

## QUICK REFERENCE GUIDE



### Maverick MK3 Profile

#### DMX Values

#### Dmx Mode 54 CH

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	Strobe, slow to fast
		077 ⇔ 145	Pulse strobe, slow to fast
		146 ⇔ 215	Random strobe, slow to fast
		216 ⇔ 255	Open
9	Virtual Strobe	000 ⇔ 001	No function
		002 ⇔ 128	Shaking strobe, slow to fast
		129 ⇔ 255	Fading shake, slow to fast
10	Cyan	000 ⇔ 255	0–100%
11	Magenta	000 ⇔ 255	0–100%
12	Yellow	000 ⇔ 255	0–100%
13	CTO	000 ⇔ 255	0–100%
14	Color Wheel	000 ⇔ 007	Open
		008 ⇔ 015	Red
		016 ⇔ 023	Orange
		024 ⇔ 031	Green
		032 ⇔ 039	Yellow
		040 ⇔ 047	Dark blue
		048 ⇔ 059	8000K CTB
		060 ⇔ 187	Color wheel indexing
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
224 ⇔ 255	Reverse color scroll, slow to fast		
15	Gobo Wheel 1	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1 (Sail Boats)
		016 ⇔ 023	Gobo 2 (Radial Dot)
		024 ⇔ 031	Gobo 3 (Mower Blade)
		032 ⇔ 039	Gobo 4 (Bolts)
		040 ⇔ 047	Gobo 5 (Shower Glass)
		048 ⇔ 055	Gobo 6 (Ballistic Clouds)
		056 ⇔ 063	Gobo 7 (Four Eyes)
		064 ⇔ 071	Gobo 7 shaking
		072 ⇔ 079	Gobo 6 shaking
		080 ⇔ 087	Gobo 5 shaking
		088 ⇔ 095	Gobo 4 shaking
		096 ⇔ 103	Gobo 3 shaking
		104 ⇔ 111	Gobo 2 shaking
		112 ⇔ 119	Gobo 1 shaking
		120 ⇔ 127	Open
		128 ⇔ 191	Gobo scroll, slow to fast
		192 ⇔ 255	Reverse gobo scroll, slow to fast

Channel	Function	Value	Percent/Setting
16	Gobo 1 Rotate	000 ⇔ 063	Rotating gobo index
		064 ⇔ 145	Gobo rotation, fast to slow
		146 ⇔ 149	Stop
		150 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Bounce effect, short to long
17	Gobo Wheel 1 Indexing	000 ⇔ 255	Fine control (16-bit)
18	Gobo Wheel 2	000 ⇔ 005	Open
		006 ⇔ 011	Gobo 1 (Beam)
		012 ⇔ 017	Gobo 2 (Bars)
		018 ⇔ 023	Gobo 3 (Circles)
		024 ⇔ 029	Gobo 4 (Breakup)
		030 ⇔ 035	Gobo 5 (Dots)
		036 ⇔ 041	Gobo 6 (Circuits)
		042 ⇔ 047	Gobo 7 (Triangles)
		048 ⇔ 053	Gobo 8 (Forest)
		054 ⇔ 063	Gobo 9 (Rainbows)
		064 ⇔ 069	Gobo 9 shaking
		070 ⇔ 075	Gobo 8 shaking
		076 ⇔ 081	Gobo 7 shaking
		082 ⇔ 087	Gobo 6 shaking
		088 ⇔ 093	Gobo 5 shaking
		094 ⇔ 099	Gobo 4 shaking
		100 ⇔ 105	Gobo 3 shaking
		106 ⇔ 111	Gobo 2 shaking
		112 ⇔ 117	Gobo 1 shaking
118 ⇔ 127	Open		
128 ⇔ 191	Gobo scroll, slow to fast		
192 ⇔ 255	Reverse gobo scroll, slow to fast		
19	Animation Wheel	000 ⇔ 255	Animation effect, 0–100%
20	Animation Wheel Rotate	000 ⇔ 124	Animation wheel rotation, fast to slow
		125 ⇔ 130	Stop
		131 ⇔ 255	Reverse animation wheel, slow to fast
21	Blade 1-1	000 ⇔ 255	0–100%
22	Blade 1-1 Fine	000 ⇔ 255	Fine control (16-bit)
23	Blade 1-2	000 ⇔ 255	0–100%
24	Blade 1-2 Fine	000 ⇔ 255	Fine control (16-bit)
25	Blade 2-1	000 ⇔ 255	0–100%
26	Blade 2-1 Fine	000 ⇔ 255	Fine control (16-bit)
27	Blade 2-2	000 ⇔ 255	0–100%
28	Blade 2-2 Fine	000 ⇔ 255	Fine control (16-bit)
29	Blade 3-1	000 ⇔ 255	0–100%
30	Blade 3-1 Fine	000 ⇔ 255	Fine control (16-bit)
31	Blade 3-2	000 ⇔ 255	0–100%
32	Blade 3-2 Fine	000 ⇔ 255	Fine control (16-bit)
33	Blade 4-1	000 ⇔ 255	0–100%
34	Blade 4-1 Fine	000 ⇔ 255	Fine control (16-bit)
35	Blade 4-2	000 ⇔ 255	0–100%
36	Blade 4-2 Fine	000 ⇔ 255	Fine control (16-bit)
37	Frame Rotate	000 ⇔ 255	0–100%
38	Frame Fine Rotate	000 ⇔ 255	Fine control (16-bit)
39	Focus	000 ⇔ 255	0–100%
40	Fine Focus	000 ⇔ 255	Fine control (16-bit)

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Channel	Function	Value	Percent/Setting
41	Auto Focus	000 ⇔ 010	No function
		011 ⇔ 030	0–5 m
		031 ⇔ 050	6 m
		051 ⇔ 070	7 m
		071 ⇔ 090	8 m
		091 ⇔ 110	9 m
		111 ⇔ 130	10 m
		131 ⇔ 150	12.5 m
		151 ⇔ 170	15 m
		171 ⇔ 190	17.5 m
		191 ⇔ 210	20–60 m
211 ⇔ 255	Auto-detect distance		
42	Zoom	000 ⇔ 255	0–100%
43	Fine Zoom	000 ⇔ 255	Fine control (16-bit)
44	Prism 1	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect 1
45	Prism 1 Rotate	000 ⇔ 127	Rotating prism 1 index
		128 ⇔ 189	Prism 1 rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism 1 rotation, slow to fast
46	Prism 2	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect 2
47	Prism 2 Rotate	000 ⇔ 127	Rotating prism 2 index
		128 ⇔ 189	Prism 2 rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism 2 rotation, slow to fast
48	Iris	000 ⇔ 063	Big to small
		064 ⇔ 127	Auto change, slow to fast
		128 ⇔ 191	Slow expand, fast shrink (slow to fast)
		192 ⇔ 255	Slow shrink, fast expand (slow to fast)
49	Frost 1	000 ⇔ 255	0–100%
50	Frost 2	000 ⇔ 255	0–100%
51	CRI Filter	000 ⇔ 004	No function
		005 ⇔ 255	CRI filter
52	CMY Macro	000 ⇔ 009	No function
		010 ⇔ 255	CMY macro
53	CMY Macro Speed	000 ⇔ 255	CMY macro speed, fast to slow

Channel	Function	Value	Percent/Setting
<b>54</b>	<b>Control</b>	000 ⇔ 007	No function
		008 ⇔ 015	XY blackout
		016 ⇔ 023	C blackout
		024 ⇔ 031	G blackout
		032 ⇔ 039	XY/C blackout
		040 ⇔ 047	XY/G blackout
		048 ⇔ 055	XY/C/G blackout
		056 ⇔ 095	No function
		096 ⇔ 103	X reset
		104 ⇔ 111	Y reset
		112 ⇔ 119	Color reset
		120 ⇔ 127	Gobo wheels and rotation reset
		128 ⇔ 135	No function
		136 ⇔ 143	Prisms reset
		144 ⇔ 151	Framing shutter reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 175	Frost reset
		176 ⇔ 183	Zoom reset
		184 ⇔ 191	CMY reset
		192 ⇔ 199	Fan ECO mode
		200 ⇔ 207	Fan full speed
		208 ⇔ 215	Fan auto
		216 ⇔ 220	No function
		221 ⇔ 225	Iris fast mode
226 ⇔ 230	Iris smooth mode		
231 ⇔ 235	XY swap on		
236 ⇔ 240	XY swap off		
241 ⇔ 246	Fan TV25		
247 ⇔ 250	Fan TV35		
251 ⇔ 255	No function		

**Dmx Mode 38 CH**

Channel	Function	Value	Percent/Setting
<b>1</b>	<b>Pan</b>	000 ⇔ 255	0–100%
<b>2</b>	<b>Fine Pan</b>	000 ⇔ 255	Fine control (16-bit)
<b>3</b>	<b>Tilt</b>	000 ⇔ 255	0–100%
<b>4</b>	<b>Fine Tilt</b>	000 ⇔ 255	Fine control (16-bit)
<b>5</b>	<b>Pan/Tilt Speed</b>	000 ⇔ 255	Fast to slow
<b>6</b>	<b>Dimmer</b>	000 ⇔ 255	0–100%
<b>7</b>	<b>Shutter</b>	000 ⇔ 003	Closed
		004 ⇔ 007	Open
		008 ⇔ 076	Strobe, slow to fast
		077 ⇔ 145	Pulse strobe, slow to fast
		146 ⇔ 215	Random strobe, slow to fast
216 ⇔ 255	Open		
<b>8</b>	<b>Virtual Strobe</b>	000 ⇔ 001	No function
		002 ⇔ 128	Shaking strobe, slow to fast
		129 ⇔ 255	Fade in/out, slow to fast
<b>9</b>	<b>Cyan</b>	000 ⇔ 255	0–100%
<b>10</b>	<b>Magenta</b>	000 ⇔ 255	0–100%
<b>11</b>	<b>Yellow</b>	000 ⇔ 255	0–100%
<b>12</b>	<b>CTO</b>	000 ⇔ 255	0–100%

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Channel	Function	Value	Percent/Setting
13	Color Wheel	000 ⇔ 007	Open
		008 ⇔ 015	Red
		016 ⇔ 023	Orange
		024 ⇔ 031	Green
		032 ⇔ 039	Yellow
		040 ⇔ 047	Dark blue
		048 ⇔ 059	8000K CTB
		060 ⇔ 187	Split colors
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast
14	Gobo Wheel 1	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1 (Sail Boats)
		016 ⇔ 023	Gobo 2 (Radial Dot)
		024 ⇔ 031	Gobo 3 (Mower Blade)
		032 ⇔ 039	Gobo 4 (Bolts)
		040 ⇔ 047	Gobo 5 (Shower Glass)
		048 ⇔ 055	Gobo 6 (Ballistic Clouds)
		056 ⇔ 063	Gobo 7 (Four Eyes)
		064 ⇔ 071	Gobo 7 shaking
		072 ⇔ 079	Gobo 6 shaking
		080 ⇔ 087	Gobo 5 shaking
		088 ⇔ 095	Gobo 4 shaking
		096 ⇔ 103	Gobo 3 shaking
		104 ⇔ 111	Gobo 2 shaking
		112 ⇔ 119	Gobo 1 shaking
		120 ⇔ 127	Open
		128 ⇔ 191	Gobo scroll, slow to fast
		192 ⇔ 255	Reverse gobo scroll, slow to fast
15	Gobo 1 Rotate	000 ⇔ 063	Rotating gobo index
		064 ⇔ 145	Gobo rotation, fast to slow
		146 ⇔ 149	Stop
		150 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Bounce effect

Channel	Function	Value	Percent/Setting
16	Gobo Wheel 2	000 ⇄ 005	Open
		006 ⇄ 011	Gobo 1 (Beam)
		012 ⇄ 017	Gobo 2 (Bars)
		018 ⇄ 023	Gobo 3 (Circles)
		024 ⇄ 029	Gobo 4 (Breakup)
		030 ⇄ 035	Gobo 5 (Dots)
		036 ⇄ 041	Gobo 6 (Circuits)
		042 ⇄ 047	Gobo 7 (Triangles)
		048 ⇄ 053	Gobo 8 (Forest)
		054 ⇄ 063	Gobo 9 (Rainbows)
		064 ⇄ 069	Gobo 9 shaking
		070 ⇄ 075	Gobo 8 shaking
		076 ⇄ 081	Gobo 7 shaking
		082 ⇄ 087	Gobo 6 shaking
		088 ⇄ 093	Gobo 5 shaking
		094 ⇄ 099	Gobo 4 shaking
		100 ⇄ 105	Gobo 3 shaking
		106 ⇄ 111	Gobo 2 shaking
112 ⇄ 117	Gobo 1 shaking		
118 ⇄ 127	Open		
128 ⇄ 191	Gobo scroll, slow to fast		
192 ⇄ 255	Reverse gobo scroll, slow to fast		
17	Animation Wheel	000 ⇄ 255	Animation effect
18	Animation Wheel Rotate	000 ⇄ 255	Animation wheel rotation, fast to slow
		000 ⇄ 255	Stop
		000 ⇄ 255	Reverse animation wheel, slow to fast
19	Blade 1-1	000 ⇄ 255	0–100%
20	Blade 1-2	000 ⇄ 255	0–100%
21	Blade 2-1	000 ⇄ 255	0–100%
22	Blade 2-2	000 ⇄ 255	0–100%
23	Blade 3-1	000 ⇄ 255	0–100%
24	Blade 3-2	000 ⇄ 255	0–100%
25	Blade 4-1	000 ⇄ 255	0–100%
26	Blade 4-2	000 ⇄ 255	0–100%
27	Frame Rotate	000 ⇄ 255	0–100%
28	Focus	000 ⇄ 255	0–100%
29	Zoom	000 ⇄ 255	0–100%
30	Prism 1	000 ⇄ 004	No function
		005 ⇄ 255	Prism effect 1
31	Prism 1 Rotate	000 ⇄ 127	Rotating prism 1 index
		128 ⇄ 189	Prism 1 rotation, fast to slow
		190 ⇄ 193	Stop
		194 ⇄ 255	Reverse prism 1 rotation, slow to fast
32	Prism 2	000 ⇄ 004	No function
		005 ⇄ 255	Prism effect 2
33	Prism 2 Rotate	000 ⇄ 127	Rotating prism 2 index
		128 ⇄ 189	Prism 2 rotation, fast to slow
		190 ⇄ 193	Stop
		194 ⇄ 255	Reverse prism 2 rotation, slow to fast
34	Iris	000 ⇄ 063	Big 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)
35	Frost 1	000 ⇄ 255	0–100%
36	Frost 2	000 ⇄ 255	0–100%

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Channel	Function	Value	Percent/Setting
37	CRI Filter	000 ⇔ 004	No function
		005 ⇔ 255	CRI filter
38	Control	000 ⇔ 007	No function
		008 ⇔ 015	XY blackout
		016 ⇔ 023	C blackout
		024 ⇔ 031	G blackout
		032 ⇔ 039	XY/C blackout
		040 ⇔ 047	XY/G blackout
		048 ⇔ 055	XY/C/G blackout
		056 ⇔ 095	No function
		096 ⇔ 103	X reset
		104 ⇔ 111	Y reset
		112 ⇔ 119	Color reset
		120 ⇔ 127	Gobo wheels and rotation reset
		128 ⇔ 135	No function
		136 ⇔ 143	Prisms reset
		144 ⇔ 151	Framing shutter reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 175	Frost reset
		176 ⇔ 183	Zoom reset
		184 ⇔ 191	CMY reset
		192 ⇔ 199	Fan low speed
		200 ⇔ 207	Fan full speed
		208 ⇔ 215	Fan auto
		216 ⇔ 220	No function
		221 ⇔ 225	Iris fast mode
		226 ⇔ 230	Iris smooth mode
		231 ⇔ 235	XY swap on
		236 ⇔ 240	XY swap off
		241 ⇔ 246	Fan TV25
		247 ⇔ 250	Fan TV35
		251 ⇔ 255	No function