

Syncrolite Series 3 Profile Information

MX

SXL

XL

- 1 Pan Course
- 2 Pan Fine
- 3 Tilt Course
- 4 Tilt Fine
- 5 Dimmer (moving the douser)
- 6 Beam (0= Wide 255= Tight)
- 7 Color 1
- 8 Commands (Lamp On=43, Lamp Off=85, Reset=169)
- 9 Control (Set up=86, Execute=171)
- 10 Color 2
- 11 Color 3 (I would map this to a "Gobo" wheel)
- 12 Strobe (only works on electronic ballast) (<10=fast to 255=slow)
- 13 Beam Over Drive (0-254 = OFF, 255= ON)
- 14 (nothing at this time)

Our color is done with scrolls. The frame numbers can be any number of frames up to 11 full frames.

Channels 8 & 9: (Example Lamp On)

Step 1

Command Channel =43

Control Channel = 86

Step 2

Command Channel =43

Control Channel =171

The two steps can be .3 seconds apart. Every command that the light does needs the control channel to do the two steps while the command channel stays at the correct DMX value for that command.

Here is a list of the correct DMX values for each Command.

Lamp On=43

Lamp Off=85

Reset=169

SERIES 3 DMX CHART

INS #	PAN		TILT		DOUSER	BEAM	COLOR 1	CW	CE	COLOR 2	COLOR 3	STROBE	OVERDRIVE	SPARE
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
2	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	29	30	31	32	33	34	35	36	37	38	39	40	41	42
4	43	44	45	46	47	48	49	50	51	52	53	54	55	56
5	57	58	59	60	61	62	63	64	65	66	67	68	69	70
6	71	72	73	74	75	76	77	78	79	80	81	82	83	84
7	85	86	87	88	89	90	91	92	93	94	95	96	97	98
8	99	100	101	102	103	104	105	106	107	108	109	110	111	112
9	113	114	115	116	117	118	119	120	121	122	123	124	125	126
10	127	128	129	130	131	132	133	134	135	136	137	138	139	140
11	141	142	143	144	145	146	147	148	149	150	151	152	153	154
12	155	156	157	158	159	160	161	162	163	164	165	166	167	168
13	169	170	171	172	173	174	175	176	177	178	179	180	181	182
14	183	184	185	186	187	188	189	190	191	192	193	194	195	196
15	197	198	199	200	201	202	203	204	205	206	207	208	209	210
16	211	212	213	214	215	216	217	218	219	220	221	222	223	224
17	225	226	227	228	229	230	231	232	233	234	235	236	237	238
18	239	240	241	242	243	244	245	246	247	248	249	250	251	252
19	253	254	255	256	257	258	259	260	261	262	263	264	265	266
20	267	268	269	270	271	272	273	274	275	276	277	278	279	280
21	281	282	283	284	285	286	287	288	289	290	291	292	293	294
22	295	296	297	298	299	300	301	302	303	304	305	306	307	308
23	309	310	311	312	313	314	315	316	317	318	319	320	321	322
24	323	324	325	326	327	328	329	330	331	332	333	334	335	336
25	337	338	339	340	341	342	343	344	345	346	347	348	349	350
26	351	352	353	354	355	356	357	358	359	360	361	362	363	364
27	365	366	367	368	369	370	371	372	373	374	375	376	377	378
28	379	380	381	382	383	384	385	386	387	388	389	390	391	392
29	393	394	395	396	397	398	399	400	401	402	403	404	405	406
30	407	408	409	410	411	412	413	414	415	416	417	418	419	420
31	421	422	423	424	425	426	427	428	429	430	431	432	433	434
32	435	436	437	438	439	440	441	442	443	444	445	446	447	448
33	449	450	451	452	453	454	455	456	457	458	459	460	461	462
34	463	464	465	466	467	468	469	470	471	472	473	474	475	476
35	477	478	479	480	481	482	483	484	485	486	487	488	489	490
36	491	492	493	494	495	496	497	498	499	500	501	502	503	504

*To access beam overdrive: at full "255" allows beam to go further forward
 *If beam overdrive is at anything but "full", beam goes from 0 to 100%
 *If beam overdrive is at "full 255", beam goes from 1 to 120%