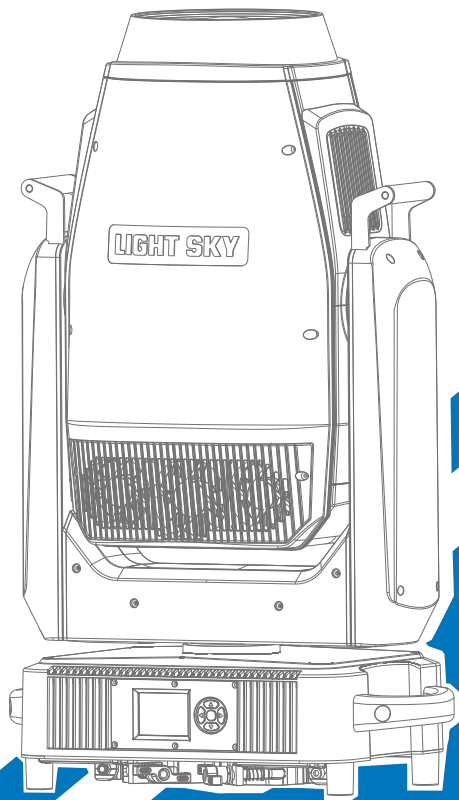


# LIGHT SKY<sup>®</sup>

FLY DRAGON LIGHTING EQUIPMENT CO.,LTD

## SUPER SCOPE MAX



[WWW.LIGHTSKY.COM.CN](http://WWW.LIGHTSKY.COM.CN)

## USER CHANNEL

Please read the instruction carefully before use

## 6.4.DMX 512 Configuration

Please control the fixture by referring to the configurations below

### 42 Channels (Mode1)

Channel	DMX	Function	Note
1	0 - 255	<b>Pan</b> Pan movement/positioning	
2	0 - 255	<b>Pan fine</b> Fine Pan positioning	
3	0 - 255	<b>TILT</b> Tilt movement/positioning	
4	0 - 255	<b>TILT fine</b> Fine Tilt movement/positioning	
5	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190	<b>Functions</b> NO function All Reset XY Reset Color System Reset Gobo System Reset Profile System Reset Focus System Reset Super silent Silent High Brightness Effect Reset NO function NO function NO function NO function NO function NO function NO function NO function NO function Display Back light is Auto	
	191 - 200  201 - 255	<b>function Open</b>  NO function	The console hits this position and waits for about 5 seconds. After the function is turned on, it will be effective after turning on the "silent mode". It is not necessary to turn on this function when performing the reset function. This "open function" will not be stored, it will still be closed after the next boot, and this function needs to be activated again.
6	0 - 255	<b>Cyan</b> White→full cyan	
7	0 - 255	<b>Magenta</b> White → full magenta	
8	0 - 255	<b>Yellow</b> White→ full yellow	
9	0 - 255	<b>CTO</b> Color Temperature from Deep to Light	
10	0 - 89 90 - 104 105 - 119 120 - 134 135 - 149 150 - 164 165 - 179 180 - 214 215 - 249 250 - 255	<b>Colour wheel</b> 0 - 360° OPEN COLOR1 COLOR2 COLOR3 COLOR4 COLOR5 Forwards Color rotation from slow to fast Backwards Color rotation from fast to slow Random	
11	0 - 9 10 - 19	<b>Gobo1</b> Open GOB01	

Channel	DMX	Function	Note
11	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
130 - 139	OPEN		
140 - 193	Forwards gobo rotation from slow to fast		
194 - 249	Backwards gobo rotation from fast to slow		
250 - 255	Random Gobo		
12	0 - 127	<b>Gobo1 Rotation</b> 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
13	0 - 9	<b>Gobo2</b> Open	
	10 - 19	GOB01	
	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
130 - 139	OPEN		
140 - 193	Forwards gobo rotation from slow to fast		
194 - 249	Backwards gobo rotation from fast to slow		
250 - 255	Random Gobo		
14	0 - 127	<b>Gobo2 Rotation</b> 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
15	0 - 255	<b>Blade UP1</b> Blade Out→In	
16	0 - 255	<b>Blade UP2</b> Blade Out→In	
17	0 - 255	<b>Blade DW1</b> Blade Out→In	
18	0 - 255	<b>Blade DW2</b> Blade Out→In	
19	0 - 255	<b>Blade LF1</b> Blade Out→In	
20	0 - 255	<b>Blade LF2</b> Blade Out→In	
21	0 - 255	<b>Blade RF1</b> Blade Out→In	
22	0 - 255	<b>Blade RF2</b> Blade Out→In	
23	0 - 255	<b>Framing Rotation</b> 0° - 120°	

Channel	DMX	Function	Note
24	0 - 10	No function	
	11 - 20	Square	
	21 - 30	rectangle	
	31 - 40	Isosceles triangle	
	41 - 50	trapezoidal	
	51 - 60	The Fan(Facing Up)	
	61 - 70	parallelogram	
	71 - 80	Right Angle trapezoid	
	81 - 90	The Fan(Down)	
	91 - 100	triangle	
	101 - 110	prismatic	
	111 - 120	The stripes	
	121 - 130	bar	
	131 - 140	Upper left quadrant	
	141 - 150	semicircle (Up)	
	151 - 160	Upper right quadrant	
	161 - 170	Right semicircle	
171 - 180	Right lower quadrant		
181 - 190	Semicircle (Down)		
191 - 200	The lower left quadrant		
201 - 255	Left Semicircle		
25		<b>Framing Macro Zoom</b>	
	0 - 255	Framing Macro Zoom	
26		<b>Prism</b>	
	0 - 10	Prism Out	
	11 - 255	Prism In	
27		<b>Prism Rotation</b>	
	0	No Function	
	1 - 63	0--360°	
	64 - 127	Forwards rotation from fast to slow	
	128 - 191	Backwards rotation from slow to fast	
	192 - 207	from slow to fast 90° Swing	
	208 - 223	from slow to fast 180° Swing	
224 - 239	from slow to fast 270° Swing		
240 - 255	from slow to fast 360° Swing		
28		<b>Effect</b>	
	0 - 9	Effect Out	
	10 - 255	Effect In	
29		<b>Effect Rotation</b>	
	0 - 2	No Function	
	3 - 130	Forwards rotation from fast to slow	
	131 - 255	Backwards rotation from fast to slow	
30		<b>CRI</b>	
	0 - 9	CRI Out	
	10 - 255	CRI In	
31		<b>Frost1</b>	
	0 - 127	Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
32		<b>Frost2</b>	
	0 - 127	Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
33		<b>Iris</b>	
	0 - 127	From Max To Min	
	128 - 159	Slow In Fast Out from slow to fast	
	160 - 191	Fast In Slow Out from slow to fast	
	192 - 255	Slow In Slow Out from slow to fast	

Channel	DMX	Function	Note
34	0 - 255	<b>Zoom</b> WIDE BEAM→NARROW BEAM	
35	0 - 255	<b>Focus</b> Infinity→near	
36	0 - 255	<b>Focus Fine</b> Fine Focus positioning	
37	0 - 9 10 - 19 20 - 29 30 - 39 40 - 49 50 - 59 60 - 69 70 - 79 80 - 255	<b>Autofocus Distance</b> NO function 7M 10M 15M 20M 25M 30M 40M 50M	
38	0 - 255	<b>Autofocus Adjustment</b> Auto Focus Fine	
39	0 - 9 10 - 49 50 - 89 90 - 119 120 - 179 180 - 255	<b>Strobe</b> No Function From fast to slow, fast off and slow on From fast to slow, fast on and slow off No Function Random strobe, slow → fast Strobe, slow → fast	
40	0 - 255	<b>Dimmer</b> Dimmer from Dark To Bright	
41	0 - 255	<b>Dimmer Fine</b> Dimmer Fine	
42	0 - 15 16 - 255	<b>Gobo Macro</b> No Function Gobo Macro Function	

## 56 Channels (Mode2)

Channel	DMX	Function	Note
1	0 - 255	<b>Pan</b> Pan movement/positioning	
2	0 - 255	<b>Pan fine</b> Fine Pan positioning	
3	0 - 255	<b>TILT</b> Tilt movement/positioning	
4	0 - 255	<b>TILT fine</b> Fine Tilt movement/positioning	
5	0 - 255	<b>PAN TILT Speed</b> Pan Tilt movement Speed From Fast To Slow	
6	11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190 191 - 200 201 - 255	<b>Functions</b> All Reset XY Reset Color System Reset Gobo System Reset Profile System Reset Focus System Reset Super silent Silent High Brightness Effect Reset NO function NO function NO function NO function NO function NO function NO function NO function Display Back light is Auto function Open NO function	
7	0 - 255	<b>Cyan</b> White→full cyan	
8	0 - 255	<b>Cyan Fine</b> Cyan Fine movement/positioning	
9	0 - 255	<b>Magenta</b> White → full magenta	
10	0 - 255	<b>Magenta Fine</b> Magenta Fine movement/positioning	
11	0 - 255	<b>Yellow</b> White→ full yellow	
12	0 - 255	<b>Yellow Fine</b> Yellow Fine movement/positioning	
13	0 - 255	<b>CTO</b> Color Temperature from Deep to mall	
14	0 - 255	<b>CTO Fine</b> CTO Fine movement/positioning	
15	0 - 89 90 - 104 105 - 119 120 - 134 135 - 149 150 - 164 165 - 179 180 - 214 215 - 249 250 - 255	<b>Colour wheel</b> 0° - 360° OPEN COLOR1 COLOR2 COLOR3 COLOR4 COLOR5 Forwards Color rotation from slow to fast Backwards Color rotation from fast to slow Random	
16	0 - 9 10 - 19	<b>Gobol</b> Open GOB01	

Channel	DMX	Function	Note
16	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
	140 - 193	Forwards gobo rotation from slow to fast	
	194 - 249	Backwards gobo rotation from fast to slow	
250 - 255	Random Gobo		
17	0 - 127	<b>Gobo1 Rotation</b> 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
18	0 - 9	<b>Gobo2</b> Open	
	10 - 19	GOB01	
	20 - 29	GOB02	
	30 - 39	GOB03	
	40 - 49	GOB04	
	50 - 59	GOB05	
	60 - 69	GOB06	
	70 - 79	Gobo 1 shake slow to fast/ GOB01	
	80 - 89	Gobo 2 shake slow to fast/GOB02	
	90 - 99	Gobo 3 shake slow to fast/GOB03	
	100 - 109	Gobo 4 shake slow to fast/GOB04	
	110 - 119	Gobo 5 shake slow to fast/GOB05	
	120 - 129	Gobo 6 shake slow to fast/GOB06	
	130 - 139	OPEN	
140 - 193	Forwards gobo rotation from slow to fast		
194 - 249	Backwards gobo rotation from fast to slow		
250 - 255	Random Gobo		
19	0 - 127	<b>Gobo2 Rotation</b> 0° - 360°	
	128 - 189	Forwards gobo rotation from fast to slow	
	190 - 193	Gobo rotation stop	
	194 - 255	Backwards gobo rotation from slow to fast	
20	0 - 255	<b>Blade UP1</b> Blade Out→In	
21	0 - 255	<b>Blade UP1 Fine</b> Fine Blade positioning	
22	0 - 255	<b>Blade UP2</b> Blade Out→In	
23	0 - 255	<b>Blade UP2 Fine</b> Fine Blade positioning	
24	0 - 255	<b>Blade DW1</b> Blade Out→In	
25	0 - 255	<b>Blade DW1 Fine</b> Fine Blade positioning	
26	0 - 255	<b>Blade DW2</b> Blade Out→In	
27	0 - 255	<b>Blade DW2 Fine</b> Fine Blade positioning	

Channel	DMX	Function	Note
28	0 - 255	<b>Blade LF1</b> Blade Out→In	
29	0 - 255	<b>Blade LF1 Fine</b> Fine Blade positioning	
30	0 - 255	<b>Blade LF2</b> Blade Out→In	
31	0 - 255	<b>Blade LF2 Fine</b> Fine Blade positioning	
32	0 - 255	<b>Blade RF1</b> Blade Out→In	
33	0 - 255	<b>Blade RF1 Fine</b> Fine Blade positioning	
34	0 - 255	<b>Blade RF2</b> Blade Out→In	
35	0 - 255	<b>Blade RF2 Fine</b> Fine Blade positioning	
36	0 - 255	<b>Framing Rotation</b> 0° - 90°	
37	0 - 10 11 - 20 21 - 30 31 - 40 41 - 50 51 - 60 61 - 70 71 - 80 81 - 90 91 - 100 101 - 110 111 - 120 121 - 130 131 - 140 141 - 150 151 - 160 161 - 170 171 - 180 181 - 190 191 - 200 201 - 255	<b>Framing Macro</b> No function Square rectangle Isosceles triangle trapezoidal The Fan (Facing Up) parallelogram Right Angle trapezoid The Fan (Down) triangle prismatic The stripes bar Upper left quadrant semicircle (Up) Upper right quadrant Right semicircle Right lower quadrant Semicircle (Down) The lower left quadrant Left Semicircle	
38	0 - 255	<b>Framing Macro Zoom</b> Framing Macro Zoom	
39	0 - 10 11 - 255	<b>Prism</b> Prism Out Prism In	
40	0 1 - 63 64 - 127 128 - 191 192 - 207 208 - 223 224 - 239 240 - 255	<b>Prism Rotation</b> No Function 0°-360° Forwards rotation from fast to slow Backwards rotation from slow to fast from slow to fast 90° Swing from slow to fast 180° Swing from slow to fast 270° Swing from slow to fast 360° Swing	
41	0 - 9 10 - 255	<b>Effect</b> Effect Out Effect In	
42	0 - 2 3 - 130 131 - 255	<b>Effect Rotation</b> No Function Forwards rotation from fast to slow Backwards rotation from fast to slow	



Channel	DMX	Function	Note
43	0 - 9	CRI Out	
	10 - 255	CRI In	
44	0 - 127	<b>Frost1</b> Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	<b>No Function</b>	
	192 - 255	No Function	
45	0 - 127	<b>Frost2</b> Frost From Min To Max	
	128 - 159	No Function	
	160 - 191	No Function	
	192 - 255	No Function	
46	0 - 127	<b>Iris</b> From Max To Min	
	128 - 159	Slow In Fast Out from slow to fast	
	160 - 191	Fast In Slow Out from slow to fast	
	192 - 255	Slow In Slow Out from slow to fast	
47	0 - 255	Zoom WIDE BEAM→NARROW BEAM	
	0 - 255	<b>ZoomFine</b> Fine Zoom positioning	
49	0 - 255	<b>Focus</b> Infinity→near	
	0 - 255	<b>Focus Fine</b> Fine Focus positioning	
51	0 - 9	<b>Autofocus Distance</b> NO function	
	10 - 19	7M	
	20 - 29	10M	
	30 - 39	15M	
	40 - 49	20M	
	50 - 59	25M	
	60 - 69	30M	
	70 - 79	40M	
	80 - 255	50M	
52	0 - 255	<b>Autofocus Adjustment</b> Auto Focus Fine	
	0 - 9	<b>Strobe</b> No Function	
53	10 - 49	From fast to slow, fast off and slow on	
	50 - 89	From fast to slow, fast on and slow off	
	90 - 119	No Function	
	120 - 179	Random strobe, slow → fast	
	180 - 255	Strobe, slow → fast	
54	0 - 255	<b>Dimmer</b> Dimmer from Dark To Bright	
	0 - 255	<b>Dimmer Fine</b> Dimmer Fine	
56	0 - 15	<b>Gobo Macro</b> No Function	
	16 - 255	Gobo Macro Function	