow + Blue - Color 30–34 Blue - Color (wheel slot 4) 35–39 Blue + Green - Color 40–44 Green - Color (wheel slot 5) 45–49 Green + Magenta - Color 50–54 Magenta - Color (wheel slot 6) 55–59 Magenta + Orange - Color 60–64 Orange - Color (wheel slot 7) 65–69 Orange + UV - Color 70–74 UV - Color (wheel slot 8) 75–79 UV + Lime - Color 80–84 Lime - Color (wheel slot 9) 85–89 Lime + Pink - Color 90–94 Pink - Color (wheel slot 10) 95–99 Pink + Candy Apple - Color 100–104 Candy Apple - Color (wheel slot 11) 105–109 Candy Apple + Light Blue - Color 110–114 Light Blue - Color (wheel slot 12) 115–119 Light Blue + Lilac - Color 120–124 Lilac - Color (wheel slot 13) 125–129 Lilac + CTO - Color 130–139 CTO - Color (wheel slot 14) 140–149 Open - Color 150–199 F > S - Rotate CW 200–205 Stop - Stop Loop 206–255 S > F - Rotate CCW

17Ch Mode (continued)

Ch	Function	Default	DMX values
9	Gobo	0	0–9 Open - Gobo Open (wheel slot 1) 10–19 Gobo 1 - Gobo (wheel slot 2) 20–29 Gobo 2 - Gobo (wheel slot 3) 30–39 Gobo 3 - Gobo (wheel slot 4) 40–49 Gobo 4 - Gobo (wheel slot 5) 50–59 Gobo 5 - Gobo (wheel slot 6) 60–69 Gobo 6 - Gobo (wheel slot 7) 70–79 Gobo 7 - Gobo (wheel slot 8) 80–89 Gobo 8 - Gobo (wheel slot 9) 90–99 Gobo 9 - Gobo (wheel slot 10) 100–109 Gobo 10 - Gobo (wheel slot 11) 110–119 Gobo 11 - Gobo (wheel slot 12) 120–127 Gobo 1 Shake - Gobo Shake (wheel slot 2) 128–135 Gobo 2 Shake - Gobo Shake (wheel slot 3) 136–143 Gobo 3 Shake - Gobo Shake (wheel slot 4) 144–151 Gobo 4 Shake - Gobo Shake (wheel slot 5) 152–159 Gobo 5 Shake - Gobo Shake (wheel slot 6) 160–167 Gobo 6 Shake - Gobo Shake (wheel slot 7) 168–175 Gobo 7 Shake - Gobo Shake (wheel slot 8) 176–183 Gobo 8 Shake - Gobo Shake (wheel slot 9) 184–191 Gobo 9 Shake - Gobo Shake (wheel slot 10) 192–199 Gobo 10 Shake - Gobo Shake (wheel slot 11) 200–207 Gobo 11 Shake - Gobo Shake (wheel slot 12) 208–230 F > S - Rotate CW 231–232 Stop - Stop Loop 233–255 S > F - Rotate CCW
10	Focus	127	
11	Color Macro1	0	0–127 No Func - Custom 128–255 Multi Color - Color
12	Frost1	0	0–127 No Func - Custom 128–255 Frost - Full Frost
13	Prism	0	0–127 No Func - Custom (wheel slot 1) 128–255 Prism - Prism (wheel slot 2)
14	Prism Rotation	0	0–63 Indexing - Indexing 64–126 F > S - Rotate CW 127–128 Stop - Stop Loop 129–191 S > F - Rotate CCW 192–255 Bounce Rotation S > F - Gobo Shake
15	Prism	0	0–127 No Func - Custom (wheel slot 1) 128–255 Prism - Prism (wheel slot 2)
16	Prism Rotation	0	0–63 Indexing - Indexing 64–126 F > S - Rotate CW 127–128 Stop - Stop Loop 129–191 S > F - Rotate CCW 192–255 Bounce Rotation S > F - Gobo Shake
17	Control1	0	0–199 No Func - Custom 200–250 Fixture Reset - Reset 251–255 No Func - Custom

20Ch Mode

20 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Position MSpeed	0	

20Ch Mode (continued)

Ch	Function	Default	DMX values
6	Dimmer	0	
7	Dimmer Fine	0	Fine byte of Dimmer
8	Shutter / Strobe	255	0–3 Closed - Shutter Closed 4–103 Strobe S > F - Strobe 104–107 Open - Shutter Open 108–207 Pulse Strobe S > F - Strobe Pulse Random 208–212 Open - Shutter Open 213–251 Strobe Random S > F - Strobe Random 252–255 Open - Shutter Open
9	Color Wheel	0	0–3 Open - Color (wheel slot 1) 4–8 White + Red - Color 9–13 Red - Color (wheel slot 2) 14–18 Red + Yellow - Color 19–23 Yellow - Color (wheel slot 3) 24–28 Yellow + Blue - Color 29–33 Blue - Color (wheel slot 4) 34–38 Blue + Green - Color 39–43 Green - Color (wheel slot 5) 44–48 Green + Magenta - Color 49–53 Magenta - Color (wheel slot 6) 54–58 Magenta + Orange - Color 59–63 Orange - Color (wheel slot 7) 64–68 Orange + UV - Color 69–73 UV - Color (wheel slot 8) 74–78 UV + Lime - Color 79–83 Lime - Color (wheel slot 9) 84–88 Lime + Pink - Color 89–93 Pink - Color (wheel slot 10) 94–98 Pink + Candy Apple - Color 99–103 Candy Apple - Color (wheel slot 11) 104–108 Candy Apple + Light Blue - Color 109–113 Light Blue - Color (wheel slot 12) 114–118 Light Blue + Lilac - Color 119–123 Lilac - Color (wheel slot 13) 124–129 Lilac + CTO - Color 130–139 CTO - Color (wheel slot 14) 140–149 Open - Color 150–199 F > S - Rotate CW 200–205 Stop - Stop Loop 206–255 S > F - Rotate CCW
10	Color Wheel Fine	0	Fine byte of Color Wheel

20Ch Mode (continued)

Ch	Function	Default	DMX values
11	Gobo	0	0–9 Open - Gobo Open (wheel slot 1) 10–19 Gobo 1 - Gobo (wheel slot 2) 20–29 Gobo 2 - Gobo (wheel slot 3) 30–39 Gobo 3 - Gobo (wheel slot 4) 40–49 Gobo 4 - Gobo (wheel slot 5) 50–59 Gobo 5 - Gobo (wheel slot 6) 60–69 Gobo 6 - Gobo (wheel slot 7) 70–79 Gobo 7 - Gobo (wheel slot 8) 80–89 Gobo 8 - Gobo (wheel slot 9) 90–99 Gobo 9 - Gobo (wheel slot 10) 100–109 Gobo 10 - Gobo (wheel slot 11) 110–119 Gobo 11 - Gobo (wheel slot 12) 120–127 Gobo 1 Shake - Gobo Shake (wheel slot 2) 128–135 Gobo 2 Shake - Gobo Shake (wheel slot 3) 136–143 Gobo 3 Shake - Gobo Shake (wheel slot 4) 144–151 Gobo 4 Shake - Gobo Shake (wheel slot 5) 152–159 Gobo 5 Shake - Gobo Shake (wheel slot 6) 160–167 Gobo 6 Shake - Gobo Shake (wheel slot 7) 168–175 Gobo 7 Shake - Gobo Shake (wheel slot 8) 176–183 Gobo 8 Shake - Gobo Shake (wheel slot 9) 184–191 Gobo 9 Shake - Gobo Shake (wheel slot 10) 192–199 Gobo 10 Shake - Gobo Shake (wheel slot 11) 200–207 Gobo 11 Shake - Gobo Shake (wheel slot 12) 208–230 F > S - Rotate CW 231–232 Stop - Stop Loop 233–255 S > F - Rotate CCW
12	Focus	127	
13	Focus Fine	255	Fine byte of Focus
14	Color Macro1	0	0–127 No Func - Custom 128–255 Multi Color - Color
15	Frost1	0	0–127 No Func - Custom 128–255 Frost - Full Frost
16	Prism	0	0–127 No Func - Custom (wheel slot 1) 128–255 Prism - Prism (wheel slot 2)
17	Prism Rotation	0	0–63 Indexing - Indexing 64–126 F > S - Rotate CW 127–128 Stop - Stop Loop 129–191 S > F - Rotate CCW 192–255 Bounce Rotation S > F - Gobo Shake
18	Prism	0	0–127 No Func - Custom (wheel slot 1) 128–255 Prism - Prism (wheel slot 2)
19	Prism Rotation	0	0–63 Indexing - Indexing 64–126 F > S - Rotate CW 127–128 Stop - Stop Loop 129–191 S > F - Rotate CCW 192–255 Bounce Rotation S > F - Gobo Shake
20	Control1	0	0–199 No Func - Custom 200–250 Fixture Reset - Reset 251–255 No Func - Custom