

DMX list

<i>DMX Parameter number</i>	<i>FUNCTION</i>
1	CYAN
2	MAGENTA
3	YELLOW
4	COLOUR WHEEL
5	STOPPER / STROBE
6	DIMMER
7	DIMMER FINE
8	BEAM SHAPER INSERTION
9	BEAM SHAPER ROTATION
10	ZOOM
11	PAN
12	PAN FINE
13	TILT
14	TILT FINE
15	RESET
16	FUNCTION

Function details

DMX Parameter	Bit Values	Function
1	0 - 255	CYAN Linear Cyan colour movement from white to full (Color Mixing → CMY) Linear Cyan colour movement full to white (Color Mixing → RGB)
2	0 - 255	Magenta Linear Magenta colour movement from white to full (Color Mixing → CMY) Linear Magenta colour movement from full to white (Color Mixing → RGB)
3	0 - 255	YELLOW Linear Yellow colour movement from white to full (Color Mixing → CMY) Linear Yellow colour movement from full to white (Color Mixing → RGB)
4		COLOUR WHEEL
	0 - 6	Empty position
	7 - 12	Empty + Dark red
	13 - 19	Dark red
	20 - 25	Dark red + Brilliant Blue
	26 - 31	Brilliant Blue
	32 - 38	Brilliant Blue + Green
	39 - 44	Green
	45 - 50	Green + CTO
	51 - 57	CTO
	58 - 63	CTO + Light Orange
	64 - 69	Light Orange
	70 - 76	Light Orange + Dark Orange
	77 - 82	Dark Orange
	83 - 88	Dark Orange + Navy Blue
	89 - 95	Navy Blue
	96 - 101	Navy Blue + Pink
	102 - 107	Pink
108 - 114	Pink + CTB	
115 - 120	CTB	
121 - 127	CTB + Empty	
128 - 255	Continuous CCW Colour Wheel rotation at linearly variable speed from slow to fast	
5		STOPPER / STROBE
	0 - 3	Light OFF
	4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 flashes/sec)
	104 - 107	Light ON
	108 - 207	Pulsation at linearly variable speed from slow to fast
	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	

DMX Parameter	Bit Values	Function
6	0 - 255	DIMMER Light output linearly increase from no-light to maximum brightness
7	0 - 255	DIMMER FINE Fine Dimmer positioning
8		BEAM SHAPER INSERTION
	0 - 127	Beam shaper out
	128 - 255	Beam shaper into the light beam
9		BEAM SHAPER ROTATION
	0 - 21	Beam shaper indexing: 0° to 90° range
	21 - 42	Beam shaper indexing: 90° to 180° range
	42 - 63	Beam shaper indexing: 180° to 270° range
	63 - 84	Beam shaper indexing: 270° to 360° range
	84 - 105	Beam shaper indexing: 360° to 450° range
	105 - 127	Beam shaper indexing: 450° to 540° range
	128 - 190	Continuous CCW beam shaper rotation at linearly variable speed from fast to slow
	191 - 192	Stop rotation
10		ZOOM
	0 - 255	Zoom linearly moves from narrow to wide beam
11		PAN
	0 - 255	Pan movement/positioning from 0° to 540°
12		PAN FINE
	0 - 255	Fine Pan positioning
13		TILT
	0 - 255	Tilt movement/positioning from 0° to 270°
14		TILT FINE
	0 - 255	Fine Tilt positioning
15		RESET
	0 - 25	Unused range
	26 - 76	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
	77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
	128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
16		FUNCTION
	0 – 10	Unused range
	11 – 20	Led frequency 600 Hz
	21 – 30	Led frequency 1200 Hz (default setting)
	31 – 40	Led frequency 2000 Hz
	41 – 50	Led frequency 4000 Hz
	51 – 60	Led frequency 8000 Hz
	61 – 70	Led frequency 16 KHz
	71 – 80	Led frequency 25 KHz
	81 – 90	Fan Mode Auto (default setting)
	91 – 95	Fan Mode SLN
	96 – 100	Fan Mode Theatre
	101 – 110	Fan Mode Constant
	111 – 120	Pan/Tilt slow speed
	121 – 130	Pan/Tilt medium speed
	131 – 140	Pan/Tilt fast speed (default setting)
141 – 255	Not used	
	IMPORTANT: The functions are activated/selected staying in the necessary range for 3 seconds.	

IMPORTANT NOTE

To preserve the LED engine, it is suggested to set the Dimmer channel @ 0bit a few minutes before turning off the fixture.

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