

5 Operation

5.1 DMX Operation

5.1.1 Channel Mapping¹²

The first column of these charts are laid out according to a fixture definition (personality) for in ISIS[®] ADB's lighting control software.

The ISIS[®] column is the offset with regard to base address.

The Start=1 column shows the addresses for Starting Address = 1.

ISIS [®] Offset 0	Start=1 Offset 1		Default Open Value
0	1	Control	0
1	2	Pan	32767
2	3	Pan fine	
3	4	Tilt	32767
4	5	Tilt fine	
5	6	Zoom	0
6	7	Focus	0
7	8	Shutter A Rot/Index Coarse	32767
8	9	Shutter A Rot/Index Fine	
9	10	Shutter A In/Out	0
10	11	Shutter B Rot/Index Coarse	32767
11	12	Shutter B Rot/Index Fine	
12	13	Shutter B In/Out	0
13	14	Shutter C Rot/Index Coarse	32767
14	15	Shutter C Rot/Index Fine	
15	16	Shutter C In/Out	0
16	17	Shutter D Rot/Index Coarse	32767
17	18	Shutter D Rot/Index Fine	
18	19	Shutter D In/Out	0
19	20	Shutters all rotation offset Coarse	32767
20	21	Shutters all rotation offset Fine	
21	22	Gobo 1 rotation – coarse	32767
22	23	Gobo 1 rotation – fine	
23	24	Iris – coarse, or coarse rotation of Gobo 2	0
24	25	Iris – fine, or fine rotation of Gobo 2	0

¹² Personalities for several controls are available on the ADB TTV website.

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25	26	External dimmer (optional)	Dummy
26	27	External DMX output e.g. for scroller (ch1)	
27	28	External DMX output e.g. for scroller (ch2)	
28	29	External DMX output e.g. for scroller (ch3)	
29	30	External DMX output e.g. for scroller (ch4)	
30	31	External DMX output e.g. for scroller (ch5)	
31	32	External DMX output e.g. for scroller (ch6)	
32	33	External DMX output e.g. for scroller (ch7)	
33	34	External DMX output e.g. for scroller (ch8)	

5.1.2 Rotate 720°

Each Shutter Rot/Index and the Shutter offset channel can freely rotate 720°. Starting for the open value; one turn right and one turn left.

The framing shutters of a *Motorised WARD* can freely rotate 720°.

The *Motorised WARD* defines a “zero value position of the framing shutters”. This sets the four framing shutters at right angles to each other.

When the shutter rotation position is set to “Zero value position” and you move all shutters in, you will get a rectangular/square shape.

5.1.3 How to identify a shutter shutter on your console

An operator can easily identify a shutter by moving one shutter and then using an ‘undo’ function to move it back to its original position. The ISIS® function for this is ‘return’. This function is available on most lighting consoles.