MegaLite

MS1



Manufacturer	**MegaLite**
Type	**Moving head**
DMX modes	**2**
DMX footprint	**17, 21 channels**
Beam angle	**7.2°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**214 × 302 × 204 mm**
GDTF fixture type	**810238B9-0447-11EA-8CE8-525…**

Controls

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

Safety-relevant functions

Fixture reset · Strobe

DMX modes

17Ch Mode	17 ch
21Ch Mode	21 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	Shutter / Strobe	106	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
7	Dimmer	0	
8	Color Wheel	0	0–9 Open - Color (wheel slot 1) 10–19 Open + Red - Color 20–29 Red - Color (wheel slot 2) 30–39 Red + Yellow - Color 40–49 Yellow - Color (wheel slot 3) 50–59 Yellow + Blue - Color 60–69 Blue - Color (wheel slot 4) 70–79 Blue + Green - Color 80–89 Green - Color (wheel slot 5) 90–99 Green + Magneta - Color 100–109 Magenta - Color (wheel slot 6) 110–119 Magenta + Orange - Color 120–129 Orange - Color (wheel slot 7) 130–139 Orange + Purple - Color 140–149 Purple - Color (wheel slot 8) 150–199 F > S - Rotate CW 200–205 Stop - Stop Loop 206–255 S > F - Rotate CCW
9	Animation Wheel1	0	0–9 No Func - Custom 10–39 Animation 1 Index - Indexing (wheel slot 1) 40–69 Animation 2 Index - Indexing (wheel slot 2) 70–99 Animation 3 Index - Indexing (wheel slot 3) 100–119 Animation 1 Bounce S > F - Gobo Shake (wheel slot... 120–139 Animation 2 Bounce S > F - Gobo Shake (wheel slot... 140–159 Animation 3 Bounce S > F - Gobo Shake (wheel slot... 160–169 Open - Custom 170–209 F > S - Rotate CW 210–215 Stop - Stop Loop 216–255 F > S - Rotate CCW
10	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 1 Shake - Gobo Shake (wheel slot 2) 80–89 Gobo 2 Shake - Gobo Shake (wheel slot 3) 90–99 Gobo 3 Shake - Gobo Shake (wheel slot 4) 100–109 Gobo 4 Shake - Gobo Shake (wheel slot 5) 110–119 Gobo 5 Shake - Gobo Shake (wheel slot 6) 120–129 Gobo 6 Shake - Gobo Shake (wheel slot 7) 130–190 F > S - Rotate CW 191–194 Stop - Stop Loop 195–255 S > F - Rotate CCW

17Ch Mode (continued)

Ch	Function	Default	DMX values
11	Gobo Rotation	0	0–0 No Func - Custom 1–127 Indexing - Indexing 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
12	Prism	0	0–126 No Func - Custom (wheel slot 1) 127–255 4 Facet Prism - Prism (wheel slot 2)
13	Prism Rotation	0	0–0 No Func - Custom 1–127 Indexing - Indexing 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
14	Prism	0	0–126 No Func - Custom (wheel slot 1) 127–255 6 Facet Prism - Prism (wheel slot 2)
15	Prism Rotation	0	0–0 No Func - Custom 1–127 Indexing - Indexing 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
16	Focus	127	
17	Control1	0	0–199 No Func - Custom 200–250 Fixture Reset - Reset 251–255 No Func - Custom

21Ch Mode

21 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	Shutter / Strobe	106	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
7	Dimmer	0	
8	Dimmer Fine	0	Fine byte of Dimmer

21Ch Mode (continued)

Ch	Function	Default	DMX values
9	Color Wheel	0	0–8 Open - Color (wheel slot 1) 9–18 Open + Red - Color 19–28 Red - Color (wheel slot 2) 29–38 Red + Yellow - Color 39–48 Yellow - Color (wheel slot 3) 49–58 Yellow + Blue - Color 59–68 Blue - Color (wheel slot 4) 69–78 Blue + Green - Color 79–88 Green - Color (wheel slot 5) 89–98 Green + Magneta - Color 99–108 Magenta - Color (wheel slot 6) 109–118 Magenta + Orange - Color 119–129 Orange - Color (wheel slot 7) 130–139 Orange + Purple - Color 140–149 Purple - Color (wheel slot 8) 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
11	Animation Wheel1	0	0–9 No Func - Custom 10–39 Animation 1 Index - Indexing (wheel slot 1) 40–69 Animation 2 Index - Indexing (wheel slot 2) 70–99 Animation 3 Index - Indexing (wheel slot 3) 100–119 Animation 1 Bounce S > F - Gobo Shake (wheel slot... 120–139 Animation 2 Bounce S > F - Gobo Shake (wheel slot... 140–159 Animation 3 Bounce S > F - Gobo Shake (wheel slot... 160–169 Open - Custom 170–209 F > S - Rotate CW 210–215 Stop - Stop Loop 216–255 F > S - Rotate CCW
12	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 1 Shake - Gobo Shake (wheel slot 2) 80–89 Gobo 2 Shake - Gobo Shake (wheel slot 3) 90–99 Gobo 3 Shake - Gobo Shake (wheel slot 4) 100–109 Gobo 4 Shake - Gobo Shake (wheel slot 5) 110–119 Gobo 5 Shake - Gobo Shake (wheel slot 6) 120–129 Gobo 6 Shake - Gobo Shake (wheel slot 7) 130–190 F > S - Rotate CW 191–194 Stop - Stop Loop 195–255 S > F - Rotate CCW
13	Gobo Rotation	0	0–127 No Func - Custom 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
14	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
15	Prism	0	0–126 No Func - Custom (wheel slot 1) 127–255 4 Facet Prism - Prism (wheel slot 2)
16	Prism Rotation	0	0–0 No Func - Custom 1–127 Indexing - Indexing 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
17	Prism	0	0–126 No Func - Custom (wheel slot 1) 127–255 6 Facet Prism - Prism (wheel slot 2)

21Ch Mode (continued)

Ch	Function	Default	DMX values
18	Prism Rotation	0	0–0 No Func - Custom 1–127 Indexing - Indexing 128–190 F > S - Rotate CW 191–192 Stop - Stop Loop 193–255 S > F - Rotate CCW
19	Focus	127	
20	Focus Fine	255	Fine byte of Focus
21	Control1	0	0–199 No Func - Custom 200–250 Fixture Reset - Reset 251–255 No Func - Custom