MAC Viper XIP

DMX Control Layout Guide

Martin®

This guide covers firmware v.1.0.0

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MAC Viper XIP DMX Control Layout Guide, Revision B

Table of contents

DMX protocols

Basic DMX Mode

54 DMX channels

Channel	DMX Value	Function	Fade type	Default value
1	0–19 20–49 50–200 201–210 211–255	**Strobe/shutter** Shutter closed Shutter open Strobe slow → fast Shutter open Random strobe slow → fast	Snap	30
2	0–65535	**Dimmer** Closed → Open	Fade	0
3				
4	0–65535	**Cyan** Intensity 0 → 100%	Fade	0
5				
6	0–65535	**Magenta** Intensity 0 → 100%	Fade	0
7				
8	0–65535	**Yellow** Intensity 0 → 100%	Fade	0
9				
10	0–65535	**CTO** Open (5800 K) → Warm (2850 K)	Fade	0
11				
12	0–37 38–113 114 115–255	**CTC (Color Temperature Control)** 2000 K 2000 K → 5750 K Open (5800 K) 5850 K → 12850 K	Fade	114
13	0–126 127–128 129–255	**Green/Magenta shift (tint)** Shift from Magenta / negative Duv to neutral No shift (native / on black body curve) Shift towards Green / positive Duv	Fade	128
14	 0 1 2 3 4 5 6–23 24 25–40 41 42–57 58 59–74 75	**Color wheel** ***Stepped selection*** Open Slot 1 (Spectral Enhancement) Slot 2 (CTB) Slot 3 (Deep Orange) Slot 4 (Congo Blue) Slot 5 (Red) *No function* ***Color wheel indexing*** Open Open → Slot 1 Slot 1 Slot 1 → Slot 2 Slot 2 Slot 2 → Slot 3 Slot 3	Snap	0

	76–91	Slot 3 → Slot 4		
	92	Slot 4		
	93–108	Slot 4 → Slot 5		
	109	Slot 5		
	110–125	Slot 5 → Open		
	126	Open		
	127	*No function*		
		Color wheel shake		
	128–137	Shake around Open 360° → 10°		
	138–147	Shake around Slot 1 360° → 10°		
	148–157	Shake around Slot 2 360° → 10°		
	158–167	Shake around Slot 3 360° → 10°		
	168–177	Shake around Slot 4 360° → 10°		
	178–187	Shake around Slot 5 360° → 10°		
	188–191	*No function*		
		Color wheel rotation		
	192–214	CW rotation fast → slow		
	215–216	Stop (wheel stops at current position)		
	217–239	CCW rotation slow → fast		
		Random color		
	240	Stop (wheel stops at currently selected color)		
	241–255	Random color slow → fast		
15		**Gobo wheel 1 gobo selection**	Snap	0
		Stepped selection		
	0	Open		
	1	Slot 1 (Time Ripples)		
	2	Slot 2 (Look Sharper)		
	3	Slot 3 (Compass)		
	4	Slot 4 (Deep Space)		
	5	Slot 5 (Radar)		
	6	Slot 6 (Short Cuts)		
	7	Slot 7 (A Lot of Spots)		
	8–127	*No function*		
		Gobo shake (add indexing or rotation on next channel)		
	128–136	Shake slot 1 360° → 10°		
	137–145	Shake slot 2 360° → 10°		
	146–154	Shake slot 3 360° → 10°		
	155–163	Shake slot 4 360° → 10°		
	164–172	Shake slot 5 360° → 10°		
	173–181	Shake slot 6 360° → 10°		
	182–190	Shake slot 7 360° → 10°		
	191	*No function*		
		Gobo wheel rotation		
	192–215	CW rotation fast → slow		
	216–239	CCW rotation slow → fast		
		Random gobo		
	240	Stop (wheel stops at currently selected gobo)		
	241–255	Random gobo slow → fast		
16		**Gobo wheel 1 gobo indexing/rotation**	Fade	16384
		Gobo indexing		
	0–16383	Indexing -180° → 0°		
	16384	Indexed at 0°		
	16385–32767	Indexing 0° → +180°		
17		***Gobo rotation***		
	32768–49150	CW gobo rotation fast → slow		
	49151–49152	Stop (gobo stops at current position)		
	49153–65535	CCW gobo rotation slow → fast		

18	0 1 2 3 4 5 6 7 8–127 128–136 137–145 146–154 155–163 164–172 173–181 182–190 191 192–215 216–239 240 241–255	**Gobo wheel 2 gobo selection** ***Stepped selection*** Open Slot 1 (String Theory) Slot 2 (Hazey Waves) Slot 3 (Limbo) Slot 4 (Up Is Down) Slot 5 (Brush Up) Slot 6 (Sponge) Slot 7 (All Wrapped Up) *No function* ***Gobo shake*** (add indexing or rotation on next channel) Shake slot 1 360° → 10° Shake slot 2 360° → 10° Shake slot 3 360° → 10° Shake slot 4 360° → 10° Shake slot 5 360° → 10° Shake slot 6 360° → 10° Shake slot 7 360° → 10° *No function* ***Gobo wheel rotation*** CW rotation fast → slow CCW rotation slow → fast ***Random gobo*** Stop (wheel stops at currently selected gobo) Random gobo slow → fast	Snap	0
19 **20**	0–16383 16384 16385–32767 32768–49150 49151–49152 49153–65535	**Gobo wheel 2 gobo indexing/rotation** ***Gobo indexing*** Indexing -180° → 0° Indexed at 0° Indexing 0° → +180° ***Gobo rotation*** CW rotation fast → slow Stop (gobo stops at current position) CCW rotation slow → fast	Snap	16384
21	0 1 2 3 4–23 24 25–74 75 76–126 127 128–148 149–169 170–190 191 192 193–239	**Animation wheel insertion** ***Stepped insertion*** Open Horizontal pattern Diagonal pattern Vertical pattern *No function* ***Continuous insertion*** Open Wheel insertion Horizontal pattern Diagonal patterns Vertical pattern ***Wheel shake*** Horizontal pattern shake slow → fast Diagonal pattern shake slow → fast Vertical pattern shake slow → fast *No function* ***Bounce*** Stop (wheel stops at current position) Bounce between horizontal and vertical slow → fast	Snap	0

	240 241–255	***Random pattern*** Stop (wheel stops at current pattern) Random patterns between horizontal and vertical slow → fast		
22	1–16383 16384 16385–32767	**Animation wheel indexing/rotation** ***Animation wheel indexing*** Indexing -180° → 0° Indexed at 0° Indexing 0° → +180°	Fade	16384
23	32768–49150 49151–49152 49153–65535	***Animation wheel rotation*** CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast		
24	0–255	**Frost 1** No frost → full frost	Fade	0
25	0–255	**Frost 2** No frost → full frost	Fade	0
26	0 1 2–127 128–191 192–255	**Prism selection** (select indexed angle and rotation on next channels) ***Stepped selection*** Open Prism 1 *No function* ***Prism shake*** Shake prism slow → fast *No function*	Snap	0
27	0–16383 16384 16385–32767	**Prism indexing/rotation** ***Prism indexing*** Indexing -180° → 0° Prism indexed at 0° Indexing 0° → +180°	Fade	16384
28	32768–49150 49151–49152 49153–65535	***Prism rotation*** CW rotation fast → slow Stop (prism stops at current position) CCW rotation slow → fast		
29	0–191 192 193–223 224 225–255	**Iris** ***Iris opening*** Open → closed ***Opening pulse*** Stop (iris stops at current position) Opening pulse slow → fast ***Closing pulse*** Stop (iris stops at current position) Closing pulse slow → fast	Fade	0
30	0–65535	**Zoom** Wide → narrow	Fade	32768
31				
32	0–65535	**Focus** Infinity → near	Fade	32768
33				

34	0–255	**Framing blade 1 position** Out → in	Fade	0
35	0–126 127–128 129–255	**Framing blade 1 angle** Minimum Parallel Maximum	Fade	128
36	0–255	**Framing blade 2 position** Out → in	Fade	0
37	0–126 127–128 129–255	**Framing blade 2 angle** Minimum Parallel Maximum	Fade	128
38	0–255	**Framing blade 3 position** Out → in	Fade	0
39	0–126 127–128 129–255	**Framing blade 3 angle** Minimum Parallel Maximum	Fade	128
40	0–255	**Framing blade 4 position** Out → in	Fade	0
41	0–126 127–128 129–255	**Framing blade 4 angle** Minimum Parallel Maximum	Fade	128
42	0–126 127–128 129–255	**Framing rotation** Minimum Parallel Maximum	Fade	128
43	0–65535	**Pan** Left → right	Fade	32768
44				
45	0–65535	**Tilt** Forward → backward	Fade	32768
46				
47	***Fixture Control/Settings – see 'Control/Settings DMX channel' on page 17***			
48	0 1–127 128 129–254 255	**LED Frequency** Hybrid Variable -2% → 0% 2400 Hz Variable 0% → +2% *No function*	Snap	128

49	0–26 27–228 229–255	**P3 Mix** ***DMX Mode*** Intensity and colors fully controlled by DMX, P3 pixel data ignored ***Mixed Mode*** Crossfade from DMX control of intensity and colors to P3 control of intensity and colors: • At 27, intensity and colors are still fully controlled by DMX. • Between 27 and 228, you mix/crossfade from DMX to P3 control. • At 228, the intensity of each of the 6 x *Animotion* segments is controlled by 6 x separate P3 pixels and color is controlled by P3 Pixel 1 (the marked pixel on the P3 map). ***Video Mode*** Intensity of 6 x *Animotion* segments controlled by 6 x P3 pixels, color controlled by DMX (DMX channels 'color' the P3 pixel data)	Snap	0
50	0–255	**FX 1 (see table)** FX Selection 1 -255	Snap	0
51	0–126 127–128 129–255	**FX 1 Adjust** Backwards fast → slow Stop Forwards slow → fast	Fade	128
52	0–255	**FX 2 (see table)** FX Selection 1 -255	Snap	0
53	0–126 127–128 129–255	**FX 2 Adjust** Backwards fast → slow Stop Forwards slow → fast	Fade	128
54	0 1–35 36 37–100 101–120 121–140 141–255	**FX Synchronization** No sync Fixture offset (shift 10° → 350°) Synchronized *No function* Random start (FX1 adjust channel controls overall speed) Random duration *No function*	Snap	36

Extended DMX Mode

64 DMX channels

Channel	DMX Value	Function	Fade type	Default value
1	0–19 20–49 50–200 201–210 211–255	**Strobe/shutter** Shutter closed Shutter open Strobe slow → fast Shutter open Random strobe slow → fast	Snap	30
2	0–65535	**Dimmer** Closed → Open	Fade	0
3				
4	0–65535	**Cyan** Intensity 0 → 100%	Fade	0
5				
6	0–65535	**Magenta** Intensity 0 → 100%	Fade	0
7				
8	0–65535	**Yellow** Intensity 0 → 100%	Fade	0
9				
10	0–65535	**CTO** Open (5800 K) → Warm (2850 K)	Fade	0
11				
12	0–37 38–113 114 115–255	**CTC (Color Temperature Control)** 2000 K 2000 K → 5750 K Open (5800 K) 5850 K → 12850 K	Fade	114
13	0–126 127–128 129–255	**Green/Magenta shift (tint)** Shift from Magenta / negative Duv to no shift No shift (native / on black body curve) Shift towards Green / positive Duv	Fade	128
14	 0 1 2 3 4 5 6–23 24 25–40 41 42–57 58 59–74 75 76–91 92 93–108 109	**Color wheel** ***Stepped selection*** Open Slot 1 (Spectral Enhancement) Slot 2 (CTB) Slot 3 (Deep Orange) Slot 4 (Congo Blue) Slot 5 (Red) *No function* ***Color wheel indexing*** Open Open → Slot 1 Slot 1 Slot 1 → Slot 2 Slot 2 Slot 2 → Slot 3 Slot 3 Slot 3 → Slot 4 Slot 4 Slot 4 → Slot 5 Slot 5	Snap	0

	110–125	Slot 5 → Open		
	126	Open		
	127	*No function*		
		Color wheel shake		
	128–137	Shake around Open 360° → 10°		
	138–147	Shake around Slot 1 360° → 10°		
	148–157	Shake around Slot 2 360° → 10°		
	158–167	Shake around Slot 3 360° → 10°		
	168–177	Shake around Slot 4 360° → 10°		
	178–187	Shake around Slot 5 360° → 10°		
	188–191	*No function*		
		Color wheel rotation		
	192–214	CW rotation fast → slow		
	215–216	Stop (wheel stops at current position)		
	217–239	CCW rotation slow → fast		
		Random color		
	240	Stop (wheel stops at currently selected color)		
	241–255	Random color slow → fast		
15		**Gobo wheel 1 gobo selection**	Snap	0
		Stepped selection		
	0	Open		
	1	Gobo 1 (Time Ripples)		
	2	Gobo 2 (Look Sharper)		
	3	Gobo 3 (Compass)		
	4	Gobo 4 (Deep Space)		
	5	Gobo 5 (Radar)		
	6	Gobo 6 (Short Cuts)		
	7	Gobo 7 (A Lot of Spots)		
	8–127	*No function*		
		Gobo shake (add indexing or rotation on next channel)		
	128–136	Shake Gobo 1, 360° → 10°		
	137–145	Shake Gobo 2, 360° → 10°		
	146–154	Shake Gobo 3, 360° → 10°		
	155–163	Shake Gobo 4, 360° → 10°		
	164–172	Shake Gobo 5, 360° → 10°		
	173–181	Shake Gobo 6, 360° → 10°		
	182–190	Shake Gobo 7, 360° → 10°		
	191	*No function*		
		Gobo wheel rotation		
	192–215	CW rotation fast → slow		
	216–239	CCW rotation slow → fast		
		Random gobo		
	240	Stop (wheel stops at currently selected gobo)		
	241–255	Random gobo slow → fast		
16		**Gobo wheel 1 gobo indexing/rotation**	Fade	16384
		Gobo indexing		
	0–16383	Indexing -180° → 0°		
	16384	Indexed at 0°		
	16385–32767	Indexing 0° → +180°		
17		***Gobo rotation***		
	32768–49150	CW gobo rotation fast → slow		
	49151–49152	Stop (gobo stops at current position)		
	49153–65535	CCW gobo rotation slow → fast		

18		**Gobo wheel 2 gobo selection** ***Stepped selection***	Snap	0
	0	Open		
	1	Gobo 1 (String Theory)		
	2	Gobo 2 (Hazey Waves)		
	3	Gobo 3 (Limbo)		
	4	Gobo 4 (Up Is Down)		
	5	Gobo 5 (Brush Up)		
	6	Gobo 6 (Sponge)		
	7	Gobo 7 (All Wrapped Up)		
	8–127	*No function*		
		Gobo shake (add indexing or rotation on next channel)		
	128–136	Shake Gobo 1, 360° → 10°		
	137–145	Shake Gobo 2, 360° → 10°		
	146–154	Shake Gobo 3, 360° → 10°		
	155–163	Shake Gobo 4, 360° → 10°		
	164–172	Shake Gobo 5, 360° → 10°		
	173–181	Shake Gobo 6, 360° → 10°		
	182–190	Shake Gobo 7, 360° → 10°		
	191	*No function*		
		Gobo wheel rotation		
	192–215	CW rotation fast → slow		
	216–239	CCW rotation slow → fast		
		Random gobo		
	240	Stop (wheel stops at currently selected gobo)		
	241–255	Random gobo slow → fast		
19		**Gobo wheel 2 gobo indexing/rotation** ***Gobo indexing***	Snap	16384
	0–16383	Indexing -180° → 0°		
	16384	Indexed at 0°		
	16385–32767	Indexing 0° → +180°		
20		***Gobo rotation***		
	32768–49150	CW rotation fast → slow		
	49151–49152	Stop (gobo stops at current position)		
	49153–65535	CCW rotation slow → fast		
21		**Animation wheel insertion** ***Stepped insertion***	Snap	0
	0	Open		
	1	Horizontal pattern		
	2	Diagonal pattern		
	3	Vertical pattern		
	4–23	*No function*		
		Continuous insertion		
	24	Open		
	25–74	Wheel insertion		
	75	Horizontal pattern		
	76–126	Diagonal patterns		
	127	Vertical pattern		
		Wheel shake		
	128–148	Horizontal pattern shake slow → fast		
	149–169	Diagonal pattern shake slow → fast		
	170–190	Vertical pattern shake slow → fast		
	191	*No function*		
		Bounce		
	192	Stop (wheel stops at current position)		
	193–239	Bounce between horizontal and vertical slow → fast		

	240 241–255	***Random pattern*** Stop (wheel stops at current pattern) Random patterns between horizontal and vertical slow → fast		
22	1–16383 16384 16385–32767	**Animation wheel indexing/rotation** ***Animation wheel indexing*** Indexing -180° → 0° Indexed at 0° Indexing 0° → +180°	Fade	16384
23	32768–49150 49151–49152 49153–65535	***Animation wheel rotation*** CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast		
24	0–255	**Frost 1** No frost → full frost	Fade	0
25	0–255	**Frost 2** No frost → full frost	Fade	0
26	0 1 2–127 128–191 192–255	**Prism selection** (select indexed angle and rotation on next channels) ***Stepped selection*** Open Prism 1 *No function* ***Prism shake*** Shake prism slow → fast *No function*	Snap	0
27	0–16383 16384 16385–32767	**Prism indexing/rotation** ***Prism indexing*** Indexing -180° → 0° Indexed at 0° Indexing 0° → +180°	Fade	16384
28	32768–49150 49151–49152 49153–65535	***Prism rotation*** CW rotation fast → slow Stop (prism stops at current position) CCW rotation slow → fast		
29	0–49151 49152	**Iris** ***Iris opening*** Open → closed ***Opening pulse*** Stop (iris stops at current position)	Fade	0
30	49153–57343 57344 57345–65535	Opening pulse slow → fast ***Closing pulse*** Stop (iris stops at current position) Closing pulse slow → fast		
31	0–65535	**Zoom** Wide → narrow	Fade	32768
32				
33	0–65535	**Focus** Infinity → Near	Fade	32768
34				

35 **36**	0–65535	**Framing blade 1 position** Out → in	Fade	0
37 **38**	0–32766 32767–32768 32769–65535	**Framing blade 1 angle** Minimum Parallel Maximum	Fade	32768
39 **40**	0–65535	**Framing blade 2 position** Out → in	Fade	0
41 **42**	0–32766 32767–32768 32769–65535	**Framing blade 2 angle** Minimum Parallel Maximum	Fade	32768
43 **44**	0–65535	**Framing blade 3 position** Out → in	Fade	0
45 **46**	0–32766 32767–32768 32769–65535	**Framing blade 3 angle** Minimum Parallel Maximum	Fade	32768
47 **48**	0–65535	**Framing blade 4 position** Out → in	Fade	0
49 **50**	0–32766 32767–32768 32769–65535	**Framing blade 4 angle** Minimum Parallel Maximum	Fade	32768
51 **52**	0–32766 32767–32768 32769–65535	**Framing rotation** Minimum Parallel Maximum	Fade	32768
53 **54**	0–65535	**Pan** Left → right	Fade	32768
55 **56**	0–65535	**Tilt** Forward → backward	Fade	32768
57	***Fixture Control/Settings – see 'Control/Settings DMX channel' on page 17***			
58	0 1-127 128 129-254 255	**LED Frequency** Hybrid Variable -2% → 0% 2400 Hz Variable 0% → +2% Reserved	Snap	128

59	0–26 27–228 229–255	**P3 Mix** ***DMX Mode*** Intensity and colors fully controlled by DMX, P3 pixel data ignored ***Mixed Mode*** Crossfade from DMX control of intensity and colors to P3 control of intensity and colors: • At 27, intensity and colors are still fully controlled by DMX. • Between 27 and 228, you mix/crossfade from DMX to P3 control. • At 228, the Intensity of each of the 6 x *Animotion* segments is controlled by 6 x separate P3 pixels and color is controlled by P3 Pixel 1 (the marked pixel on the P3 map). ***Video Mode*** Intensity of 6 x *Animotion* segments controlled by 6 x P3 pixels, color controlled by DMX (DMX channels 'color' the P3 pixel data)	Snap	0
60	0–255	**FX 1 (see table)** FX Selection 1 -255	Snap	0
61	0–126 127–128 129–255	**FX 1 Adjust** Backwards fast → slow Stop Forwards slow → fast	Fade	128
62	0–255	**FX 2 (see table)** FX Selection 1 -255	Snap	0
63	0–126 127–128 129–255	**FX 2 Adjust** Backwards fast → slow Stop Forwards slow → fast	Fade	128
64	0 1–35 36 37–100 101–120 121–140 141–255	**FX Synchronization** No sync Fixture offset (shift 10° → 350°) Synchronized *No function* Random start (FX1 adjust channel controls overall speed) Random duration *No function*	Snap	36

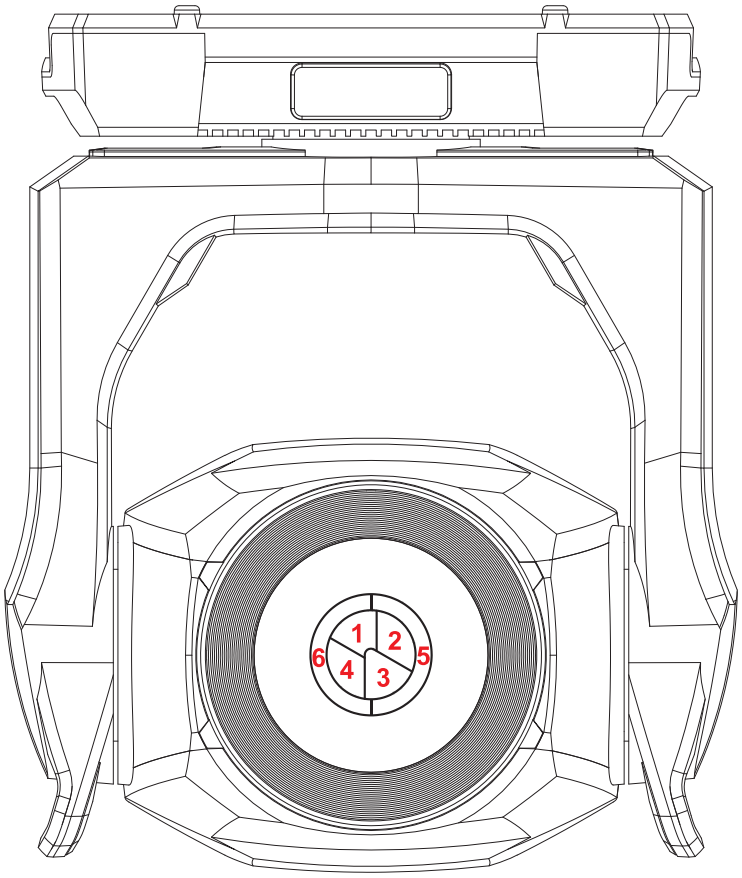
Ludicrous DMX Mode

70 DMX channels

Channel	DMX Value	Function	Fade type	Default value
Channels 1 – 64 as in Extended Mode				
65	*0–255*	*Intensity LED Segment 1* *0 → 100%*	*Fade*	*255*
66	*0–255*	*Intensity LED Segment 2* *0 → 100%*	*Fade*	*255*
67	*0–255*	*Intensity LED Segment 3* *0 → 100%*	*Fade*	*255*
68	*0–255*	*Intensity LED Segment 4* *0 → 100%*	*Fade*	*255*
69	*0–255*	*Intensity LED Segment 5* *0 → 100%*	*Fade*	*255*
70	*0–255*	*Intensity LED Segment 6* *0 → 100%*	*Fade*	*255*

Segment numbering

Ludicrous DMX mode gives individual control of the six LED segments that make up the light engine. The segments are numbered as shown below (fixture hanging downwards, display and connectors at back of fixture, pan at 50%, fixture tilted forward).



Control/Settings DMX channel

The table below lists the control/settings functions available via DMX. They are implemented as follows:

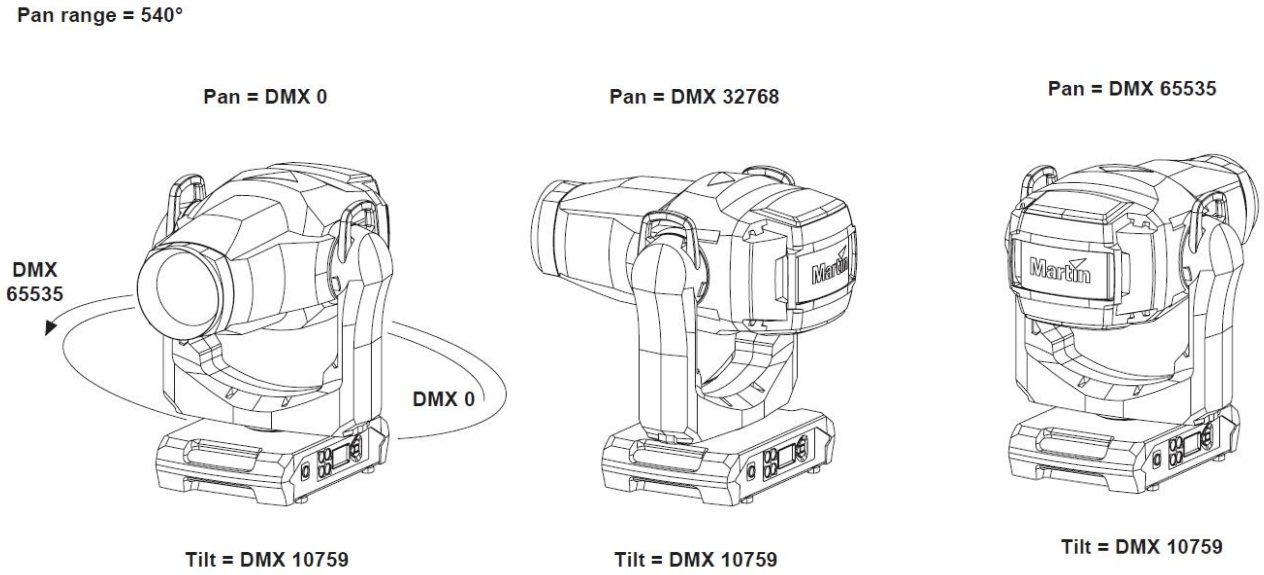
- In Basic DMX Mode: on channel 47
- In Extended and Ludicrous DMX Modes: on channel 57

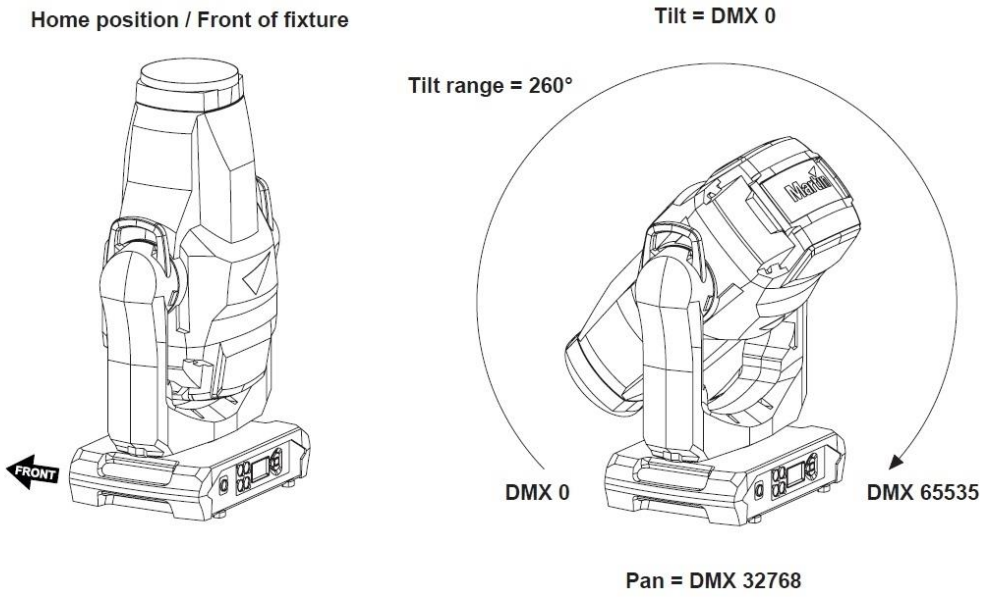
The commands on the Control/Settings channel must be held for a certain number of seconds in order to implement them. The required number of seconds is indicated after each command.

Channel	DMX value	Function	Fade type	Default value
Channel depends on DMX mode	0 - 9	*No function*	Snap	0
	10 - 14	Reset fixture		
	15	*No function*		
	16	Reset color		
	17	Reset beam		
	18	Reset pan and tilt		
	19–22	*No function*		
	23	Linear dimmer curve		
	24	Square law dimmer curve (default)		
	25	Inverse square law dimmer curve		
	26	S-Curve dimmer curve		
	27	Pan and tilt speed = standard (default)		
	28	Pan and tilt speed = fast		
	29	Pan and tilt speed = smooth		
	30	Parameter shortcuts = ON (default)		
	31	Parameter shortcuts = OFF		
	32	Disable focus tracking		
	33	Enable focus tracking at near distance		
	34	Enable focus tracking at medium distance (default)		
	35	Enable focus tracking at far distance		
	36	Enable video tracking		
	37	Disable video tracking (default)		
	38	Extended color mode		
	39	Calibrated color mode		
	40	Raw color mode (default)		
	41 - 51	*No function*		
	52	Control panel display = ON (default)		
	53	Control panel display = OFF		
	54	Regulated fan speed, fixed light output intensity (default)		
	55	Full fan speed, regulated light output intensity		
	56	Medium fan speed, regulated light output intensity		
	57	Low fan speed, regulated light output intensity		
	58	Ultra-low fan speed, regulated light output intensity		
	59–60	*No function*		
	61	Hibernation = ON		
	62	Hibernation = OFF (default)		
	63	Followspot = ON		
	64	Followspot = OFF (default)		
	65	Pan tilt limit = ON		
	66	Pan tilt limit = OFF (default)		

	67	Store lower pan limit		
	68	Store upper pan limit		
	69	Store lower tilt limit		
	70	Store upper tilt limit		
	71	Reset pan tilt limits		
	72	Tungsten emulation = ON		
	73	Tungsten emulation = OFF (default)		
	74–78	*No function*		
	79	Enable gobo CT correction (default)		
	80	Disable gobo CT correction		
	81–86	*No function*		
	87	KeyLight calibration disabled		
	88	KeyLight calibration manual		
	89	KeyLight calibration automatic (default)		
	90–99	*No function*		
	100	Enable calibration		
	101	Store pan and tilt calibration		
	102	*No function*		
	103	Store Cyan calibration		
	104	Store Magenta calibration		
	105	Store Yellow calibration		
	106	Store CTC calibration		
	107	Store all CMYC calibration		
	108	Store Rotating Gobo 1 / Current slot index calibration		
	109	Store Rotating Gobo 2 / Current slot index calibration		
	110	*No function*		
	111	Store beam effect/framing calibration		
	112	Store iris calibration		
	113	Store focus calibration		
	114	Store zoom calibration		
	115	Color wheel calibration		
	116 - 193	*No function*		
	194	Start CTO filter KeyLight calibration		
	195	Start Spectral Enhancement filter KeyLight calibration		
	196	Store CTO filter KeyLight calibration		
	197	Store Spectral Enhancement filter KeyLight calibration		
	198	Store all calibration values except KeyLight calibration		
	199	Reset all calibration values to factory default (excluding KeyLight Calibration)		
	200 – 255	*No function*		

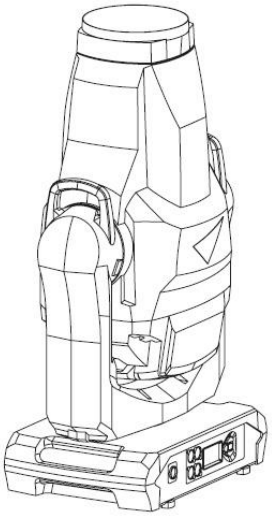
Pan/tilt and zoom orientation guide





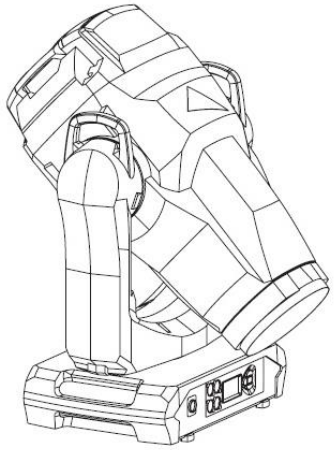
Fixture shown in illustrations is for example purposes only

Tilt = DMX 32768



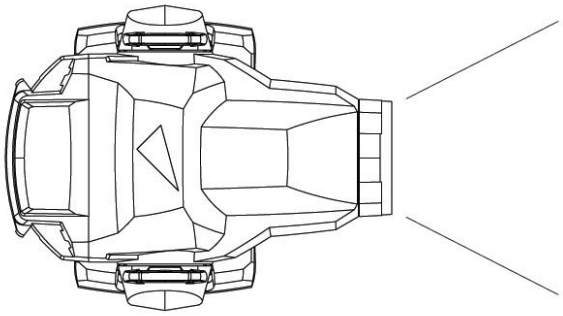
Pan = DMX 32768

Tilt = DMX 65535

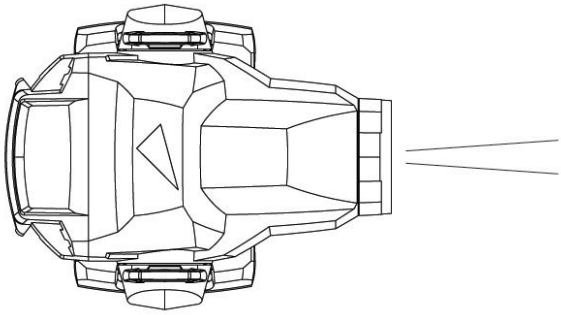


Pan = DMX 32768

Zoom Wide = DMX 0



Zoom Narrow = DMX 65535



Fixture shown in illustrations is for example purposes only