



A division of **ROSCO**
www.gamonline.com



GAM Product #TS6130
Rosco Product # 206 3630 0000

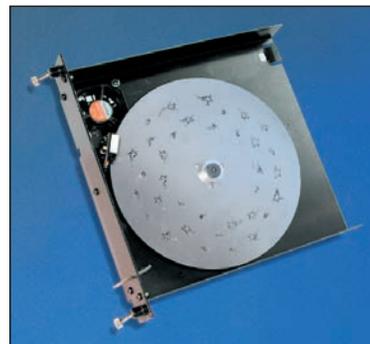
CAUTION

When using a DMX device with a discharge lamp such as CDM or an HMI, it's suggested that you separate the power circuit for the discharge lamp from the DMX control device. When using DMX controlled units such as an Indexing TwinSpin™ or SX4® Gobo Changer or DMX Loop Tray, the "noise" from the discharge lamp ballast may cause some interference and or damage the electronics. For best results we recommend providing separate line voltage to the DMX devices and the discharge light fixture.

PRODUCT INSTRUCTIONS

SX4® DISC TRAY

The SX4® Disc Tray fits in the same SX4® housing as the Loop, Six-Gobo and Four-Gobo Trays. It utilizes the same DMX Dual Power Supply as the Six and Four-Gobo Tray. The Disc Tray can be operated using a DMX signal, or it can be simply turned on and off using built-in programs



Set channel selection with X100, X10, X1 to desired DMX channel. Example: X100 at 0, X10 at 0, X1 at 1 means unit will operate on DMX channel one. Run the fader up and down. 0% to 50% is fast to slow Clockwise. 51% to 100% is slow to fast counter clockwise.

STANDALONE MODE

Select speed and direction of rotation using the 4 Channel and Mode Selection switches mounted on the Dual Power Supply. In this mode of operation, the unit will turn on and off when you power it. To operate in this fashion, follow the following instructions:

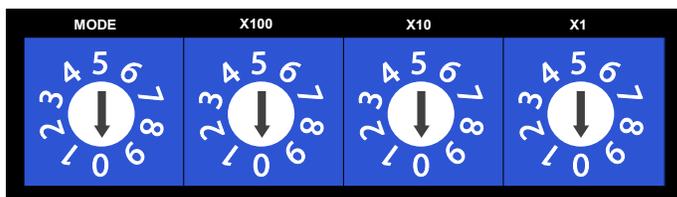
**MODE = 5
Stand Alone Continuous Rotation**

X100 sets clockwise or counter-clockwise rotation. Odd numbers (1,3,5) set counterclockwise, even numbers set clockwise.

X10 and X1 sets speed of rotation. X10 at 0 and X1 at 0 is slowest rotation. X10 at 6 and X1 at 3 is fastest possible rotation.

CONTROL YOUR DISC TRAY WITH A DMX SIGNAL. In order to do that, you will use the mode and channel select switches on the DMX Control Dual Power Supply, and follow the following procedure:

**MODE = 6
DMX Controlled Continuous Rotation**



**MODE 7 OPERATION • MODE SWITCH = 7
DMX single channel linear indexing and rotation control**

Select DMX control channel on SX4® switches: X100, X10, X1. Control channel fader operates index/rotate functions as per chart below:

Channel Level	DMX Level	Direction
100%	255	Slow clockwise Variable speed levels Continuous rotation Fast clockwise
52%	130	
51%	129	STOPPED
50%	128	360 degrees Indexing to position with shortest route maximum speed
0%	0	0 degrees (home)

MODE 8 OPERATION • MODE SWITCH = 8
DMX two channel indexing with variable speed rotation

MODE 9 OPERATION • MODE SWITCH = 9
DMX two channel highly accurate 16 bit linear indexing for all disc types

Select DMX control channel on SX4® switches X100, X10 and X1

- Control channel fader has two functions:
- Operates as an indexing fader from zero to 99%
 - If set at 100%, then it holds the disc in continuous rotation mode

SETTING UP CHOICES FOR CHANNEL 1		
Channel Level	DMX Level	Direction
100%	255	Continuous rotation
99%	254	359 degrees
0%	0	Variable index positions 0 degrees (home)

Second channel controls speed & direction of disc when 1st channel is set at 100% continuous rotation mode.

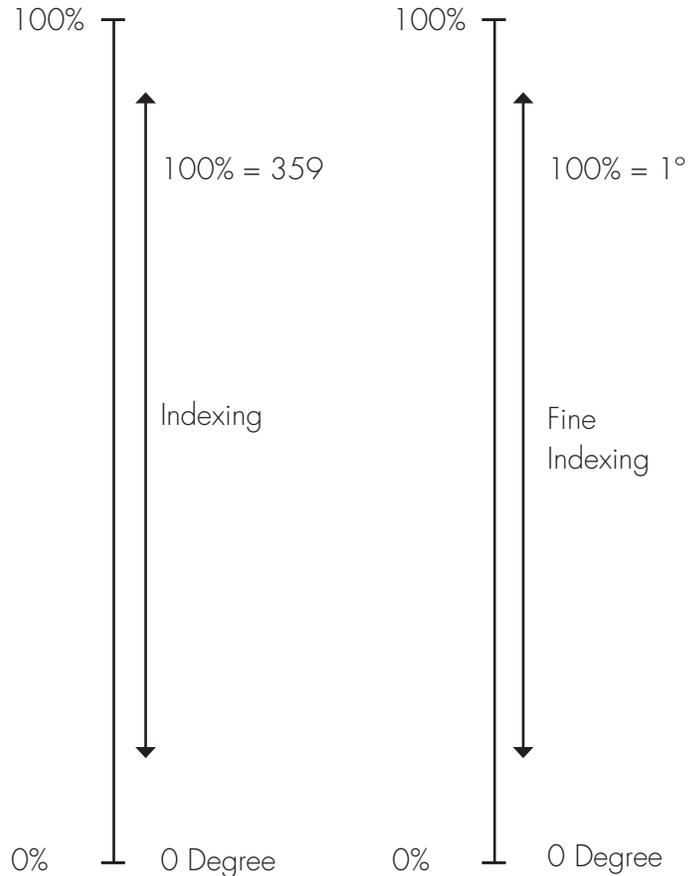
SETTING UP CHOICES FOR CHANNEL 2		
Channel Level	DMX Level	Direction
100%	255	Fast counterclockwise Variable speed levels Continuous rotation
52%	130	Slow clockwise
51%	129	STOPPED
50%	128	Slow clockwise Variable speed levels Continuous rotation
0%	0	Fast clockwise

Second channel controls speed & direction of disc when 1st channel is set from 0-9 indexing mode.

SETTING UP CHOICES FOR CHANNEL 2		
Channel Level	DMX Level	Direction
100%	255	Fast counterclockwise Variable speed levels indexing
51%	128	Slow counterclockwise
50%	127	Slow clockwise Variable speed levels Continuous rotation
1%	1	Fast clockwise
0%	0	Shortest route full speed

Select DMX control channel on SX4® switches X100, X10 and X1

Use channel 1 for the whole degree positions and channel 2 for fine alignment positions between the single degree settings of channel 1.



Channel 1
COARSE POSITION

Channel 1
FINE POSITION