AV-2320 Super Bumblebee（250W）8R Beam light Channel Mode

Channel	Channel Mode
	20CHS
1	X
2	Y
3	XY /speed
4	Dimmer
5	Stop/strobe
6	Color wheel
7	Gobo wheel
8	Gobo shaking
9	Frost
10	Rainbow color wheel
11	Prism 1
12	Prism 1 rotation
13	Prism 2
14	Prism 2 rotation
15	Focus
16	Prism macro function
17	Lamp control
18	Reset
19	X Fine tuning
20	Y Fine tuning

Channel parameter value：

PAN – channel　　**【X】**　　**01**　（omit）
TILT - channel　　**【Y】**　　**02**　（omit）

Pan-Tilt time - channel　　**03**

BIT	Timing Channel	Effect	Remark
0- 255,slow-fast 255-0,fast-slow	Pan-Tilt time	Pan-Tilt-(Pan fine-Tilt fine)	0- 255,slow-fast 255-0,fast-slow

DIMMER - channel　04

BIT	EFFECT	Effect	Remark
4-255	100%	Brightness 0%-100%	dark to brightness，255 is full open.
0-3	CLOSED	Shut the light	light is fully closed

STOP/STOBE - channel 05

BIT	EFFECT	Effect	Remark
250-255	OPEN	shutter open	Dimming channel control
11-250	STROBE	strobe(slow to fast)	strobe(slow to fast), on the contrary,(fast to slow)
0-10	CLOSED	Shutter closed	light is fully closed

COLOUR WHEEL - channel 06

BIT	EFFECT	Effect	Remark
201-255	Slow to fast rotation（Reverse）	Slow to fast rotation（Reverse）	For remember easily, color value was settled as multiple of 5.
140-200	Slow to fast rotation（Positive）	Slow to fast rotation（Positive）	Linear variation: Color ratio is adjustable.
135-139	Heating（Cold light）and White half-color	Heating（Cold light）and White half-color	For example：if value is 5, white 50%, Crimson 50%,if the value is 4, white 60%, Crimson 40%.
130-134	Heating（Cold light）	Heating（Cold light）	if the value is 6 ,white 40%,Crimson 60%.
125-129	Pink and Warm half-color（cold light）	Pink and Warm half-color（cold light）	Non-linear variation: Color to be adjusted with color units.
120-124	Pink	Pink	Color film can be "linear" and "non-linear" selected by setting menu.
115-119	Shallow sky blue and pink half-color	Shallow sky blue and pink half-color	
110-114	Shallow sky blue	Shallow sky blue	
105-109	Cooling lenses and Shallow sky blue half-color	Cooling lenses and Shallow sky blue half-color	
100-104	Cool color（2500K）/ warm color	Cool color（2500K）/ warm color	
95-99	Orange and cooling half-color（warm color）	Orange and cooling half-color（warm color）	
90-94	Orange	Orange	
85-89	Sky blue and sky orange red halftone	Sky blue and sky orange red halftone	
80-84	Sky blue	Sky blue	
75-79	Light green and sky blue half-color	Light green and sky blue half-color	
70-74	Light green	Light green	
65-69	Orange and light green half-color	Orange and light green half-color	

60-64	Orange	Orange	
55-59	Rose red and orange half-color	Rose red and orange half-color	
50-54	Rose red	Rose red	
45-49	Yellow and rose red half-color	Yellow and rose red half-color	
40-44	Yellow	Yellow	
35-39	Blue and yellow halftone	Blue and yellow halftone	
30-34	Blue	Blue	
25-29	Green and blue half-color	Green and blue half-color	
20-24	Green	Green	
15-19	Red and Green half-color	Red and Green half-color	
10-14	RED	Red	
5-9	Red and white alternating half-color	Red and white halftone	
0-4	WHITE	WHITE	

STATIC GOBO CHANGE - channel   07

BIT	EFFECT	Effect	Remark
200-255	Pattern Slow to Fast Transition (Reverse)	Pattern Slow to Fast Transition (Reverse)	Each 10 values corresponds to a pattern
140-199	Pattern Slow to Fast Transition (Forward)	Pattern Slow to Fast Transition (Forward)	
130-139	GOBO 13	GOBO13	
120-129	GOBO 12	GOBO12	The value of the switching pattern is always a multiple of ten
110-119	GOBO 11	GOBO11	
100-109	GOBO 10	GOBO10	
90-99	GOBO 9	GOBO9	
80-89	GOBO 8	GOBO8	
70-79	GOBO 7	GOBO7	
60-69	GOBO 6	GOBO6	
50-59	GOBO 5	GOBO5	
40-49	GOBO 4	GOBO4	
30-39	GOBO3	GOBO3	
20-29	GOBO 2	GOBO2	
10-19	GOBO1	GOBO1	
0-9	WHITE	WHITE	

GOBO SHAKE   - channel   08

BIT	EFFECT	Effect	Remark
190-255	The pattern shake still	The pattern shake still	Prerequisite pattern is greater than 10 less than 190 will jitter
2-190	Patterns from slow jitter to fast jitter	Patterns from slow jitter to fast jitter	
0	The pattern jitter stops	The pattern jitter stops	

FROST - channel   9

BIT	EFFECT	EFFECT	REMARK
128-255	FROST INSERTED	FROST INSERTED	
0-127	FROST EXCLUDED	FROST EXCLUDED	

Rainbow wheel- channel   10

BIT	EFFECT	EFFECT	REMARK
128-255	INSERTED	INSERTED	
0-127	EXCLUDED	EXCLUDED	

PRISM1- channel   11

BIT	EFFECT	EFFECT	REMARK
128-255	PRISM1 INSERTED	PRISM1 INSERTED	
0-127	PRISM1 EXCLUDED	PRISM1 EXCLUDED	

PRISM1 ROTATION- channel   12

191-255	Prism 1 from slow to fast rotation (reverse)	Prism 1 from slow to fast rotation (reverse)	When the prism 1 is inserted and rotated, the prism 1 retracts and stops the rotation.
128-190	Prism 1 from fast to slow rotation (positive)	Prism 1 from fast to slow rotation (positive)	
0-127	POSITION	POSITION	

PRISM1- channel   13

BIT	EFFECT	EFFECT	REMARK
128-255	PRISM1 INSERTED	PRISM1 INSERTED	
0-127	PRISM1 EXCLUDED	PRISM1 EXCLUDED	

PRISM2 ROTATION- channel 14

191-255	Prism 2 from slow to fast rotation (reverse)	Prism 2 from slow to fast rotation (reverse)	When the prism 2 is inserted and rotated, the prism 2 retracts and stops the rotation.
128-190	Prism 2 from fast to slow rotation (positive)	Prism 2 from fast to slow rotation (positive)	
0-127	POSITION	POSITION	

FOCUS - channel 15

BIT	EFFECT	EFFECT	REMARK
1-255	100%	100%	focus up and down sliding range
0	0%	0%	The most primitive state

Prism Function- channel 16

BIT	EFFECT	EFFECT	REMARK
150-255	PRISM1 INSERTED	PRISM1 INSERTED	
0-149	PRISM1 EXCLUDED	PRISM1 EXCLUDED	

LAMP CONTROL - channel 17

BIT	EFFECT	EFFECT	REMARK
201-210	LAMP ON	LAMP ON	Lamp switch passing through the unused range and staying 5 seconds.
101-110	LAMP OFF	LAMP OFF	
其它值	UNUSED RANGE	UNUSED RANGE	

RESET - channel 18

BIT	EFFECT	EFFECT	REMARK
250-255	COMPLETE RESET	COMPLETE RESET	Reset is activated passing through the unused range and staying 5 seconds.
0-249	UNUSED RANGE	UNUSED RANGE	In addition to the motor reset range of data, the other was invalid data

PAN FINE – channel   19（Omit） 【X Fine tuning】
TILT FINE - channel   20（Omit） 【Y Fine tuning】