# **TECH NOTICE**

**Subject: Fixture Control Channel Timing** 

Manufacturer: PRG **Bulletin No: TN-051** 

Date: 4 September 2018



#### INTRODUCTION

#### **Control Channel Timing for Luminaire Firmware**

PRG manufactured luminaires running the most recent firmware are experiencing a timing issue with executing Control Channel Macros that use more than the recommended wait time between the execution of the command and the Idle call.

The recommended wait/hold time after calling up the value on the Control Channel is 3 to 5 seconds; users with wait/hold times exceeding the recommended time are experiencing what is ostensibly an expiration of the Control Channel command, resulting in the Control Channel macro not executing in the fixture (Lamp Strike, Lamp Douse, Reset, et al).

Users experiencing the issue have reported wait times of 8 to 10+ seconds in their Control Channel Macros. When recording macros for use with PRG fixtures, be sure to adhere to the recommended wait time of 3-5 seconds after executing your Control command. 8 seconds is the upper limit at which the command expires.

#### **Example: LAMP STRIKE Command Syntax**

Use the example below for reference with respect to your programming and the Control Channel Macro Syntax. The example below applies to all macros in the Control Channel.

#### LAMP STRIKE MACRO for Best Boy HP v3.03

Control Channel 36 is given a 8-bit value of 30 (Lamp Strike); Immediately following this input value, a wait/hold of 3-5 seconds of the value 30 is observed: Immediately following the wait/hold of 3-5 seconds, Control Channel 36 is given an 8-bit value of 0 (idle).

#### **Products Referenced:**

- + Version 3.03 for Best Boy HP/4000
- + Version 3.03 for Best Boy Wash
- + Version 3.02 for Bad Boy HP
- + Version 1.00 for GC Bad Boy
- + Version 1.00 for GC Best Boy
- + Version 1.03 for GCLT

The following pages list each fixture's Control Channel Values and functions:

- "Best Boy HP DMX Control Channel Detail" on page 2
- "Best Boy Wash DMX Control Channel Detail" on page 3
- "Bad Boy HP DMX Control Channel Detail" on page 4
- "GroundControl™ Bad Boy DMX Control Channel Detail" on page 5
- "GroundControl™ Best Boy DMX Control Channel Detail" on page 6
- "GroundControl™ Longthrow DMX Control Channel Detail" on page 7

### **Best Boy HP DMX Control Channel Detail**

Below is a quick reference of the functions of <u>Best Boy HP Control Channel 36</u> for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer.

			0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		
Val	Function	Val	Function	Val	Function
0	Idle	74	Zoom Table Select: 300' Throw	135	Follow Spot: Intensity/Iris/Edge
1	Reserved; No Function		Zoom Speed Select:		Follow Spot:
10	Recalibrate: All	75	Maintain Focus (Default)	136	Intensity/Iris/Edge/Zoom
11	Recalibrate: Erred Mechanisms	77	Zoom Speed Select: Move Fast	137	Follow Spot: Intensity/Iris Zoom
12	Recalibrate: Zoom/Edge + Effects	80	Gobo: Set Zero Positions	138	End Follow Spot Mode
14	Recalibrate: Color		Display:	139	Follow Spot: Intensity
16	Recalibrate: Gobos	90	Backlight ON	140	Follow Spot: Intensity/Edge
17	Recalibrate: Shutters	95	Display: Backlight OFF	141	Follow Spot:
18	Recalibrate: Dimmer/Strobe/Iris	98	Clear Pan/Tilt Lock/Free		Intensity/Edge/Zoom
19	Recalibrate: Pan/Tilt	100	100 Pan:		Follow Spot Intensity/Zoom
20	Lamp: Douse	100	Lock	143	Follow Spot:
	•	102	Pan: Unlock	143	Iris
30 40	Lamp: Start  Lamp Power Limit Select:	104	Tilt: Lock	144	Follow Spot: Iris/Edge
40	High (Default)			145	Follow Spot: Iris/Zoom
45	Lamp Power Limit Select: Medium	106	Tilt: Unlock		
50	Lamp Power Limit Select:	108	Pan/Tilt: Free Motion	146	Follow Spot: Iris/Edge/Zoom
	Low		Pan/Tilt:	147	Follow Spot: Edge
56	Zoom Table Select: 15' Throw	110	Free Lock		Follow Spot:
58	Zoom Table Select: 25' Throw	112	Pan/Tilt: End Free Motion	148	Edge/Zoom
	Zoom Table Select:	114	No Fade Out	149	Follow Spot: Zoom
60	30' Throw (Default)	116	Fade Out after 30s	150	Follow Spot:
62	Zoom Table Select:	118	Fade Out after 60s	130	Turn Intensity Scaling ON
	42' Throw	120	Clear Logs	152	Follow Spot: Turn Intensity Scaling OFF
64	Zoom Table Select: 58' Throw	122	Invert Pan		FSC:
66	Zoom Table Select:	124	Don't Invert Pan	154	Enable Frost Control
	80' Throw	126	Invert Tilt	156	FSC: Disable Front Control
68	Zoom Table Select: 112' Throw	128	Don't Invert Tilt	1	PISADIE L'IOHE COHEIO
70	Zoom Table Select:	130	Swap Pan/Tilt	-	
70	115' Throw	132	Don't Swap Pan/Tilt	_	
	Zaara Tabla Calaati	102	Don't Owap ran/ rin		

Follow Spot: Intensity/Iris

134

Zoom Table Select:

215' Throw

72

### **Best Boy Wash DMX Control Channel Detail**

Below is a quick reference of the functions of <u>Best Boy Wash Control Channel 26</u> for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer.

Val	Function				
0	Idle				
1	Reserved; No Function				
10	Recalibrate: All				
11	Recalibrate: Erred Mechanisms				
12	Recalibrate: Zoom/Edge				
14	Recalibrate: Color				
16	Recalibrate: Gobos				
18	Recalibrate: Dimmer/Strobe/Iris				
19	Recalibrate: Pan/Tilt				
20	Lamp: Douse				
30	Lamp: Start				
40	Lamp Power Limit Select: High (Default)				
45	Lamp Power Limit Select: Medium				
50	Lamp Power Limit Select: Low				
78	Edge: Near Focal Plane				
79	Edge: Far Focal Plane				
80	Gobo: Set Zero Positions				
82	Gobo: Always Take Shortest Path				
84	Gobo: Take Natural Direction with Timing				
90	Display: Turn Backlight ON				
95	Display: Turn Backlight OFF				
98	Clear Pan / Tilt Lock / Free				
108	Pan / Tilt: Free Motion				
112	Pan / Tilt: End Free Motion				
114	No Fade Out				
116	Fade Out after 30s				
118	Fade Out after 60s				
120	Clear Logs				
122	Invert Pan				
124	Don't Invert Pan				
126	Invert Tilt				
128	Don't Invert Tilt				
130	Swap Pan / Tilt				
132	Don't Swamp Pan / Tilt				

### Bad Boy HP DMX Control Channel Detail

Below is a quick reference of the functions of Bad Boy Control Channel 42 for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer.

Val	Function	Val	Function	Val	Function	
0	Idle	70	Zoom Table Select:	130	Swap Pan/Tilt	
1	Reserved; No Function		15' Throw	132	Don't Swap Pan/Tilt	
10	Recalibrate: All	72	Zoom Table Select: Narrow Throw	134	Follow Spot: Intensity/Iris	
11	Recalibrate: Erred Mechanisms	75	Zoom Speed Select: Maintain Focus (Default)	135	Follow Spot: Intensity/Iris/Edge	
12	Recalibrate: Zoom/Edge	77	Zoom Speed Select: Move Fast	136	Follow Spot: Intensity/Iris/Edge/Zoom	
14	Recalibrate:	80	Gobo: Set Zero Positions	137	Follow Spot: Intensity/Iris Zoom	
	Recalibrate:	90	Display:	138	End Follow Spot Mode	
16	Gobos		Backlight ON	139	Follow Spot: Intensity	
18	Recalibrate: Dimmer/Strobe/Iris	95	Display: Backlight OFF	140	Follow Spot: Intensity/Edge	
40	Recalibrate:	98	Clear Pan/Tilt Lock/Free		Follow Spot:	
19	Pan/Tilt	100	Pan: Lock	141	Intensity/Edge/Zoom	
20	Lamp: Douse	102	Pan: Unlock	142	Follow Spot Intensity/Zoom	
30	Lamp: Start		Tilt:	143	Follow Spot: Iris	
	Lamp Power Limit Select:	104	Lock	144	Follow Spot: Iris/Edge	
40	High (Default)	106	Tilt:	145	Follow Spot: Iris/Zoom	
45	Lamp Power Limit Select: Medium	108	Unlock Pan/Tilt:	146	Follow Spot: Iris/Edge/Zoom	
50	Lamp Power Limit Select:		Free Motion	147	Follow Spot: Edge	
	Low	110	Pan/Tilt: Free Lock	148	Follow Spot: Edge/Zoom	
55	Lamp:	' O Don/T	Pan/Tilt:	149	Follow Spot: Zoom	
	Power Limit	112	End Free Motion	150	Follow Spot: Turn Intensity Scaling ON	
60	Zoom Table Select: 30' Throw (Default)	114	No Fade Out		Follow Spot:	
	Zoom Table Select:	116	Fade Out after 30s	152	Turn Intensity Scaling OFF	
62	50' Throw	50' Throw	118	Fade Out after 60s	154	FSC:
64	Zoom Table Select: 75' Throw	120	Clear Logs	107	Enable Frost Control	
64		122	Invert Pan	156	FSC: Disable Front Control	
66	Zoom Table Select:	124	Don't Invert Pan		Disable Front Control	
	100' Throw	126	Invert Tilt			
68	Zoom Table Select: 300' Throw	128	Don't Invert Tilt			

300' Throw

## GroundControl™ Bad Boy DMX Control Channel Detail

Below is a quick reference of the functions of GC Bad Boy Control Channel 37 for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer.

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Val	Function	Val	Function	Val	Function
0	Idle	80	Gobo: Set Zero Positions	155	FSC: Reinitialize Camera
1	Reserved; No Function				
10	Recalibrate: All	90	Display: Backlight ON	160	LOCKOUT: Prevent controller opfrom using any non-fmechanisms
11	Recalibrate: Erred Mechanisms	95	Display: Backlight OFF		
	Recalibrate: Zoom/Edge	98	Clear Pan/Tilt Lock/Free	161	ALLOW Controller Operator to override mechanism
12		100	Pan:		
14	Recalibrate: Color	102	Lock Pan:	171	Splitter: Select Fixture #1
10	Recalibrate:	102	Unlock	172	Splitter:
16	Gobos	104	104 Tilt:		Select Fixture #2
18	Recalibrate:		Lock		Splitter:
	Dimmer/Strobe/Iris	106	Tilt: Unlock		Select Fixture #3
19	Recalibrate: Pan/Tilt	100	Pan/Tilt:	174	Splitter: Select Fixture #4
	Lamp:	108	Free Motion Pan/Tilt:	176	Splitter: SOLO Mode ON
20	Douse	110			
21	Lamp:		Free Lock	178	Splitter:
	Wait on Power Up  Lamp: Strike on Power Up	112	Pan/Tilt: End Free Motion		SOLO Mode OFF
22		114	No Fade Out		
	Lamp: Start	116	Fade Out after 30s		
30		118	Fade Out after 60s		
40	Lamp Power Limit Select: High (Default)  Lamp Power Limit Select: Medium	120	Clear Logs		
		122	Invert Pan		
45		124	Don't Invert Pan		
	Lamp Power Limit Select:	126	Invert Tilt		
50	Low	128	Don't Invert Tilt		
	Lamp:	130	Swap Pan/Tilt		
55	Override Start-Up Power Limit	132	Don't Swap Pan/Tilt		
	Zoom Table Select:		Follow Spot:		
70	15' Throw	150	Turn Intensity Scaling ON		
75	Zoom Speed Select: Maintain Focus (Default)	152	Follow Spot: Turn Intensity Scaling OFF		
77	Zoom Speed Select: Move Fast	153	FSC: Reset Mechanisms to Default Positions		

160	Prevent controller operator from using any non-FSC mechanisms
161	ALLOW Controller Operator to override any mechanism
171	Splitter: Select Fixture #1
172	Splitter: Select Fixture #2
173	Splitter: Select Fixture #3
174	Splitter: Select Fixture #4
176	Splitter: SOLO Mode ON
178	Splitter: SOLO Mode OFF

### GroundControl™ Best Boy DMX Control Channel Detail

Below is a quick reference of the functions of <u>GC Best Boy Control Channel 37</u> for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer.

	# # # # # # # # # # # # # # # # # # #		1
Val	Function	Val	Function
0	Idle	90	Display: Backlight ON
1	Reserved; No Function		Display:
10	Recalibrate: All	95	Backlight OFF
11	Recalibrate:	98	Clear Pan/Tilt Lock/Free
11	Erred Mechanisms	100	Pan: Lock
12	Recalibrate: Zoom/Edge	102	Pan:
14	Recalibrate: Color	104	Unlock Tilt:
10	Recalibrate:	104	Lock
16	Gobos	106	Tilt:
18	Recalibrate:		Unlock
	Dimmer/Strobe/Iris	108	Pan/Tilt: Free Motion
19	Recalibrate: Pan/Tilt	110	Pan/Tilt:
00	Lamp:	110	Free Lock
20	Douse	112	Pan/Tilt: End Free Motion
21	Lamp: Wait on Power Up	114	No Fade Out
	Lamp:	116	Fade Out after 30s
22	Strike on Power Up	118	Fade Out after 60s
30	Lamp:	120	Clear Logs
	Start	122	Invert Pan
40	Lamp Power Limit Select: 1630W (Default)	124	Don't Invert Pan
45	Lamp Power Limit Select:	126	Invert Tilt
	1400W	128	Don't Invert Tilt
50	Lamp Power Limit Select: 1200W	130	Swap Pan/Tilt
	Lamp:	132	Don't Swap Pan/Tilt
55	Override Start-Up Power Limit	150	Follow Spot: Turn Intensity Scaling ON
75	Zoom Speed Select: Maintain Focus (Default)	152	Follow Spot: Turn Intensity Scaling OFF
77	Zoom Speed Select: Move Fast	153	FSC: Reset Mechanisms to Default Positions
80	Gobo: Set Zero Positions	155	FSC: Reinitialize Camera

Val	Function
160	LOCKOUT: Prevent controller operator from using any non-FSC mechanisms
161	ALLOW Controller Operator to override any mechanism
171	Splitter: Select Fixture #1
172	Splitter: Select Fixture #2
173	Splitter: Select Fixture #3
174	Splitter: Select Fixture #4
176	Splitter: SOLO Mode ON
178	Splitter: SOLO Mode OFF

### GroundControl™ Longthrow DMX Control Channel Detail

Below is a quick reference of the functions of <u>GC Longthrow Control Channel 32</u> for your reference. Make sure to observe a wait/hold time of the control channel value you want when building macros, followed immediately by entering value 0 before clearing your macro from the programmer:

	Val	Function	Val	Function	Val	Function	
	0	Idle Reserved; No Function	90	Display: Backlight ON	155	GroundControl: Reinitialize Camera	
-	10	Recalibrate:	95	Display: Backlight OFF	160	LOCKOUT: Prevent controller operator	
	11	Recalibrate:	98	Clear Pan/Tilt Lock/Free		from using any non-FSC mechanisms	
-	12	Erred Mechanisms Recalibrate:	100	Pan: Lock	161	ALLOW Controller Operator to override any	
-	12	Zoom/Edge Recalibrate:	102	Pan: Unlock		mechanism	
	14	Color	104	Tilt: Lock	171	Splitter: Select Fixture #1	
	16	Recalibrate: Gobos	106	Tilt:	172	Splitter: Select Fixture #2	
	17	Recalibrate: Framing		Unlock Pan/Tilt:	173	Splitter: Select Fixture #3	
-	18	Recalibrate:	108	Free Motion	174	Splitter:	
-		Dimmer/Strobe/Iris Recalibrate:	110	Pan/Tilt: Free Lock		Select Fixture #4  Splitter:	
-	19	Pan/Tilt	112	Pan/Tilt: End Free Motion	176	SOLO Mode ON	
	20	Lamp: Douse	114	No Fade Out	178	Splitter: SOLO Mode OFF	
	21	Lamp: Wait on Power Up  Lamp: Strike on Power Up	116	Fade Out after 30s			
-			118	Fade Out after 60s			
	22		120	Clear Logs			
	30	Lamp: Start		122	Invert Pan		
			124	Don't Invert Pan			
	40	Lamp Power Limit Select: High (Default)	126	Invert Tilt			
-	45	Lamp Power Limit Select:	128 130	Don't Invert Tilt Swap Pan/Tilt			
	40	Medium	132	Don't Swap Pan/Tilt			
	50	Lamp Power Limit Select: Low	150	GroundControl:			
	80	Gobo:	150	Turn Intensity Scaling ON GroundControl:			
		Set Zero Positions Gobo:	152	Turn Intensity Scaling OFF			
-	82	Always take Shortest Path  Gobo: Take Natural  Direction with Timing	153	GroundControl: Reset Mechanisms to Default Positions			
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