

# MICROH 3 Watt Copper Bromide Laser

Preliminary operating instruction manual for DMX operation

**DMX CHANNEL ASSIGNMENT** (to be used as an overview, please refer to the • EFFECT sections for more detailed explanations of dmx values and functions)

**CH 1:** TILT

**CH 2:** PAN

**CH 3:** OVERALL EFFECT SELECTOR (see dmx values listed in each effect listed below)

**CH 4:** SUB-EFFECT SELECTOR (see dmx values listed in each effect listed below)

**CH 5:** TILT (this channel also manipulates effects in EFFECT 6)

**CH 6:** PAN (this channel also manipulates effects in EFFECT 6)

**CH 7:** IMAGE SIZE (this only applies to certain effects located below, not all effects can be adjusted in size)

**CH 8:** SHUTTER (this blacks out the entire beam table)

• **EFFECT 1 :** *Beam position (targeting) effect (single beam green) full power*

**CH 8:** 255

**CH 3:** 0

**CH 1:** Tilt

**CH 2:** Pan

• **EFFECT 2:** *Arial effects, single beam graphics, full power*

**CH 8:** 255

**CH 3:** 0

**CH 7:** 255 (to achieve full image size of two effects in this mode)

**CH 4:** Effects generator, slowly bring up CH 4 dmx values, pattern will change.

**CH 4:** 210 – Vertical flat blade - CH 7 will be able to manipulate image size. 255 is max size

**CH 4:** 230 - Horizontal Liquid Sky - CH 7 will be able to manipulate image size, 255 is max size

• **EFFECT 3:** *Dual beam targeting (Orange and Green) split colours.*

**CH 8:** 255

**CH 3:** 35

**CH 1:** Tilt Orange beam

**CH 2:** Pan Orange beam

**CH 5:** Tilt Green beam

**CH 6:** Pan Green beam

**CH 4:** 0

**CH 7:** 0

• **EFFECT 4:**        *Arial effects, dual beam graphics (orange & green)*

**CH 8:** 255

**CH 3:** 35

**CH 1:** Tilt Orange effect

**CH 2:** Pan Orange effect

**CH 5:** Tilt Green effect

**CH 6:** Pan Green effect

**CH 4:** Effect selector. Changing the dmx value will alter the graphic being displayed. Both the Orange and Green image will be the same.

**CH 7:** 255 (when CH 4 is above 210, CH 7 will alter the graphic size)

**CH 4:** 210 Vertical flat beam

**CH 4:** 230 Horizontal liquid sky

• **EFFECT 5:**        *Arial effect: Machida (Orange & Green rotating machida)*

**CH 8:** 255

**CH 3:** 65 (engages rotating machida)

**CH 7:** 0 fast rotation clockwise

**CH 7:** 125 slow rotation clockwise (any dmx value between 0-125 will achieve different clockwise rotating speeds looking outward from the laser table)

**CH 7:** 126 slow rotation counter clockwise (any dmx value between 126 – 255 will achieve different counter clockwise speeds looking outward from the laser table)

• **EFFECT 6:**        *Arial effects (single beam full power) green*

**CH 8:** 255

**CH 3:** 100 (cone tunnel effect)

**CH 4:** 0

**CH 5:** If Ch 5 is manipulated alone, (no Ch 6), the cone tunnel effect will be altered (various effects are activated) Listed below are some examples that can be achieved while only using Ch 5 values, and Ch 6 is at 0:

**CH 5:** 108 Slow broken Scanning circle

**CH 5:** 150 Slow star scan effect

**CH 5:** 170 Rotating oval

**CH 6:** (the following alter the cone with Ch 5 being in the 0 position, here are several examples of the effects available)

**CH 6:** 255 Pulsing circle (small to large)

**CH 6:** 220 Fast pulsing circle

**CH 6:** 50 Twin Cone rotating effect

**Note:** *If Ch 5 & Ch 6 are both manipulated, various other effect combinations can be generated.*

• **EFFECT 7:**        *Arial effects, circle/liquid sky, macros*

**CH 8:** 255

**CH 7:** 255 (size can be altered, but to achieve best effect, keep dmx value at 255)

**CH 1:** Tilt (Best setting for maximum effect is between dmx value 65-200, if dmx values are beyond this range, the effect may not be displayed properly)

**CH 2:** Pan (Best setting for maximum effect is between dmx value 65-200, if dmx values are beyond this range, the effect may not be displayed properly)

**CH 3:** 130 (scanner special effects mode)

The following dmx values will alter the effect on Ch 4

**CH 4:** 0 Flat Vertical Blade (static)

**CH 4:** 20 Flat Horizontal Liquid sky (static)

**CH 4:** 41 Circle (static)

**CH 4:** 60 Horizontal figure 8 (static)

The following dmx values will alter macro (effect animations) on Ch 4

**CH 4:** 81        MACRO 1 Vertical flat blade moving back & forth on a horizontal axis

**CH 4:** 100        MACRO 2 Liquid sky moving up and down

**CH 4:** 120        MACRO 3 Blade effect (alternating between small horizontal blade and small vertical blade)

**CH 4:** 140        MACRO 4 Blade effect (alternating between large horizontal blade and large vertical blade)

**CH 4:** 160        MACRO 5 Thin (squashed) oval cone effect (alternates mirror image of itself on its axis)

**CH 4:** 180        MACRO 6 Bird effect (simulates wings flapping up and down, semi circle alternates)

**CH 4:** 200        MACRO 7 Vertical Figure 8 (dancing effect, flips the image on its axis)

**CH 4:** 220        MACRO 8 Small to large pulsing circle effect

**CH 4:** 240 Macro Loop (runs macros 1 through 7 in consecutive order and repeats) macro 8 not included in this loop

• **EFFECT 8:**            *Arial effects (Orange and green dual beam)*

**CH 8:** 255

**CH 3:** 160

**CH 7:** 255 (this controls beam aperture (size), best results are achieved when this value is at 255)

**Note:**

*Orange beam: Refer to • EFFECT 7 for CH 4 and CH 7 dmx values and effects*

**CH 1:** Tilt orange beam

**CH 2:** Pan orange beam

**Note:** *The orange beam effects and the green beam effects are selected by using the CH 4 dmx control, however, the images will be different on either colour. A separate image cannot be selected for the green beam, nor the orange beam. Refer to the previous EFFECT # for effect descriptions and dmx values.*

*Green beam: Refer to • EFFECT 4 for CH 4 and CH 7 dmx values and effects*

**CH 5:** Tilt green beam

**CH 6:** Pan green beam

**Note:** CH 4 and CH 7 affect patterns on both the orange and green beams simultaneously

• **EFFECT 9**            *Arial effect (circle image) full power*

**CH 8:** 255

**CH 3:** 195

**CH 1:** Tilt

**CH 2:** Pan

**CH 4:** Affects the pattern of the circle, move the fader slowly (close dmx values), to achieve the many different effects