

FNT - R3206

18 17 16 15 14

12 11 10 9 8 7 6

59 5 4 3 2 1 39

60 40

SCROL FNT

PAR

144 130 129 142

143 141

SCROL BK

138 137 136 135

134 133 132 131

BLOO BK - R83

154

155 153 152

151

114 113 LO FNT 111 112

xR>L - L061

55

54 53 52 51 50

49 48 47 46

45 44 43 42 41

xL<R - G885

37

34 33 32 31 30

29 28 27 26

25 24 23 22 21

PORTAL/TOWERS

200 L166

180 179

199 G840

174 TOWER 198 L179 173 TOWER

TEMP DWN - G840

172 171 170 169

168 167 166 165

164 163 162 161

xR>L - NC

89 88 87

86 85 84

83 82 81

xL<R - NC

69 68 67

66 65 64

63 62 61

WATER ROT R71/G740

347 190 CYC

357 140

353/351 139

DIAG FRES

147 146 145 159/

R15 YELLOW 150 149 148

L325 GREEN

A1 TEMPS

77/90 L/R CTR 76/70 L/R CTR

75 R372

94 LOW TMPS 92

93 R372 91 R372

A2 TEMPS

97 L147 96 R15 95

74 HIGH TMPS 72

73 R68,R16 71 R68,G385

HI X TMP - R4460

54 US 67

89 99 98

45 21

MERMAID

58 X R44 38

244 DWN R44 243

242 CURTAIN 241

L128 L115

HEAD HI

109 104

108 R373, R3409 103

107 110 105 102

106 UNDER TOWER 101

SCROL X

128 124

127 123

126 122

125 121

FIRELIGHT - R09

222 221

QUEEN!

BK L182 232 CURT NC 231

ZARBOF!

BK L179 234

MOUNTAINTOP

211 DWN G690 212 X NC 209 PETER STAND TRUNK

56 36 X R16

SHIN - NC

118 116

117 115

FOOT!

R3313 79 R3313 78

158 157 156

CAT BK R09

236

ABOVE WATER

240 R372 239

BOXING RING

202 G535

END A1 FRES L147

80

CROCODILE CAGE

215 L202

CLIFF

214 CLIFF FNT R16 216 FALLING 371 ROT L202

218 CLIFF BK R316 217 CLIFF DWN

CABINS

TMP 204

226 BOYS' (GRATING)

223 224 R373

PATHS

225 CORRIDOR CTR L202

201 GRATING R372

229 HALL PATH R372

227 230

206 HI

PETER RUNNING

233 TEMP FNT >

PETER FLYING

219 DWN

CAVE POOL R09

235

SPOTS

R132 20 19

L202

R3208 248

L201 LOWER SPOT

A1 DROP

L201 R71 G850

BOT 193 192 191

SFX204 187 186 R371/L161

SHIP 189 188 G840/L201

WATER ROT 190 R71/G740
347

G740 195 194 G840

R91 197 196 L182

A2 CYC TOP

G850	255	254	253	252	251
R71	260	259	258	257	256
R21	265	264	263	262	261

A2 CYC BOT

R83	275	274	273	272	271
R375	280	279	278	277	276
L021	285	284	283	282	281

CLOUD TMP 185 L202

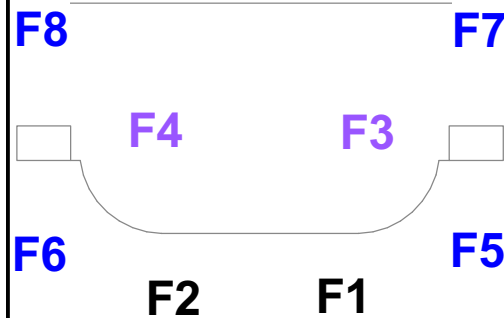
DECK PARS

L135 220 210 L325

SPOOKY R91 203

TEACHER
ROT G750 238 373

MOVING LIGHTS



VL STUD

CLOUD/SHATT
301

BLOCK/WAVY
302

BURST/CONST
303

BATS/GRATE
304

WAVY/CIRCLE
305

MORE CYC

SCROL 182 181

TEMPS 184 183 G810

AMB LEKO WASH 100 R21

AMB PAR 205 R21

ROLL DROPS - G785

MOAT/WAVES 120 119 R373

GREEN ISLAND 249

SKIMBOARDS 57 35

FNT

1	NC	
2	L202	
3	L174	
4	L200	
5	R52	
6	R58	
7	R36	
8	R44	
9	R17	
10	L166	
11	R26	
12	R367	
13	R68	
14	G150	
15	G315	
16	G995	

LO X

1	NC	
2	G364	
3	R305	
4	G323	
5	G343	
6	R18	
7	R54	
8	L161	
9	G790	
10	R78	
11	R80	
12	R57	
13	G655	
14	R86	
15	L021	
16	R27	

BACK/CYC

1	NC	
2	L202	
3	L201	
4	L162	
5	L179	
6	R316	
7	G315	
8	R41	
9	G245	
10	G154	
11	L161	
12	G847	
13	R68	
14	R56	
15	R80	
16	L119	

AUTOYOKE

1	NC	
2	R03	
3	R08	
4	L285	
5	R321	
6	R26	
7	R37	
8	L137	
9	R59	
10	L203	
11	L201	
12	L174	
13	L161	
14	R68	
15	R73	
16	R89	

STUDIO SPOT WHEEL 2

DATAFLASH

364
367 361

306 POINTED BREAKUP

307 GOOD N PLENTY

308 RED WITH WHITE HOLES

309 MEDIOCRE SLOW GLASS (F5 DOESN'T HAVE)

310 NOTHING(?)

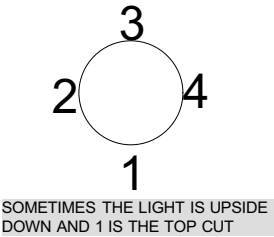
ROTATORS 347, 351, 371, 373 NEED TO START @ 50% AND GET FASTER AS THEY APPROACH ZERO
ROTATORS 353 AND 357 ARE STANDARD 4 CHANNEL ROTATORS

- 1 CHAN 351 - WATER DS
- 4 CHAN 353/356 - WATER DS
- 4 CHAN 357/360 - WATER US
- 1 CHAN 347 - CYC WATER ROT
- 1 CHAN 371 - SLANK FALLING
- 1 CHAN 373 - TEACHER CYC ROT
- G351 FL IS OUR WATER ROTATOR GROUP
(MUST BE SET TO FULL)

VL

STUDIO SPOT

1 INTENSITY	1 INTENSITY
2 PAN	2 PAN
3 TILT	3 TILT
6 CYAN	4 COLOR
7 MAGENTA	6 CYAN
8 YELLOW	7 MAGENTA
9 GOBO	8 YELLOW
10 GOBO ROT	9 GOBO
17 ZOOM	10 GOBO ROT
18 FOCUS	11 GOBO 2
20 FROST	12 GOBO 2 ROT
23 SHUTTER 1A	16 SHUTTER
24 SHUTTER 1B	18 FOCUS
25 SHUTTER 2A	19 IRIS
26 SHUTTER 2B	20 FROST
27 SHUTTER 3A	32 SPEED
28 SHUTTER 3B	34 CONTROL
29 SHUTTER 4A	35 CONTROL 2
30 SHUTTER 4B	59 USER 6
31 SHUTTER ROTATION	62 USER 3
34 CONTROL	63 GOBO 2 FUNCT
38 FOCUS TIME	64 GOBO 1 FUNCT
39 COLOR TIME	
40 BEAM TIME	



- M2 - POSITION BEAM IMAGE COLOR @
- M3 - POSITION BEAM IMAGE RECORD FOCUS GROUP
- M4 - POSITION BEAM IMAGE UPDATE FOCUS GROUP
- M5 - POSITION BEAM IMAGE @ FOCUS GROUP