

MINER LIGHT

440w Beam Spot Wash



Technical Parameters

- 440W discharge lamp (new version)
- Large 160mm diameter front lens
- Electronic focusing for a perfectly sharp light beam along its entire length
- 4° - 50° electronic zoom (Spotlight mode)
- Channels: 30/34CH
- 2.5° aperture and “pipe” effect (Beam mode)
- CMY color mixing with gradually fading color wheels
- 14 special color filters on three wheel •2 CTO filters (3200 K and 2500 K) + 1 CTB filter
- Wheel with 6 HQ dichroic rotating gobos
- Wheel with 18+1 fixed metal gobos •6 beam reducer filters on the gobo wheel
- Advanced visual effect disc (animation disc)
- 2 indexable rotating prisms (8-facet and linear 4-facet prism)
- Frost filter for soft-edge projection
- High precision dimmer and stop-strobe effect
- Rapid and extensive pan and tilt movements
- High performance electronics and firmware

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN COLOUR WHEEL	CYAN COLOUR WHEEL
2	MAGENTA COLOUR WHEEL	MAGENTA COLOUR WHEEL
3	YELLOW COLOUR WHEEL	YELLOW COLOUR WHEEL
4	COLOUR 1	COLOUR 1
5	COLOUR 2	COLOUR 2
6	COLOUR 3	COLOUR 3
7	STOPPER / STROBE	STOPPER / STROBE
8	DIMMER	DIMMER
9	DIMMER FINE	DIMMER FINE
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT	ROTATING GOBO SELECT
14	GOBO ROTATION	GOBO ROTATION
15	FINE GOBO ROTATION	FINE GOBO ROTATION
16	PRISMS INSERTION	PRISMS INSERTION
17	PRISMS ROTATION	PRISMS ROTATION
18	FROST	FROST
19	ZOOM	ZOOM
20	FOCUS	FOCUS
21	FOCUS FINE	FOCUS FINE
22	BEAM MODE	BEAM MODE
23	PAN	PAN
24	FINE PAN	FINE PAN
25	TILT	TILT
26	FINE TILT	FINE TILT
27	FUNCTION	FUNCTION
28	RESET	RESET
29	LAMP CONTROL	LAMP CONTROL

30	MACRO EFFECTS	MACRO EFFECTS
31	-	PAN-TILT TIME
32	-	COLOUR TIME
33	-	BEAM TIME
34	-	GOBO TIME


Channel Mode		DMX Value	Function
Standard	Vector		
1	1	0 - 255	CYAN COLOUR WHEEL Linear Cyan movement
2	2	0 - 255	MAGENTA COLOUR WHEEL Linear Magenta movement
3	3	0 - 255	YELLOW COLOUR WHEEL Linear Yellow movement
4	4		COLOUR 1
		0	Empty position
		28	Empty + Soft Filter
		50	Soft Filter
		80	Soft Filter + Lavender
		100	Lavender
		129	Lavender + CTO 3200K
		150	CTO 3200K
		181	CTO 3200K + CTO 2500K
		204	CTO 2500K
		235	CTO 2500K + Blue Wood (UV Filter)
255	Blue Wood (UV Filter)		
5	5		COLOUR 2
		0	Empty position
		28	Empty + Dark Green
		50	Dark Green
		75	Dark Green + CTB
		100	CTB
		129	CTB + Dark Blue
		150	Dark Blue
		178	Dark Blue + H.M.Green
		200	H.M.Green
		235	H.M.Green + Dark Red
255	Dark Red		

Channel Mode		DMX Value	Function
Standard	Vector		
6	6		COLOUR 3
		0	Empty position
		28	Empty + Light Green
		50	Light Green
		77	Light Green + Pink
		100	Pink
		129	Pink + Aquamarine
		150	Aquamarine
		181	Aquamarine + Dark Orange
		200	Dark Orange
		231	Dark Orange + Light Orange
255	Light Orange		

7	7		STOPPER / STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow (0.5 flash/sec) to fast (12 flashes/sec)
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
		252 - 255	Light ON
8	8		DIMMER
		0 - 255	Light output linearly increase from no-light to maximum brightness. Dimmer blades move from totally closed to totally open in 0.02 seconds at maximum speed.
9	9		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function	
Standard	Vector			
10	10		STATIC GOBO CHANGE	
		0	Empty position	
		4	Gobo 1	
		8	Gobo 2	
		12	Gobo 3	
		16	Gobo 4	
		19	Gobo 5	
		23	Gobo 6	
		27	Gobo 7	
		31	Gobo 8	
		35	Gobo 9	
		38	Gobo 10	
		42	Gobo 11	
		46	Gobo 12	
		50	Gobo 13	
		54	Gobo 14	
		57	Gobo 15	
		61	Gobo 16	
		65	Gobo 17	
		69	Gobo 18	
		72 - 113	Continuous gobo wheel CCW rotation at linearly variable speed from fast (60 rpm) to slow (5 rpm)	
		114 - 117	Stop rotation	
		118 - 159	Continuous gobo wheel CW rotation at linearly variable speed from slow (5 rpm) to fast (60 rpm)	
		160 - 165	Gobo 1 shakes at variable speed from slow (24 bpm) to fast (600 bpm)	
		166 - 170	Gobo 2 shakes at variable speed from slow (24 bpm) to fast (600 bpm)	
		171 - 175	Gobo 3 shakes at variable speed from slow (24 bpm) to fast (600 bpm)	
		176 - 181	Gobo 4 shakes ...	
		182 - 186	Gobo 5 shakes ...	
		187 - 191	Gobo 6 shakes ...	
		192 - 197	Gobo 7 shakes ...	
		198 - 202	Gobo 8 shakes ...	
		203 - 207	Gobo 9 shakes ...	
		208 - 214	Gobo 10 shakes ...	
215 - 218	Gobo 11 shakes ...			
219 - 223	Gobo 12 shakes ...			
224 - 229	Gobo 13 shakes ...			
230 - 234	Gobo 14 shakes ...			
235 - 239	Gobo 15 shakes ...			
240 - 245	Gobo 16 shakes ...			
246 - 250	Gobo 17 shakes ...			
251 - 255	Gobo 18 shakes ...			

Channel Mode		DMX Value	Function
Standard	Vector		
11	11		ANIMATION DISK INSERTION
		0 - 255	Linear Animation Disk Insertion
12	12		ANIMATION DISK ROTATION
		0 - 124	Continuous animation disk CW rotation at linearly variable speed from fast (120 rpm) to slow (4.4 rph)
		125- 130	Stop rotation
		131- 255	Continuous animation disk CCW rotation at linearly variable speed from slow (4.4 rph) to fast (120 rpm)
13	13		ROTATING GOBO SELECT
		0 - 18	Empty position
		19- 37	Gobo 1
		38- 55	Gobo 2
		56- 74	Gobo 3

<p>75- 92</p>	 <p>Gobo 4</p>
<p>93 - 111</p>	<p>Gobo 5</p>
<p>112- 129</p>	<p>Gobo 6</p>
<p>130- 150</p>	<p>Gobo 1 shakes at variable speed from slow to fast</p>
<p>151- 171</p>	<p>Gobo 2 shakes at variable speed from slow to fast</p>
<p>172- 192</p>	<p>Gobo 3 shakes ...</p>
<p>193- 213</p>	<p>Gobo 4 shakes ...</p>
<p>214- 234</p>	<p>Gobo 5 shakes ...</p>
<p>235- 255</p>	<p>Gobo 6 shakes ...</p>
<p>ROTATING <i>GOGO effect disabled if BEAM MODE is working</i></p>	

Channel Mode		DMX Value	Function
Standard	Vector		
14	14		GOBO ROTATION
		0 - 21	Gobo indexing CW: 0° to 90° range
		21 - 42	Gobo indexing CW: 90° to 180° range
		42 - 63	Gobo indexing CW: 180° to 270° range
		63 - 84	Gobo indexing CW: 270° to 360° range
		84 - 105	Gobo indexing CW: 360° to 450° range
		105 - 127	Gobo indexing CW: 450° to 540° range
		128 - 190	Continuous gobo rotation CCW at linearly variable speed from fast (180 rpm) to slow (2.2 rph) 6 Stop rotation
		191 - 192	
		193 - 255	Continuous gobo rotation CW at linearly variable speed from slow (2.2 rpm) to fast (180 rpm)
			<i>ROTATING GOBO effect disabled if BEAM MODE is working</i>
15	15		FINE GOBO ROTATION
		0 - 255	Fine Gobo Indexing CW
16	16		PRISM INSERTION
		0- 10	Prism out
		11- 132	Prism 1 into the light beam
		133 - 255	Prism 2 into the light beam
			<i>PRISM effect disabled if BEAM MODE is working</i>
17	17		PRISMS ROTATION
		0 - 21	Prism indexing CW: 0° to 90° range
		21 - 42	Prism indexing CW: 90° to 180° range
		42 - 63	Prism indexing CW: 180° to 270° range
		63 - 84	Prism indexing CW: 270° to 360° range
		84 - 105	Prism indexing CW: 360° to 450° range
		105 - 127	Prism indexing CW: 450° to 540° range
		128 - 190	Continuous prism rotation CCW at linearly variable speed from fast (43 rpm) to slow (1.1 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation CW at linearly variable speed from slow (1.1 rpm) to fast (43 rpm)
			<i>PRISM effect disabled if BEAM MODE is working</i>
18	18		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion in 0.02 seconds at maximum speed.
19	19		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
20	20		FOCUS
		0 - 255	Focus moves linearly from far to near position. Focus lenses move from farthest to nearest position in 1.11 seconds at maximum speed.
21	21		FOCUS FINE
		0 - 255	Fine Focus positioning
22	22		BEAM MODE
		0 - 127	Zoom / Autofocus mode
		128 - 255	Beam Mode
			<i>ROTATING and CHANGE GOBO / PRISM / ZOOM effects disabled if BEAM MODE is working</i>

Channel Mode		DMX Value	Function
Standard	Vector		
23	23		PAN
		0 - 255	Pan movement/positioning CCW from 0° to 540° <ul style="list-style-type: none"> • Fast Speed: 3.517 sec • Normal Speed: 4.038 sec
24	24		FINE PAN
		0 - 255	Fine Pan positioning CCW
25	25		TILT
		0 - 255	Tilt movement/positioning from 0° to 244° <ul style="list-style-type: none"> • Fast Speed: 2.180 sec • Normal Speed: 2.274 sec
26	26		FINE TILT
		0 - 255	Fine Tilt positioning
27	27		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		63 - 75	CMY Full Range (default)
		76 - 87	CMY Limited range
		88 - 255	Free
	The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds.		
28	28		RESET
		0 - 25	Unused range
		26 - 76	Zoom Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
	Complete Reset		
128 - 255	All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.		
29	29		LAMP CONTROL
		0 - 25	Unused range
		26 - 100	Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
	Lamp ON		
101 - 255	Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.		

Channel Mode		DMX Value	Function
Standard	Vector		
30	30		MACRO EFFECTS
		0– 7	Macro OFF
		8 – 11	Standby
		12– 15	Standby black
		16– 45	Zoom IN Faded
		46– 75	Zoom OUT Faded
		76 – 105	Zoom IN OUT
		106– 135	Standby Black 1
		136– 165	Zoom IN Faded Random
	166– 195	Zoom OUT Faded Random	
▫	31	196– 225	Zoom IN OUT Random
		226 - 255	Standby Black 2
▫	32		PAN-TILT TIME
			Pan - Fine Pan - Tilt - Fine Tilt
▫	33		COLOUR TIME
			Cyan - Magenta – Yellow
▫	34		BEAM TIME
			Dimmer - Frost - Prism – Focus - Zoom

GOBO TIME

Static Gobo – Rotating Gobo

IMPORTANT

To prevent accidental breakage of the effects, which could collide with each others during transport, before switching the projector OFF, check that all the fixture Channels have been excluded (DMX level = 0 bit.).

Remember to “Switch-Off” the bulb, before to “Switch-Off” the fixture.

VECTOR MODE TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	11
56	12
57	12
58	13
59	13
60	14
61	14
62	14
63	15
64	15
65	16
66	16
67	16
68	17
69	17
70	18
71	18
72	18
73	19
74	19
75	20
76	20
77	20
78	21
79	21
80	21
81	22
82	22
83	22
84	23
85	23

BIT	Seconds
86	24
87	24
88	25
89	25
90	25
91	26
92	26
93	27
94	27
95	27
96	28
97	28
98	29
99	29
100	30
101	30
102	30
103	31
104	31
105	31
106	32
107	32
108	33
109	33
110	33
111	34
112	34
113	35
114	35
115	35
116	36
117	36
118	37
119	37
120	37
121	38
122	38
123	39
124	39
125	39
126	40
127	40
128	40

BIT	Seconds
129	41
130	41
131	42
132	42
133	42
134	43
135	43
136	44
137	44
138	44
139	45
140	45
141	46
142	46
143	47
144	47
145	47
146	48
147	48
148	48
149	49
150	49
151	50
152	50
153	50
154	51
155	51
156	52
157	52
158	52
159	53
160	53
161	54
162	54
163	54
164	55
165	55
166	55
167	56
168	56
169	57
170	57
171	57

BIT	Seconds
172	58
173	58
174	59
175	59
176	59
177	60
178	60
179	60
180	65
181	65
182	70
183	70
184	75
185	75
186	75
187	80
188	80
189	85
190	85
191	85
192	90
193	90
194	95
195	95
196	95
197	100
198	100
199	100
200	110
201	110
202	120
203	120
204	120
205	130
206	130
207	130
208	140
209	140
210	150
211	150
212	150
213	160
214	160
215	160

BIT	Seconds
216	170
217	170
218	180
219	180
220	190
221	190
222	200
223	200
224	210
225	210
226	220
227	220
228	230
229	230
230	240
231	240
232	250
233	250
234	260
235	260
236	270
237	270
238	280
239	280
240	290
241	290
242	300
243	300
244	310
245	310
246	310
247	310
248	310
249	310
250	310
251	310
252	310
253	310
254	310
255	Follow cue Data