

DMX Values

21CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇄ 255	0–100%
2	Fine pan	000 ⇄ 255	Fine control (16-bit)
3	Tilt	000 ⇄ 255	0–100%
4	Fine tilt	000 ⇄ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇄ 255	Fast to slow
6	Dimmer	000 ⇄ 255	0–100%
7	Fine dimmer	000 ⇄ 255	Fine control (16-bit)
8	Shutter	000 ⇄ 003	Closed
		004 ⇄ 007	Open
		008 ⇄ 076	Synchronized strobe, slow to fast
		077 ⇄ 145	Pulse effect, slow to fast
		146 ⇄ 215	Random effect, slow to fast
		216 ⇄ 255	Open
9	Color wheel 1	000 ⇄ 007	White
		008 ⇄ 015	Yellow
		016 ⇄ 023	Light blue
		024 ⇄ 031	Green
		032 ⇄ 039	Red
		040 ⇄ 047	Magenta
		048 ⇄ 055	Dark blue
		056 ⇄ 063	Orange
		064 ⇄ 071	White + yellow
		072 ⇄ 079	Yellow + light blue
		080 ⇄ 087	Light blue + green
		088 ⇄ 095	Green + red
		096 ⇄ 103	Red + magenta
		104 ⇄ 111	Magenta + dark blue
		112 ⇄ 119	Dark blue + orange
		120 ⇄ 127	Orange + white
10	Color wheel 2	128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, fast to slow
		000 ⇄ 007	White
		008 ⇄ 015	CTO 3200K
		016 ⇄ 023	CTO 5600K
		024 ⇄ 031	Green
		032 ⇄ 039	UV
		040 ⇄ 047	Orange
		048 ⇄ 055	Pink
		056 ⇄ 063	Light blue
		064 ⇄ 071	White + CTO 3200K
		072 ⇄ 079	CTO 3200K + CTO 5600K
		080 ⇄ 087	CTO 5600K + green
		088 ⇄ 095	Green + UV
		096 ⇄ 103	UV + orange
		104 ⇄ 111	Orange + pink
		112 ⇄ 119	Pink + light blue
		120 ⇄ 127	Light blue + white
		128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, fast to slow

Channel	Function	Value	Percent/Setting
11	Rotating gobo wheel (see Gobo Wheels)	000 ⇄ 007	Open
		008 ⇄ 015	Gobo 1 (tribal breakup)
		016 ⇄ 023	Gobo 2 (shattered)
		024 ⇄ 031	Gobo 3 (stick men)
		032 ⇄ 039	Gobo 4 (linear ovals)
		040 ⇄ 047	Gobo 5 (laser triangle)
		048 ⇄ 055	Gobo 6 (line)
		056 ⇄ 063	Gobo 7 (thatched breakup)
		064 ⇄ 071	Gobo 7 shaking, slow to fast
		072 ⇄ 079	Gobo 6 shaking, slow to fast
		080 ⇄ 087	Gobo 5 shaking, slow to fast
		088 ⇄ 095	Gobo 4 shaking, slow to fast
		096 ⇄ 103	Gobo 3 shaking, slow to fast
		104 ⇄ 111	Gobo 2 shaking, slow to fast
		112 ⇄ 119	Gobo 1 shaking, slow to fast
		120 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, fast to slow
12	Gobo 1 rotation	000 ⇄ 063	Rotating gobo index
		064 ⇄ 147	Clockwise rotation, slow to fast
		148 ⇄ 191	Counterclockwise rotation, fast to slow
		192 ⇄ 255	Bounce effect, slow to fast
13	Static gobo wheel (see Gobo Wheels)	000 ⇄ 006	Open
		007 ⇄ 013	Gobo 1 (dots breakup)
		014 ⇄ 020	Gobo 2 (bricks)
		021 ⇄ 027	Gobo 3 (triangle rays)
		028 ⇄ 034	Gobo 4 (grouped ovals)
		035 ⇄ 041	Gobo 5 (triangle breakup)
		042 ⇄ 048	Gobo 6 (foliage breakup)
		049 ⇄ 055	Gobo 7 (circle dot)
		056 ⇄ 063	Gobo 8 (mosaic breakup)
		064 ⇄ 071	Gobo 8 shaking, slow to fast
		072 ⇄ 079	Gobo 7 shaking, slow to fast
		080 ⇄ 085	Gobo 6 shaking, slow to fast
		086 ⇄ 092	Gobo 5 shaking, slow to fast
		093 ⇄ 099	Gobo 4 shaking, slow to fast
		100 ⇄ 106	Gobo 3 shaking, slow to fast
		107 ⇄ 113	Gobo 2 shaking, slow to fast
		114 ⇄ 120	Gobo 1 shaking, slow to fast
		121 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, fast to slow
14	Focus	000 ⇄ 255	0-100%
15	Prism	000 ⇄ 004	No function
		005 ⇄ 255	Prism effect
16	Rotating prism	000 ⇄ 127	Prism index
		128 ⇄ 189	Clockwise rotation, fast to slow
		190 ⇄ 193	Hold
		194 ⇄ 255	Counterclockwise rotation, slow to fast
17	Iris	000 ⇄ 063	Large to small
		064 ⇄ 127	Auto change, slow to fast
		128 ⇄ 191	Slow zoom out, fast zoom in (slow to fast)
		192 ⇄ 255	Slow zoom in, fast zoom out (slow to fast)
18	Frost	000 ⇄ 004	No function
		005 ⇄ 255	Frost

Channel	Function	Value	Percent/Setting
19	Movement macros	000 ⇄ 007	No function
		008 ⇄ 015	Movement macro 1
		016 ⇄ 023	Movement macro 2
		024 ⇄ 031	Movement macro 3
		032 ⇄ 039	Movement macro 4
		040 ⇄ 047	Movement macro 5
		048 ⇄ 055	Movement macro 6
		056 ⇄ 063	Movement macro 7
		064 ⇄ 071	Movement macro 8
		072 ⇄ 079	Movement macro 9
		080 ⇄ 087	Movement macro 10
		088 ⇄ 095	Movement macro 11
		096 ⇄ 103	Movement macro 12
		104 ⇄ 111	Movement macro 13
		112 ⇄ 119	Movement macro 14
		120 ⇄ 127	Movement macro 15
		128 ⇄ 135	Movement macro 16
		136 ⇄ 143	Movement macro 17
		144 ⇄ 151	Movement macro 18
		152 ⇄ 159	Movement macro 19
		160 ⇄ 167	Movement macro 20
		168 ⇄ 175	Movement macro 21
		176 ⇄ 183	Movement macro 22
		184 ⇄ 191	Movement macro 23
		192 ⇄ 199	Movement macro 24
		200 ⇄ 207	Movement macro 25
		208 ⇄ 215	Movement macro 26
		216 ⇄ 223	Movement macro 27
		224 ⇄ 231	Movement macro 28
		232 ⇄ 239	Movement macro 29
		240 ⇄ 247	Movement macro 30
		248 ⇄ 255	Movement macro 31
20	Movement macro speed	000 ⇄ 255	Movement macro speed, fast to slow
21	Control (hold for 3 seconds)	000 ⇄ 007	No function
		008 ⇄ 015	Blackout during pan/tilt
		016 ⇄ 023	Blackout while color wheel is moving
		024 ⇄ 031	Blackout while gobo wheel is moving
		032 ⇄ 039	Pan/tilt/color blackout
		040 ⇄ 047	Pan/tilt/gobo blackout
		048 ⇄ 055	Pan/tilt/color/gobo blackout
		056 ⇄ 095	No function
		096 ⇄ 103	Pan reset
		104 ⇄ 111	Tilt reset
		112 ⇄ 119	Color wheel reset
		120 ⇄ 127	Gobo wheel reset
		128 ⇄ 135	Gobo rotation reset
		136 ⇄ 143	Prism reset
		144 ⇄ 151	Focus reset
		152 ⇄ 159	All reset
		160 ⇄ 167	Iris reset
		168 ⇄ 239	No function
		240 ⇄ 247	Pan/tilt smooth mode on
		248 ⇄ 255	Pan/tilt smooth mode off

18CH

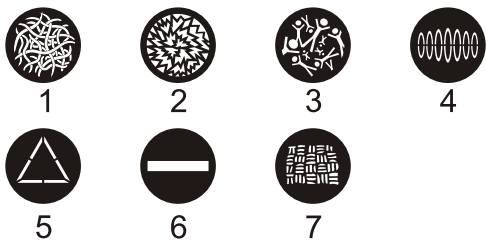
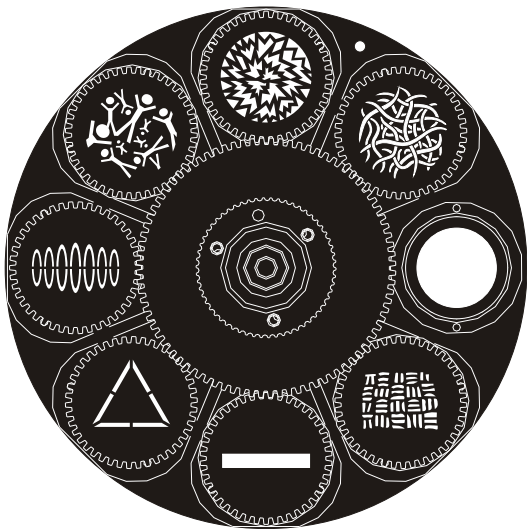
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1	Pan	000 ⇄ 255	0–100%
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4	Fine tilt	000 ⇄ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇄ 255	Fast to slow
6	Dimmer	000 ⇄ 255	0–100%
7	Shutter	000 ⇄ 003	Closed
		004 ⇄ 007	Open
		008 ⇄ 076	Synchronized strobe, slow to fast
		077 ⇄ 145	Pulse effect, slow to fast
		146 ⇄ 215	Random effect, slow to fast
		216 ⇄ 255	Open
8	Color wheel 1	000 ⇄ 007	White
		008 ⇄ 015	Yellow
		016 ⇄ 023	Light blue
		024 ⇄ 031	Green
		032 ⇄ 039	Red
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		192 ⇄ 255	Counterclockwise color scroll, fast to slow
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Channel	Function	Value	Percent/Setting
10	Rotating gobo wheel (see Gobo Wheels)	000 ⇄ 007	Open
		008 ⇄ 015	Gobo 1 (tribal breakup)
		016 ⇄ 023	Gobo 2 (shattered)
		024 ⇄ 031	Gobo 3 (stick men)
		032 ⇄ 039	Gobo 4 (linear ovals)
		040 ⇄ 047	Gobo 5 (laser triangle)
		048 ⇄ 055	Gobo 6 (line)
		056 ⇄ 063	Gobo 7 (thatched breakup)
		064 ⇄ 071	Gobo 7 shaking, slow to fast
		072 ⇄ 079	Gobo 6 shaking, slow to fast
		080 ⇄ 087	Gobo 5 shaking, slow to fast
		088 ⇄ 095	Gobo 4 shaking, slow to fast
		096 ⇄ 103	Gobo 3 shaking, slow to fast
		104 ⇄ 111	Gobo 2 shaking, slow to fast
		112 ⇄ 119	Gobo 1 shaking, slow to fast
		120 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, fast to slow
11	Gobo 1 rotation	000 ⇄ 063	Rotating gobo index
		064 ⇄ 147	Clockwise rotation, slow to fast
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		192 ⇄ 255	Bounce effect, slow to fast
12	Static gobo wheel (see Gobo Wheels)	000 ⇄ 006	Open
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		072 ⇄ 079	Gobo 7 shaking, slow to fast
		080 ⇄ 085	Gobo 6 shaking, slow to fast
		086 ⇄ 092	Gobo 5 shaking, slow to fast
		093 ⇄ 099	Gobo 4 shaking, slow to fast
		100 ⇄ 106	Gobo 3 shaking, slow to fast
		107 ⇄ 113	Gobo 2 shaking, slow to fast
		114 ⇄ 120	Gobo 1 shaking, slow to fast
		121 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, fast to slow
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		005 ⇄ 255	Prism effect
15	Rotating prism	000 ⇄ 127	Prism index
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		128 ⇄ 191	Slow zoom out, fast zoom in (slow to fast)
		192 ⇄ 255	Slow zoom in, fast zoom out (slow to fast)
17	Frost	000 ⇄ 004	No function
		005 ⇄ 255	Frost

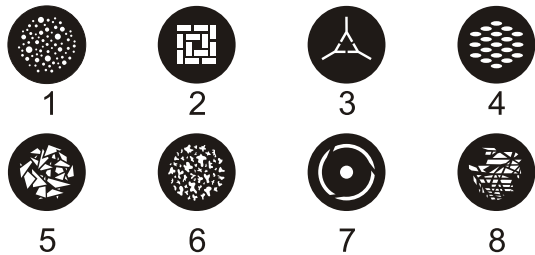
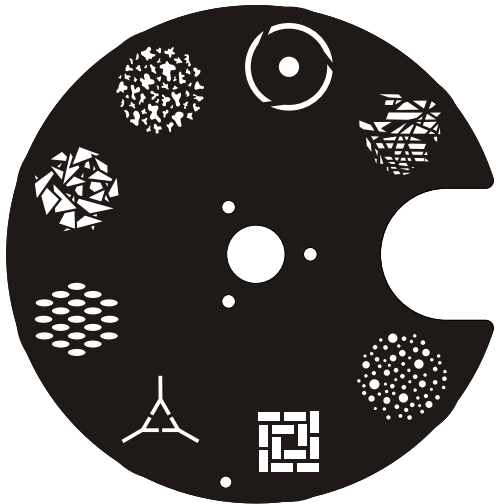
Channel	Function	Value	Percent/Setting
18	Control (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Blackout during pan/tilt
		016 ⇔ 023	Blackout while color wheel is moving
		024 ⇔ 031	Blackout while gobo wheel is moving
		032 ⇔ 039	Pan/tilt/color blackout
		040 ⇔ 047	Pan/tilt/gobo blackout
		048 ⇔ 055	Pan/tilt/color/gobo blackout
		056 ⇔ 095	No function
		096 ⇔ 103	Pan reset
		104 ⇔ 111	Tilt reset
		112 ⇔ 119	Color wheel reset
		120 ⇔ 127	Gobo wheel reset
		128 ⇔ 135	Gobo rotation reset
		136 ⇔ 143	Prism reset
		144 ⇔ 151	Focus reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 239	No function
		240 ⇔ 247	Pan/tilt smooth mode on
		248 ⇔ 255	Pan/tilt smooth mode off

Gobo Wheels

Rotating Gobo Wheel



Static Gobo Wheel



Gobo Wheel	Gobo #	Description	Gobo Wheel	Gobo #	Description
Rotating gobo wheel	1	Tribal breakup	Static gobo wheel	1	Dots breakup
	2	Shattered		2	Bricks
	3	Stick men		3	Triangle rays
	4	Linear ovals		4	Grouped ovals
	5	Laser triangle		5	Triangle breakup
	6	Line		6	Foliage breakup
	7	Thatched breakup		7	Circle dot
				8	Mosaic breakup