Showtec

Phantom 130 Spot



Manufacturer	**Showtec**
Type	**Moving head**
DMX modes	**2**
DMX footprint	**12, 16 channels**
Beam angle	**12-21°**
Pan range	**540°**
Tilt range	**245°**
Size (W × H × D)	**248 × 285 × 240 mm**
GDTF fixture type	**7D89A8CC-2E86-55A4-B7C2-AE…**

Controls

Focus · Prism · Zoom · Dimmer · Pan and tilt · Movement speed · Gobo rotation

Safety-relevant functions

Fixture reset

DMX modes

12CH	12 ch
16CH	16 ch

12CH

12 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Tilt	128	
3	Dimmer	0	
4	Shutter / Strobe	8	0–7 Not functional 8–15 Open 16–131 Synchronized strobe, from low to high frequency 132–167 Fast close/slow open strobe, from low to high freq… 168–203 Slow close/fast open strobe, from low to high freq… 204–239 Pulse strobe, from low to high frequency 240–250 Random strobe effect, from low to high frequency 251–255 Open
5	Color Wheel	0	0–7 Open / White (wheel slot 1) 8–15 Red (wheel slot 2) 16–23 Yellow (wheel slot 3) 24–31 Green (wheel slot 4) 32–39 Orange (wheel slot 5) 40–47 Pink (wheel slot 6) 48–55 Light Green (wheel slot 7) 56–63 Light Blue (wheel slot 8) 64–83 Gradual split color White/Red 84–99 Gradual split color Red/Yellow 100–114 Gradual split color Yellow/Green 115–130 Gradual split color Green/Orange 131–146 Gradual split color Orange/Pink 147–161 Gradual split color Pink/Light Green 162–177 Gradual split color Light Green/Light Blue 178–189 Gradual split color Light Blue/White 190–221 Clockwise rotation (CW) rainbow effect from fast t… 222–223 Stop 224–255 Counterclockwise rotation (CCW) rainbow effect fr…
6	Gobo	0	0–7 Open / White (wheel slot 1) 8–15 Gobo 1 (Glass) (wheel slot 2) 16–23 Gobo 2 (Metal) (wheel slot 3) 24–31 Gobo 3 (Metal) (wheel slot 4) 32–39 Gobo 4 (Metal) (wheel slot 5) 40–47 Gobo 5 (Metal) (wheel slot 6) 48–55 Gobo 6 (Metal) (wheel slot 7) 56–63 Gobo 7 (Metal) (wheel slot 8) 64–71 Gobo Shake 7 from slow to fast 72–79 Gobo Shake 6 from slow to fast 80–87 Gobo Shake 5 from slow to fast 88–95 Gobo Shake 4 from slow to fast 96–103 Gobo Shake 3 from slow to fast 104–111 Gobo Shake 2 from slow to fast 112–119 Gobo Shake 1 from slow to fast 120–127 Open / White (wheel slot 1) 128–189 Clockwise rotation (CW) rainbow effect from slow t… 190–193 Stop 194–255 Counterclockwise rotation (CCW) rainbow effect fr…
7	Gobo Rotation	0	0–63 Gobo indexing 64–145 Clockwise rotation (CW) from slow to fast 146–149 Stop 150–231 Counterclockwise rotation (CCW) from slow to fast 232–255 Gobo bouncing, from quick short bounce to longe…

12CH (continued)

Ch	Function	Default	DMX values
8	Gobo 2	0	0–7 Open / White (wheel slot 1) 8–15 Gobo 1 (Metal) (wheel slot 2) 16–23 Gobo 2 (Metal) (wheel slot 3) 24–31 Gobo 3 (Metal) (wheel slot 4) 32–39 Gobo 4 (Metal) (wheel slot 5) 40–47 Gobo 5 (Metal) (wheel slot 6) 48–55 Gobo 6 (Metal) (wheel slot 7) 56–63 Gobo 7 (Metal) (wheel slot 8) 64–71 Gobo Shake 7 from slow to fast 72–79 Gobo Shake 6 from slow to fast 80–87 Gobo Shake 5 from slow to fast 88–95 Gobo Shake 4 from slow to fast 96–103 Gobo Shake 3 from slow to fast 104–111 Gobo Shake 2 from slow to fast 112–119 Gobo Shake 1 from slow to fast 120–127 Open / White (wheel slot 1) 128–189 Counterclockwise rotation (CCW) rainbow effect fr... 190–193 Stop 194–255 Clockwise rotation (CW) rainbow effect from slow t...
9	Prism	0	0–3 Not functional 4–6 Prism 1 (6-facet circular prism) 7–65 Prism 1 clockwise rotation (CW) prism effect from slo... 66–123 Prism 1 counterclockwise rotation (CCW) prism effe... 124–127 Prism 1 128–131 Not functional 132–134 Prism 2 (5-facet linear prism) 135–193 Prism 2 clockwise rotation (CW) prism effect from ... 194–251 Prism 2 counterclockwise rotation (CCW) prism eff... 252–255 Prism 2
10	Focus	0	
11	Zoom	0	
12	Control	0	0–7 No Function 8–23 Built-in Program 1 24–39 Built-in Program 2 40–55 Built-in Program 3 56–71 Built-in Program 4 72–87 Built-in Program 5 88–103 Built-in Program 6 104–119 Built-in Program 7 120–135 Built-in Program 8 136–151 Sound-controlled Program 1 152–167 Sound-controlled Program 2 168–183 Sound-controlled Program 3 184–199 Sound-controlled Program 4 200–215 Sound-controlled Program 5 216–231 Sound-controlled Program 6 232–247 Sound-controlled Program 7 248–255 Sound-controlled Program 8

16CH

16 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Tilt	128	
3	Pan Fine	0	Fine byte of Pan
4	Tilt Fine	0	Fine byte of Tilt
5	Pan Tilt Speed	0	
6	Dimmer	0	

16CH (continued)

Ch	Function	Default	DMX values
7	Shutter / Strobe	8	0–7 Not functional 8–15 Open 16–131 Synchronized strobe, from low to high frequency 132–167 Fast close/slow open strobe, from low to high freq... 168–203 Slow close/fast open strobe, from low to high freq... 204–239 Pulse strobe, from low to high frequency 240–250 Random strobe effect, from low to high frequency 251–255 Open
8	Color Wheel	0	0–7 Open / White (wheel slot 1) 8–15 Red (wheel slot 2) 16–23 Yellow (wheel slot 3) 24–31 Green (wheel slot 4) 32–39 Orange (wheel slot 5) 40–47 Pink (wheel slot 6) 48–55 Light Green (wheel slot 7) 56–63 Light Blue (wheel slot 8) 64–83 Gradual split color White/Red 84–99 Gradual split color Red/Yellow 100–114 Gradual split color Yellow/Green 115–130 Gradual split color Green/Orange 131–146 Gradual split color Orange/Pink 147–161 Gradual split color Pink/Light Green 162–177 Gradual split color Light Green/Light Blue 178–189 Gradual split color Light Blue/White 190–221 Clockwise rotation (CW) rainbow effect from fast t... 222–223 Stop 224–255 Counterclockwise rotation (CCW) rainbow effect fr...
9	Gobo	0	0–7 Open / White (wheel slot 1) 8–15 Gobo 1 (Glass) (wheel slot 2) 16–23 Gobo 2 (Metal) (wheel slot 3) 24–31 Gobo 3 (Metal) (wheel slot 4) 32–39 Gobo 4 (Metal) (wheel slot 5) 40–47 Gobo 5 (Metal) (wheel slot 6) 48–55 Gobo 6 (Metal) (wheel slot 7) 56–63 Gobo 7 (Metal) (wheel slot 8) 64–71 Gobo Shake 7 from slow to fast 72–79 Gobo Shake 6 from slow to fast 80–87 Gobo Shake 5 from slow to fast 88–95 Gobo Shake 4 from slow to fast 96–103 Gobo Shake 3 from slow to fast 104–111 Gobo Shake 2 from slow to fast 112–119 Gobo Shake 1 from slow to fast 120–127 Open / White (wheel slot 1) 128–189 Clockwise rotation (CW) rainbow effect from slow t... 190–193 Stop 194–255 Counterclockwise rotation (CCW) rainbow effect fr...
10	Gobo Rotation	0	0–63 Gobo indexing 64–145 Clockwise rotation (CW) from slow to fast 146–149 Stop 150–231 Counterclockwise rotation (CCW) from slow to fast 232–255 Gobo bouncing, from quick short bounce to longe...

16CH (continued)

Ch	Function	Default	DMX values
11	Gobo 2	0	0–7 Open / White (wheel slot 1) 8–15 Gobo 1 (Metal) (wheel slot 2) 16–23 Gobo 2 (Metal) (wheel slot 3) 24–31 Gobo 3 (Metal) (wheel slot 4) 32–39 Gobo 4 (Metal) (wheel slot 5) 40–47 Gobo 5 (Metal) (wheel slot 6) 48–55 Gobo 6 (Metal) (wheel slot 7) 56–63 Gobo 7 (Metal) (wheel slot 8) 64–71 Gobo Shake 7 from slow to fast 72–79 Gobo Shake 6 from slow to fast 80–87 Gobo Shake 5 from slow to fast 88–95 Gobo Shake 4 from slow to fast 96–103 Gobo Shake 3 from slow to fast 104–111 Gobo Shake 2 from slow to fast 112–119 Gobo Shake 1 from slow to fast 120–127 Open / White (wheel slot 1) 128–189 Counterclockwise rotation (CCW) rainbow effect fr... 190–193 Stop 194–255 Clockwise rotation (CW) rainbow effect from slow t...
12	Prism	0	0–3 Not functional 4–6 Prism 1 (6-facet circular prism) 7–65 Prism 1 clockwise rotation (CW) prism effect from slo... 66–123 Prism 1 counterclockwise rotation (CCW) prism effe... 124–127 Prism 1 128–131 Not functional 132–134 Prism 2 (5-facet linear prism) 135–193 Prism 2 clockwise rotation (CW) prism effect from ... 194–251 Prism 2 counterclockwise rotation (CCW) prism eff... 252–255 Prism 2
13	Focus	0	
14	Zoom	0	
15	Control	0	0–7 Not functional 8–15 Blackout during Pan/Tilt movement 16–23 Blackout during color wheel movement 24–31 Blackout during gobo wheel movement 32–39 Blackout during Pan-Tilt/color wheel movement 40–47 Blackout during Pan-Tilt/gobo wheel movement 48–55 Blackout during Pan-Tilt/color wheel movement/gob... 56–95 Not functional 96–103 Reset Pan 104–111 Reset Tilt 112–119 Color wheel reset 120–127 Gobo wheel reset 128–135 Not functional 136–143 Reset prism 144–151 Focus/zoom reset 152–159 Reset all 160–255 Not functional

16CH (continued)

Ch	Function	Default	DMX values
16	Control	0	0–7 No Function 8–23 Built-in Program 1 24–39 Built-in Program 2 40–55 Built-in Program 3 56–71 Built-in Program 4 72–87 Built-in Program 5 88–103 Built-in Program 6 104–119 Built-in Program 7 120–135 Built-in Program 8 136–151 Sound-controlled Program 1 152–167 Sound-controlled Program 2 168–183 Sound-controlled Program 3 184–199 Sound-controlled Program 4 200–215 Sound-controlled Program 5 216–231 Sound-controlled Program 6 232–247 Sound-controlled Program 7 248–255 Sound-controlled Program 8

Fixture model: gdtf-showtec-phantom-130-spot-202611022505
Original HitLight primitive reconstruction from exact Showtec40072 photographs and manual drawing. Planning approximation; fine fittings, q...
Creator: HitLight