Moving Head definition for cable position

Use this table to input the correct pan and tilt positions for a moving head fixture and ensure the cable marker in the orientation to stage dialogue box is in the correct position. Once the numbers are known put them into the fixture extension file pan and tilt settings using VisWiz.

Fixture type:

Pan to Cable Angle (Pan at DMX Zero):

(PD0) range –180 through 0 to less than +180

PD0		Movement		PDmax
Position at	+	(from data	=	Position at
DMX level 0		sheet)		maximum
DMX 0				DMX
	+		=	

Pan direction:

+ or – followed by an angle representing the maximum movement
If the Pan Direction is –ve reverse the signs of **PD0** and **PDmax**

Tilt to Horizon Angle (Tilt at DMX zero):

(TD0) range –180 through 0 to less than +180

TD0		Movement		TDmax
Position at	+	(from data	=	Position at
DMX level 0		sheet)		maximum
DMX 0				DMX
	+		=	

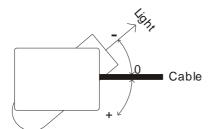*Tilt direction:*

+ or – followed by an angle representing the maximum movement
If the Tilt direction is zero reverse the signs of **TD0** and **TDmax**

Instructions

All definitions are taken with the fixture HANGING and looking DOWN through the fixture hanging point.

1. Set the tilt position such that at its smallest value the beam is pointing horizontally. (Make sure that the lowest tilt value is used).
2. Set the Pan dmx level to zero and note the angle from the cable to the centre of the beam. The range is from - 180 to + >180 degrees, a –ve angle is when the beam is in a counter clockwise direction from the cable, whilst a +ve angle is when the beam is in a clockwise direction from the cable. This is the Pan angle at DMX level zero. (PD0)

Don't forget, you should be looking from above the fixture to the floor!

3. Next increase the Pan dmx value. If the beam moves in a clockwise direction the Pan Movement is +ve if the beam moves in a counter clockwise direction the Pan Movement is –ve.
4. Next decrease the Tilt dmx to zero and note the direction the beam moves in from the Horizon, if this is upwards (towards the roof) then the tilt direction is +ve, if the beam moves downwards (towards the floor) then the tilt movement is considered –ve.
5. Set the TILT DMX level to zero. Note the angle from the horizon, by measuring the angle of the beam to the horizon. If the beam points above the horizon then the angle is -ve, if the beam points below the horizon then the angle is +ve. Add to this –90. (For example if you have an angle of –45 and add –90 to this the result is –135, still confused, on your calculator simply type the initial angle, : - 45 + - 90.) This is called the Tilt DMX zero. (TD0)