

DMX CHART

Color STRIKE MV2
V4.0.7



DMX Values

97CH

97CH	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Master dimmer	000 ⇄ 255	0–100%
4	Plate dimmer	000 ⇄ 255	0–100%
5	Beam dimmer	000 ⇄ 255	0–100%
6	Plate flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	Beam flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
10	Plate pixel 1 red	000 ⇄ 255	0–100%
11	Plate pixel 1 green	000 ⇄ 255	0–100%
12	Plate pixel 1 blue	000 ⇄ 255	0–100%
13	Plate pixel 2 red	000 ⇄ 255	0–100%
14	Plate pixel 2 green	000 ⇄ 255	0–100%
15	Plate pixel 2 blue	000 ⇄ 255	0–100%
16	Plate pixel 3 red	000 ⇄ 255	0–100%
17	Plate pixel 3 green	000 ⇄ 255	0–100%
18	Plate pixel 3 blue	000 ⇄ 255	0–100%
19	Plate pixel 4 red	000 ⇄ 255	0–100%
20	Plate pixel 4 green	000 ⇄ 255	0–100%
21	Plate pixel 4 blue	000 ⇄ 255	0–100%
22	Plate pixel 5 red	000 ⇄ 255	0–100%
23	Plate pixel 5 green	000 ⇄ 255	0–100%
24	Plate pixel 5 blue	000 ⇄ 255	0–100%
25	Plate pixel 6 red	000 ⇄ 255	0–100%
26	Plate pixel 6 green	000 ⇄ 255	0–100%
27	Plate pixel 6 blue	000 ⇄ 255	0–100%
28	Plate pixel 7 red	000 ⇄ 255	0–100%
29	Plate pixel 7 green	000 ⇄ 255	0–100%
30	Plate pixel 7 blue	000 ⇄ 255	0–100%
31	Plate pixel 8 red	000 ⇄ 255	0–100%
32	Plate pixel 8 green	000 ⇄ 255	0–100%
33	Plate pixel 8 blue	000 ⇄ 255	0–100%
34	Plate pixel 9 red	000 ⇄ 255	0–100%
35	Plate pixel 9 green	000 ⇄ 255	0–100%
36	Plate pixel 9 blue	000 ⇄ 255	0–100%
37	Plate pixel 10 red	000 ⇄ 255	0–100%
38	Plate pixel 10 green	000 ⇄ 255	0–100%
39	Plate pixel 10 blue	000 ⇄ 255	0–100%
40	Plate pixel 11 red	000 ⇄ 255	0–100%
41	Plate pixel 11 green	000 ⇄ 255	0–100%
42	Plate pixel 11 blue	000 ⇄ 255	0–100%
43	Plate pixel 12 red	000 ⇄ 255	0–100%
44	Plate pixel 12 green	000 ⇄ 255	0–100%
45	Plate pixel 12 blue	000 ⇄ 255	0–100%

97CH	Function	Value	Percent/Setting
46	Plate pixel 13 red	000 ⇄ 255	0–100%
47	Plate pixel 13 green	000 ⇄ 255	0–100%
48	Plate pixel 13 blue	000 ⇄ 255	0–100%
49	Plate pixel 14 red	000 ⇄ 255	0–100%
50	Plate pixel 14 green	000 ⇄ 255	0–100%
51	Plate pixel 14 blue	000 ⇄ 255	0–100%
52	Beam pixel 1	000 ⇄ 255	0–100%
53	Beam pixel 2	000 ⇄ 255	0–100%
54	Beam pixel 3	000 ⇄ 255	0–100%
55	Beam pixel 4	000 ⇄ 255	0–100%
56	Beam pixel 5	000 ⇄ 255	0–100%
57	Beam pixel 6	000 ⇄ 255	0–100%
58	Beam pixel 7	000 ⇄ 255	0–100%
59	Beam pixel 8	000 ⇄ 255	0–100%
60	Beam pixel 9	000 ⇄ 255	0–100%
61	Beam pixel 10	000 ⇄ 255	0–100%
62	Beam pixel 11	000 ⇄ 255	0–100%
63	Beam pixel 12	000 ⇄ 255	0–100%
64	Beam pixel 13	000 ⇄ 255	0–100%
65	Beam pixel 14	000 ⇄ 255	0–100%
66	Beam pixel 15	000 ⇄ 255	0–100%
67	Beam pixel 16	000 ⇄ 255	0–100%
68	Beam pixel 17	000 ⇄ 255	0–100%
69	Beam pixel 18	000 ⇄ 255	0–100%
70	Beam pixel 19	000 ⇄ 255	0–100%
71	Beam pixel 20	000 ⇄ 255	0–100%
72	Beam pixel 21	000 ⇄ 255	0–100%
73	Beam pixel 22	000 ⇄ 255	0–100%
74	Beam pixel 23	000 ⇄ 255	0–100%
75	Beam pixel 24	000 ⇄ 255	0–100%
76	Beam pixel 25	000 ⇄ 255	0–100%
77	Beam pixel 26	000 ⇄ 255	0–100%
78	Beam pixel 27	000 ⇄ 255	0–100%
79	Beam pixel 28	000 ⇄ 255	0–100%
80	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes

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Color STRIKE MV2
V4.0.7



97CH	Function	Value	Percent/Setting
81	Plates foreground	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
82	Plates foreground dimmer	000 ⇔ 255	0–100%
83	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
84	Plates background dimmer	000 ⇔ 255	0–100%
85	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
86	Plates 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
87	Plate 1 (pixels 1–7) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
88	Plate 2 (pixels 8–14) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns

97CH	Function	Value	Percent/Setting
89	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
90	Plate 2 (pixels 8–14) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
91	Beams 1 (pixels 1–14) FX select	000 ⇄ 002	Beam FX All select (all on)
		003 ⇄ 255	see Beam Patterns
92	Beams 1 (pixels 1–14) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
93	Beams 1 (pixels 1–14) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long
94	Beams 2 (pixels 15–28) FX select	000 ⇄ 002	Beam FX All select (all on)
		003 ⇄ 255	see Beam Patterns
95	Beams 2 (pixels 15–28) FX movement speed & direction	000 ⇄ 005	No function
		006 ⇄ 124	Left to right, fast to slow
		125 ⇄ 130	No function
		131 ⇄ 249	Right to left, slow to fast
		250 ⇄ 255	No function
96	Beams 2 (pixels 15–28) FX crossfade	000 ⇄ 002	Snap from cell to cell
		003 ⇄ 255	Fade duration: short to long

97CH	Function	Value	Percent/Setting
97	Control (hold for 3 seconds)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1
		016 ⇔ 020	Dimmer 2
		021 ⇔ 025	Dimmer 3
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	FX pattern priority
		151 ⇔ 155	Color mix HTP on
		156 ⇔ 160	Color mix HTP off
		161 ⇔ 170	Color priority
		171 ⇔ 255	No function

96CH

96CH	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Master dimmer	000 ⇄ 255	0–100%
4	Plate dimmer	000 ⇄ 255	0–100%
5	Beam dimmer	000 ⇄ 255	0–100%
6	Plate flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	Beam flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
10	Plates red	000 ⇄ 255	0–100%
11	Plates green	000 ⇄ 255	0–100%
12	Plates blue	000 ⇄ 255	0–100%
13	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes
14	Plates foreground	000 ⇄ 000	No function
		001 ⇄ 002	White (2700K)
		003 ⇄ 004	White (3200K)
		005 ⇄ 006	White (4200K)
		007 ⇄ 008	White (5600K)
		009 ⇄ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇄ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇄ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇄ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇄ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇄ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇄ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇄ 247	Color index, fast to slow
		248 ⇄ 255	Color snap, fast to slow
15	Plates foreground dimmer	000 ⇄ 255	0–100%

96CH	Function	Value	Percent/Setting
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
17	Plates background dimmer	000 ⇔ 255	0–100%
18	Plates 1 & 2 FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
19	Plates 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
20	Plates 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
21	Beams 1 & 2 FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
22	Beams 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
23	Beams 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long

96CH	Function	Value	Percent/Setting
24	Control (hold for 3 seconds)	000 ⇄ 005	No function
		006 ⇄ 010	Off (dimmer mode)
		011 ⇄ 015	Dimmer 1
		016 ⇄ 020	Dimmer 2
		021 ⇄ 025	Dimmer 3
		026 ⇄ 030	600 Hz
		031 ⇄ 035	1200 Hz
		036 ⇄ 040	2000 Hz
		041 ⇄ 045	4000 Hz
		046 ⇄ 050	6000 Hz
		051 ⇄ 055	25 KHz
		056 ⇄ 060	Fan mode auto
		061 ⇄ 065	Fan mode on
		066 ⇄ 070	Tilt reset
		071 ⇄ 075	Plate1 invert off
		076 ⇄ 080	Plate1 invert on
		081 ⇄ 085	Plate2 invert off
		086 ⇄ 090	Plate2 invert on
		091 ⇄ 095	Beam1 invert off
		096 ⇄ 100	Beam1 invert on
		101 ⇄ 105	Beam2 invert off
		106 ⇄ 110	Beam2 invert on
		111 ⇄ 115	Plate swap on
		116 ⇄ 120	Plate swap off
		121 ⇄ 125	Beam swap on
		126 ⇄ 130	Beam swap off
		131 ⇄ 140	No function
		141 ⇄ 150	No function
		151 ⇄ 155	No function
		156 ⇄ 160	No function
		161 ⇄ 170	No function
		171 ⇄ 255	No function
25	Priority - Plate	000 ⇄ 128	Desk priority (pixel channels are ignored)
		129 ⇄ 255	Pixel priority (desk effects/ CH10, CH11, and CH12 are ignored)
26	Priority - Beam	000 ⇄ 128	Desk priority (pixel channels are ignored)
		129 ⇄ 255	Pixel priority (desk effects are ignored)
27	Plate pixel 1 red	000 ⇄ 255	0–100%
28	Plate pixel 1 green	000 ⇄ 255	0–100%
29	Plate pixel 1 blue	000 ⇄ 255	0–100%
30	Plate pixel 2 red	000 ⇄ 255	0–100%
31	Plate pixel 2 green	000 ⇄ 255	0–100%
32	Plate pixel 2 blue	000 ⇄ 255	0–100%
33	Plate pixel 3 red	000 ⇄ 255	0–100%
34	Plate pixel 3 green	000 ⇄ 255	0–100%
35	Plate pixel 3 blue	000 ⇄ 255	0–100%
36	Plate pixel 4 red	000 ⇄ 255	0–100%
37	Plate pixel 4 green	000 ⇄ 255	0–100%
38	Plate pixel 4 blue	000 ⇄ 255	0–100%
39	Plate pixel 5 red	000 ⇄ 255	0–100%
40	Plate pixel 5 green	000 ⇄ 255	0–100%
41	Plate pixel 5 blue	000 ⇄ 255	0–100%
42	Plate pixel 6 red	000 ⇄ 255	0–100%
43	Plate pixel 6 green	000 ⇄ 255	0–100%
44	Plate pixel 6 blue	000 ⇄ 255	0–100%
45	Plate pixel 7 red	000 ⇄ 255	0–100%

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Color STRIKE MV2
V4.0.7



96CH	Function	Value	Percent/Setting
46	Plate pixel 7 green	000 ⇔ 255	0–100%
47	Plate pixel 7 blue	000 ⇔ 255	0–100%
48	Plate pixel 8 red	000 ⇔ 255	0–100%
49	Plate pixel 8 green	000 ⇔ 255	0–100%
50	Plate pixel 8 blue	000 ⇔ 255	0–100%
51	Plate pixel 9 red	000 ⇔ 255	0–100%
52	Plate pixel 9 green	000 ⇔ 255	0–100%
53	Plate pixel 9 blue	000 ⇔ 255	0–100%
54	Plate pixel 10 red	000 ⇔ 255	0–100%
55	Plate pixel 10 green	000 ⇔ 255	0–100%
56	Plate pixel 10 blue	000 ⇔ 255	0–100%
57	Plate pixel 11 red	000 ⇔ 255	0–100%
58	Plate pixel 11 green	000 ⇔ 255	0–100%
59	Plate pixel 11 blue	000 ⇔ 255	0–100%
60	Plate pixel 12 red	000 ⇔ 255	0–100%
61	Plate pixel 12 green	000 ⇔ 255	0–100%
62	Plate pixel 12 blue	000 ⇔ 255	0–100%
63	Plate pixel 13 red	000 ⇔ 255	0–100%
64	Plate pixel 13 green	000 ⇔ 255	0–100%
65	Plate pixel 13 blue	000 ⇔ 255	0–100%
66	Plate pixel 14 red	000 ⇔ 255	0–100%
67	Plate pixel 14 green	000 ⇔ 255	0–100%
68	Plate pixel 14 blue	000 ⇔ 255	0–100%
69	Beam pixel 1	000 ⇔ 255	0–100%
70	Beam pixel 2	000 ⇔ 255	0–100%
71	Beam pixel 3	000 ⇔ 255	0–100%
72	Beam pixel 4	000 ⇔ 255	0–100%
73	Beam pixel 5	000 ⇔ 255	0–100%
74	Beam pixel 6	000 ⇔ 255	0–100%
75	Beam pixel 7	000 ⇔ 255	0–100%
76	Beam pixel 8	000 ⇔ 255	0–100%
77	Beam pixel 9	000 ⇔ 255	0–100%
78	Beam pixel 10	000 ⇔ 255	0–100%
79	Beam pixel 11	000 ⇔ 255	0–100%
80	Beam pixel 12	000 ⇔ 255	0–100%
81	Beam pixel 13	000 ⇔ 255	0–100%
82	Beam pixel 14	000 ⇔ 255	0–100%
83	Beam pixel 15	000 ⇔ 255	0–100%
84	Beam pixel 16	000 ⇔ 255	0–100%
85	Beam pixel 17	000 ⇔ 255	0–100%
86	Beam pixel 18	000 ⇔ 255	0–100%
87	Beam pixel 19	000 ⇔ 255	0–100%
88	Beam pixel 20	000 ⇔ 255	0–100%
89	Beam pixel 21	000 ⇔ 255	0–100%
90	Beam pixel 22	000 ⇔ 255	0–100%
91	Beam pixel 23	000 ⇔ 255	0–100%
92	Beam pixel 24	000 ⇔ 255	0–100%
93	Beam pixel 25	000 ⇔ 255	0–100%
94	Beam pixel 26	000 ⇔ 255	0–100%
95	Beam pixel 27	000 ⇔ 255	0–100%
96	Beam pixel 28	000 ⇔ 255	0–100%

74CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Dimmer	000 ⇄ 255	0–100%
4	Strobe	000 ⇄ 009	Open
		010 ⇄ 079	Strobe, slow to fast
		080 ⇄ 149	Pulse, slow to fast
		150 ⇄ 219	Random strobe, slow to fast
		220 ⇄ 255	Open
5	Plate pixel 1 red	000 ⇄ 255	0–100%
6	Plate pixel 1 green	000 ⇄ 255	0–100%
7	Plate pixel 1 blue	000 ⇄ 255	0–100%
8	Plate pixel 2 red	000 ⇄ 255	0–100%
9	Plate pixel 2 green	000 ⇄ 255	0–100%
10	Plate pixel 2 blue	000 ⇄ 255	0–100%
11	Plate pixel 3 red	000 ⇄ 255	0–100%
12	Plate pixel 3 green	000 ⇄ 255	0–100%
13	Plate pixel 3 blue	000 ⇄ 255	0–100%
14	Plate pixel 4 red	000 ⇄ 255	0–100%
15	Plate pixel 4 green	000 ⇄ 255	0–100%
16	Plate pixel 4 blue	000 ⇄ 255	0–100%
17	Plate pixel 5 red	000 ⇄ 255	0–100%
18	Plate pixel 5 green	000 ⇄ 255	0–100%
19	Plate pixel 5 blue	000 ⇄ 255	0–100%
20	Plate pixel 6 red	000 ⇄ 255	0–100%
21	Plate pixel 6 green	000 ⇄ 255	0–100%
22	Plate pixel 6 blue	000 ⇄ 255	0–100%
23	Plate pixel 7 red	000 ⇄ 255	0–100%
24	Plate pixel 7 green	000 ⇄ 255	0–100%
25	Plate pixel 7 blue	000 ⇄ 255	0–100%
26	Plate pixel 8 red	000 ⇄ 255	0–100%
27	Plate pixel 8 green	000 ⇄ 255	0–100%
28	Plate pixel 8 blue	000 ⇄ 255	0–100%
29	Plate pixel 9 red	000 ⇄ 255	0–100%
30	Plate pixel 9 green	000 ⇄ 255	0–100%
31	Plate pixel 9 blue	000 ⇄ 255	0–100%
32	Plate pixel 10 red	000 ⇄ 255	0–100%
33	Plate pixel 10 green	000 ⇄ 255	0–100%
34	Plate pixel 10 blue	000 ⇄ 255	0–100%
35	Plate pixel 11 red	000 ⇄ 255	0–100%
36	Plate pixel 11 green	000 ⇄ 255	0–100%
37	Plate pixel 11 blue	000 ⇄ 255	0–100%
38	Plate pixel 12 red	000 ⇄ 255	0–100%
39	Plate pixel 12 green	000 ⇄ 255	0–100%
40	Plate pixel 12 blue	000 ⇄ 255	0–100%
41	Plate pixel 13 red	000 ⇄ 255	0–100%
42	Plate pixel 13 green	000 ⇄ 255	0–100%
43	Plate pixel 13 blue	000 ⇄ 255	0–100%
44	Plate pixel 14 red	000 ⇄ 255	0–100%
45	Plate pixel 14 green	000 ⇄ 255	0–100%
46	Plate pixel 14 blue	000 ⇄ 255	0–100%

Channel	Function	Value	Percent/Setting
47	Beam pixel 1	000 ⇔ 255	0–100%
48	Beam pixel 2	000 ⇔ 255	0–100%
49	Beam pixel 3	000 ⇔ 255	0–100%
50	Beam pixel 4	000 ⇔ 255	0–100%
51	Beam pixel 5	000 ⇔ 255	0–100%
52	Beam pixel 6	000 ⇔ 255	0–100%
53	Beam pixel 7	000 ⇔ 255	0–100%
54	Beam pixel 8	000 ⇔ 255	0–100%
55	Beam pixel 9	000 ⇔ 255	0–100%
56	Beam pixel 10	000 ⇔ 255	0–100%
57	Beam pixel 11	000 ⇔ 255	0–100%
58	Beam pixel 12	000 ⇔ 255	0–100%
59	Beam pixel 13	000 ⇔ 255	0–100%
60	Beam pixel 14	000 ⇔ 255	0–100%
61	Beam pixel 15	000 ⇔ 255	0–100%
62	Beam pixel 16	000 ⇔ 255	0–100%
63	Beam pixel 17	000 ⇔ 255	0–100%
64	Beam pixel 18	000 ⇔ 255	0–100%
65	Beam pixel 19	000 ⇔ 255	0–100%
66	Beam pixel 20	000 ⇔ 255	0–100%
67	Beam pixel 21	000 ⇔ 255	0–100%
68	Beam pixel 22	000 ⇔ 255	0–100%
69	Beam pixel 23	000 ⇔ 255	0–100%
70	Beam pixel 24	000 ⇔ 255	0–100%
71	Beam pixel 25	000 ⇔ 255	0–100%
72	Beam pixel 26	000 ⇔ 255	0–100%
73	Beam pixel 27	000 ⇔ 255	0–100%
74	Beam pixel 28	000 ⇔ 255	0–100%

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Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Beam dimmer	000 ⇔ 255	0–100%
4	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
5	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
6	Beam shutter	000 ⇔ 036	No effect
		037 ⇔ 040	Ramp up (fade on, snap off)
		041 ⇔ 044	Ram up, random
		045 ⇔ 048	Ramp down
		049 ⇔ 052	Ramp down, random
		053 ⇔ 056	Ramp up and down
		057 ⇔ 060	Ramp up and down, random
		061 ⇔ 064	Random white beam
		065 ⇔ 068	Random single pixel of white beam
		069 ⇔ 072	Lighting
		073 ⇔ 076	Spikers (flash over low light)
		077 ⇔ 080	White beam, left to right
		081 ⇔ 084	White beam, left to right, random
		085 ⇔ 088	White beam, right to left
		089 ⇔ 092	White beam, right to left, random
		093 ⇔ 096	White beam, left to right, bounce
		097 ⇔ 100	White beam, left to right, bounce, random
		101 ⇔ 104	White beam, right to left, bounce
		105 ⇔ 108	White beam, right to left, bounce, random
		109 ⇔ 112	Zig, 6 steps, outer to center pixels
		113 ⇔ 116	Zig, 6 steps, outer to center pixels, random
		117 ⇔ 120	Zag, 6 steps, outer to center pixels
		121 ⇔ 124	Zag, 6 steps, outer to center pixels, random
		125 ⇔ 128	Zigzag, 10 steps
		129 ⇔ 132	Zigzag, 10 steps, random
		133 ⇔ 179	No function
		180 ⇔ 183	Double flash
		184 ⇔ 187	Double flash, random
		188 ⇔ 191	Double flash, beam-color
		192 ⇔ 195	Double flash, beam-color, random
		196 ⇔ 199	Double flash, color-beam
		200 ⇔ 203	Double flash, color-beam, random
		204 ⇔ 207	Triple flash
		208 ⇔ 211	Triple flash, random
		212 ⇔ 215	Triple flash, beam-color-beam
		216 ⇔ 219	Triple flash, beam-color-beam, random
		220 ⇔ 223	Triple flash, color-beam-color
		224 ⇔ 227	Triple flash, color-beam-color, random
		228 ⇔ 231	Quad flash
		232 ⇔ 235	Quad flash, random
		236 ⇔ 239	Quad flash, beam-color-beam-color
		240 ⇔ 243	Quad flash, beam-color-beam-color, random
		244 ⇔ 247	Quad flash, color-beam-color-beam
		248 ⇔ 251	Quad flash, color-beam-color-beam, random
		252 ⇔ 255	No function

Channel	Function	Value	Percent/Setting
7	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000	No function
		001	10°
		002	20°
		003	30°
		004	40°
		005	50°
		006	60°
		007	70°
		008	80°
		009	90°
		010	100°
		011	110°
		012	120°
		013	130°
		014	140°
		015	150°
		016	160°
		017	170°
		018	180°
		019	190°
		020	200°
		021	210°
		022	220°
		023	230°
		024	240°
		025	250°
		026	260°
		027	270°
		028	280°
		029	290°
		030	300°
		031	310°
		032	320°
		033	330°
		034	340°
		035	350°
		036	360°
		037 ⇌ 038	Dimmer off
		039 ⇌ 040	Dimmer 1
		041 ⇌ 042	Dimmer 2
		043 ⇌ 044	Dimmer 3
		045 ⇌ 046	PWM 600Hz
		047 ⇌ 048	PWM 1200Hz
		049 ⇌ 050	PWM 2000Hz
		051 ⇌ 052	PWM 4000Hz
		053 ⇌ 054	PWM 6000Hz
		055 ⇌ 056	PWM 25kHz
		057 ⇌ 060	Fan auto
		061 ⇌ 067	Fan on
		068 ⇌ 071	Tilt reset
		072 ⇌ 073	Tilt invert off
		074 ⇌ 075	Tilt invert on
		076 ⇌ 077	Tilt disable off
		078 ⇌ 079	Tilt disable on

Channel	Function	Value	Percent/Setting
7	Control* (cont.)	080 ⇔ 083	Plate 1 invert off
		084 ⇔ 087	Plate 1 invert on
		088 ⇔ 091	Plate 2 invert off
		092 ⇔ 095	Plate 2 invert on
		096 ⇔ 099	Beam 1 invert off
		100 ⇔ 103	Beam 1 invert on
		104 ⇔ 107	Beam 2 invert off
		108 ⇔ 111	Beam 2 invert on
		112 ⇔ 115	Plate swap on
		116 ⇔ 119	Plate swap off
		120 ⇔ 123	Beam swap on
		124 ⇔ 125	Beam swap off
		128 ⇔ 217	No function
		218 ⇔ 221	Dimmer flash mode on
		222 ⇔ 225	Dimmer flash mode off
		226 ⇔ 229	FX pattern priority
		230 ⇔ 233	Color mix HTP on
		234 ⇔ 236	Color mix HTP off
		237 ⇔ 239	Color priority
		240 ⇔ 255	No function
8	Plate dimmer	000 ⇔ 255	0–100%
9	Plate flash duration	000 ⇔ 255	7–650 ms
10	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
11	Plate shutter	000	No function
		001	10°
		002	20°
		003	30°
		004	40°
		005	50°
		006	60°
		007	70°
		008	80°
		009	90°
		010	100°
		011	110°
		012	120°
		013	130°
		014	140°
		015	150°
		016	160°
		017	170°
		018	180°
		019	190°
		020	200°
		021	210°
		022	220°
		023	230°
		024	240°
		025	250°
		026	260°
		027	270°
		028	280°
		029	290°

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Channel	Function	Value	Percent/Setting
11	Plate shutter (cont.)	030	300°
		031	310°
		032	320°
		033	330°
		034	340°
		035	350°
		036	360°
		037 ⇔ 040	Ramp up (fade on, snap off)
		041 ⇔ 044	Ramp up, random
		045 ⇔ 048	Ramp down
		049 ⇔ 052	Ramp down, random
		053 ⇔ 056	Ramp up and down
		057 ⇔ 060	Ramp up and down, random
		061 ⇔ 064	Random white beam
		065 ⇔ 068	Random single pixel of white beam
		069 ⇔ 072	Lighting
		073 ⇔ 076	Spikers (flash over low light)
		077 ⇔ 179	No function
		180 ⇔ 191	Double flash
		192 ⇔ 203	Double flash, random
		204 ⇔ 215	Triple flash
		216 ⇔ 227	Triple flash, random
		228 ⇔ 239	Quad flash
		240 ⇔ 251	Quad flash, random
		252 ⇔ 255	No function
12	Plate red main	000 ⇔ 255	Main red for the entire plate acts as the foreground color
13	Plate green main	000 ⇔ 255	Main green for the entire plate acts as the foreground color
14	Plate blue main	000 ⇔ 255	Main blue for the entire plate acts as the foreground color
15	Beam and plate FX crossfade	000 ⇔ 005	Snap from pixel to pixel
		006 ⇔ 042	Fade duration: short to long
16	Both plates FX movement speed & direction	000 ⇔ 005	Plate FX stop (no function)
		006 ⇔ 042	Left to right, fast to slow
		000 ⇔ 005	Right to left, slow to fast
17	Both plates FX select	000 ⇔ 005	Plate FX all select (all on)
		006 ⇔ 042	see Plate Patterns
18	Both beams FX movement speed & direction	000 ⇔ 005	Beam FX stop (no function)
		006 ⇔ 042	Left to right, fast to slow
		000 ⇔ 005	Right to left, slow to fast
19	Both beams FX select	006 ⇔ 042	Beam FX all select (all on)
		000 ⇔ 005	see Beam Patterns
20	Plate/beam FX dimmer	000 ⇔ 255	0–100%
21	Plate background pixel red 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
22	Plate background pixel green 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
23	Plate background pixel blue 1–2	000 ⇔ 255	Combine plate pixels 1 & 2
24	Plate background pixel red 3	000 ⇔ 255	Plate pixel 3
25	Plate background pixel green 3	000 ⇔ 255	Plate pixel 3
26	Plate background pixel blue 3	000 ⇔ 255	Plate pixel 3
27	Plate background pixel red 4	000 ⇔ 255	Plate pixel 4
28	Plate background pixel green 4	000 ⇔ 255	Plate pixel 4
29	Plate background pixel blue 4	000 ⇔ 255	Plate pixel 4
30	Plate background pixel red 5	000 ⇔ 255	Plate pixel 5
31	Plate background pixel green 5	000 ⇔ 255	Plate pixel 5
32	Plate background pixel blue 5	000 ⇔ 255	Plate pixel 5

Channel	Function	Value	Percent/Setting
33	Plate background pixel red 6	000 ⇔ 255	Plate pixel 6
34	Plate background pixel green 6	000 ⇔ 255	Plate pixel 6
35	Plate background pixel blue 6	000 ⇔ 255	Plate pixel 6
36	Plate background pixel red 7	000 ⇔ 255	Plate pixel 7
37	Plate background pixel green 7	000 ⇔ 255	Plate pixel 7
38	Plate background pixel blue 7	000 ⇔ 255	Plate pixel 7
39	Plate background pixel red 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
40	Plate background pixel green 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
41	Plate background pixel blue 8–9	000 ⇔ 255	Combine plate pixels 8 & 9
42	Plate background pixel red 10	000 ⇔ 255	Plate pixel 10
43	Plate background pixel green 10	000 ⇔ 255	Plate pixel 10
44	Plate background pixel blue 10	000 ⇔ 255	Plate pixel 10
45	Plate background pixel red 11	000 ⇔ 255	Plate pixel 11
46	Plate background pixel green 11	000 ⇔ 255	Plate pixel 11
47	Plate background pixel blue 11	000 ⇔ 255	Plate pixel 11
48	Plate background pixel red 12	000 ⇔ 255	Plate pixel 12
49	Plate background pixel green 12	000 ⇔ 255	Plate pixel 12
50	Plate background pixel blue 12	000 ⇔ 255	Plate pixel 12
51	Plate background pixel red 13	000 ⇔ 255	Plate pixel 13
52	Plate background pixel green 13	000 ⇔ 255	Plate pixel 13
53	Plate background pixel blue 13	000 ⇔ 255	Plate pixel 13
54	Plate background pixel red 14	000 ⇔ 255	Plate pixel 14
55	Plate background pixel green 14	000 ⇔ 255	Plate pixel 14
56	Plate background pixel blue 14	000 ⇔ 255	Plate pixel 14
57	Beam pixel intensity 1	000 ⇔ 255	Combine beam pixels 1 + 2 + 15 + 16
58	Beam pixel intensity 2	000 ⇔ 255	Combine beam pixels 3 + 17
59	Beam pixel intensity 3	000 ⇔ 255	Combine beam pixels 4 + 18
60	Beam pixel intensity 4	000 ⇔ 255	Combine beam pixels 5 + 19
61	Beam pixel intensity 5	000 ⇔ 255	Combine beam pixels 6 + 20
62	Beam pixel intensity 6	000 ⇔ 255	Combine beam pixels 7 + 21
63	Beam pixel intensity 7	000 ⇔ 255	Combine beam pixels 8 + 22
64	Beam pixel intensity 8	000 ⇔ 255	Combine beam pixels 9 + 23
65	Beam pixel intensity 9	000 ⇔ 255	Combine beam pixels 10 + 24
66	Beam pixel intensity 10	000 ⇔ 255	Combine beam pixels 11 + 25
67	Beam pixel intensity 11	000 ⇔ 255	Combine beam pixels 12 + 26
68	Beam pixel intensity 12	000 ⇔ 255	Combine beam pixels 13 + 14 + 27 + 28

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Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100% On, no flash/strobe
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100% On, no flash/strobe
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
10	Plate Invert	000 ⇔ 005	Normal alignment
		006 ⇔ 124	Invert Plate 1 and Plate 2
		125 ⇔ 130	Invert Plate 1, Plate 2 normal
		131 ⇔ 249	Invert Plate 2, Plate 1 normal
		250 ⇔ 255	No function
11	Beam Invert	000 ⇔ 005	Normal alignment
		006 ⇔ 124	Invert Beam 1 and Beam 2
		125 ⇔ 130	Invert Beam 1, Beam 2 normal
		131 ⇔ 249	Invert Beam 2, Beam 1 normal
		250 ⇔ 255	No function
12	Plate Pixel 1 + 8 Red	000 ⇔ 255	0–100%
13	Plate Pixel 1 + 8 Green	000 ⇔ 255	0–100%
14	Plate Pixel 1 + 8 Blue	000 ⇔ 255	0–100%
15	Plate Pixel 2 + 9 Red	000 ⇔ 255	0–100%
16	Plate Pixel 2 + 9 Green	000 ⇔ 255	0–100%
17	Plate Pixel 2 + 9 Blue	000 ⇔ 255	0–100%
18	Plate Pixel 3 + 10 Red	000 ⇔ 255	0–100%
19	Plate Pixel 3 + 10 Green	000 ⇔ 255	0–100%
20	Plate Pixel 3 + 10 Blue	000 ⇔ 255	0–100%
21	Plate Pixel 4 + 11 Red	000 ⇔ 255	0–100%
22	Plate Pixel 4 + 11 Green	000 ⇔ 255	0–100%
23	Plate Pixel 4 + 11 Blue	000 ⇔ 255	0–100%
24	Plate Pixel 5 + 12 Red	000 ⇔ 255	0–100%
25	Plate Pixel 5 + 12 Green	000 ⇔ 255	0–100%
26	Plate Pixel 5 + 12 Blue	000 ⇔ 255	0–100%
27	Plate Pixel 6 + 13 Red	000 ⇔ 255	0–100%
28	Plate Pixel 6 + 13 Green	000 ⇔ 255	0–100%
29	Plate Pixel 6 + 13 Blue	000 ⇔ 255	0–100%
30	Plate Pixel 7 + 14 Red	000 ⇔ 255	0–100%
31	Plate Pixel 7 + 14 Green	000 ⇔ 255	0–100%
32	Plate Pixel 7 + 14 Blue	000 ⇔ 255	0–100%
33	Beam Pixel 1 + 15	000 ⇔ 255	0–100%
34	Beam Pixel 2 + 16	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
35	Beam Pixel 3 + 17	000 ⇔ 255	0–100%
36	Beam Pixel 4 + 18	000 ⇔ 255	0–100%
37	Beam Pixel 5 + 19	000 ⇔ 255	0–100%
38	Beam Pixel 6 + 20	000 ⇔ 255	0–100%
39	Beam Pixel 7 + 21	000 ⇔ 255	0–100%
40	Beam Pixel 8 + 22	000 ⇔ 255	0–100%
41	Beam Pixel 9 + 23	000 ⇔ 255	0–100%
42	Beam Pixel 10 + 24	000 ⇔ 255	0–100%
43	Beam Pixel 11 + 25	000 ⇔ 255	0–100%
44	Beam Pixel 12 + 26	000 ⇔ 255	0–100%
45	Beam Pixel 13 + 27	000 ⇔ 255	0–100%
46	Beam Pixel 14 + 28	000 ⇔ 255	0–100%
47	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1 (dimmer mode)
		016 ⇔ 020	Dimmer 2 (dimmer mode)
		021 ⇔ 025	Dimmer 3 (dimmer mode)
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25KHz
		056 ⇔ 060	Auto (fan mode)
		061 ⇔ 065	On (fan mode)
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate 1 – invert off
		076 ⇔ 080	Plate 1 – invert on
		081 ⇔ 085	Plate 2 – invert off
		086 ⇔ 090	Plate 2 – invert on
		091 ⇔ 095	Beam 1 – invert off
		096 ⇔ 100	Beam 1 – invert on
		101 ⇔ 105	Beam 2 – invert off
		106 ⇔ 110	Beam 2 – invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

30CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇔ 255	0–100%
2	Fine tilt	000 ⇔ 255	0–100%
3	Master dimmer	000 ⇔ 255	0–100%
4	Plate dimmer	000 ⇔ 255	0–100%
5	Beam dimmer	000 ⇔ 255	0–100%
6	Plate flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100%
8	Beam flash duration	000 ⇔ 009	Classic shutter mode: disables duration control
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇔ 009	100%
		010 ⇔ 250	Slow to fast
		251 ⇔ 255	100% on
10	Plates red	000 ⇔ 255	0–100%
11	Plates green	000 ⇔ 255	0–100%
12	Plates blue	000 ⇔ 255	0–100%
13	Beam FX	000 ⇔ 005	No function
		006 ⇔ 042	Ramp up
		043 ⇔ 085	Ramp down
		086 ⇔ 128	Ramp up-down
		129 ⇔ 171	Random
		172 ⇔ 214	Lightning
		215 ⇔ 255	Spikes
14	Plates foreground	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
15	Plates foreground dimmer	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
17	Plates background dimmer	000 ⇔ 255	0–100%
18	Plate 1 (pixels 1–7) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
19	Plate 1 (pixels 1–7) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
20	Plate 1 (pixels 1–7) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
21	Plate 2 (pixels 8–14) FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
22	Plate 2 (pixels 8–14) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
23	Plate 2 (pixels 8–14) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
24	Beam 1 (pixels 1–14) FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
25	Beam 1 (pixels 1–14) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
26	Beam 1 (pixels 1–14) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
27	Beam 2 (pixels 15–28) FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns

Channel	Function	Value	Percent/Setting
28	Beam 2 (pixels 15–28) FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
29	Beam 2 (pixels 15–28) FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
30	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1
		016 ⇔ 020	Dimmer 2
		021 ⇔ 025	Dimmer 3
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

24CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Master dimmer	000 ⇄ 255	0–100%
4	Plate dimmer	000 ⇄ 255	0–100%
5	Beam dimmer	000 ⇄ 255	0–100%
6	Plate flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
7	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
8	Beam flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
9	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
10	Plates red	000 ⇄ 255	0–100%
11	Plates green	000 ⇄ 255	0–100%
12	Plates blue	000 ⇄ 255	0–100%
13	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes
14	Plates foreground	000 ⇄ 000	No function
		001 ⇄ 002	White (2700K)
		003 ⇄ 004	White (3200K)
		005 ⇄ 006	White (4200K)
		007 ⇄ 008	White (5600K)
		009 ⇄ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇄ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇄ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇄ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇄ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇄ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇄ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇄ 247	Color index, fast to slow
		248 ⇄ 255	Color snap, fast to slow
15	Plates foreground dimmer	000 ⇄ 255	0–100%

Channel	Function	Value	Percent/Setting
16	Plates background	000 ⇔ 000	No function
		001 ⇔ 002	White (2700K)
		003 ⇔ 004	White (3200K)
		005 ⇔ 006	White (4200K)
		007 ⇔ 008	White (5600K)
		009 ⇔ 010	White (8000K)
		011	Blue R: 0 G: 0 B: 255 W: 0
		012 ⇔ 048	Green+ / Blue R: 0 G: + B: 255 W: 0
		049	Cyan R: 0 G: 255 B: 255 W: 0
		050 ⇔ 086	Green / Blue- R: 0 G: 255 B: - W: 0
		087	Green R: 0 G: 255 B: 0 W: 0
		088 ⇔ 124	Red+ / Green R: + G: 255 B: 0 W: 0
		125	Yellow R: 255 G: 255 B: 0 W: 0
		126 ⇔ 162	Red / Green- R: 255 G: - B: 0 W: 0
		163	Red R: 255 G: 0 B: 0 W: 0
		164 ⇔ 200	Red / Blue+ R: 255 G: 0 B: + W: 0
		201	Magenta R: 255 G: 0 B: 255 W: 0
		202 ⇔ 238	Red- / Blue R: - G: 0 B: 255 W: 0
		239	Blue R: 0 G: 0 B: 255 W: 0
		240 ⇔ 247	Color index, fast to slow
		248 ⇔ 255	Color snap, fast to slow
17	Plates background dimmer	000 ⇔ 255	0–100%
18	Plates 1 & 2 FX select	000 ⇔ 002	Plate FX All select (all on)
		003 ⇔ 255	see Plate Patterns
19	Plates 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
20	Plates 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long
21	Beams 1 & 2 FX select	000 ⇔ 002	Beam FX All select (all on)
		003 ⇔ 255	see Beam Patterns
22	Beams 1 & 2 FX movement speed & direction	000 ⇔ 005	No function
		006 ⇔ 124	Left to right, fast to slow
		125 ⇔ 130	No function
		131 ⇔ 249	Right to left, slow to fast
		250 ⇔ 255	No function
23	Beams 1 & 2 FX crossfade	000 ⇔ 002	Snap from cell to cell
		003 ⇔ 255	Fade duration: short to long

Channel	Function	Value	Percent/Setting
24	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇔ 005	No function
		006 ⇔ 010	Off (dimmer mode)
		011 ⇔ 015	Dimmer 1
		016 ⇔ 020	Dimmer 2
		021 ⇔ 025	Dimmer 3
		026 ⇔ 030	600 Hz
		031 ⇔ 035	1200 Hz
		036 ⇔ 040	2000 Hz
		041 ⇔ 045	4000 Hz
		046 ⇔ 050	6000 Hz
		051 ⇔ 055	25 KHz
		056 ⇔ 060	Fan mode auto
		061 ⇔ 065	Fan mode on
		066 ⇔ 070	Tilt reset
		071 ⇔ 075	Plate1 invert off
		076 ⇔ 080	Plate1 invert on
		081 ⇔ 085	Plate2 invert off
		086 ⇔ 090	Plate2 invert on
		091 ⇔ 095	Beam1 invert off
		096 ⇔ 100	Beam1 invert on
		101 ⇔ 105	Beam2 invert off
		106 ⇔ 110	Beam2 invert on
		111 ⇔ 115	Plate swap on
		116 ⇔ 120	Plate swap off
		121 ⇔ 125	Beam swap on
		126 ⇔ 130	Beam swap off
		131 ⇔ 140	No function
		141 ⇔ 150	No function
		151 ⇔ 155	No function
		156 ⇔ 160	No function
		161 ⇔ 170	No function
		171 ⇔ 255	No function

DMX CHART

Color STRIKE MV2
V4.0.7



13CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Plate dimmer	000 ⇄ 255	0–100%
4	Beam dimmer	000 ⇄ 255	0–100%
5	Plate flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
6	Plate flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100%
7	Beam flash duration	000 ⇄ 009	Classic shutter mode: disables duration control
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% On, no flash/strobe
8	Beam flash rate	000 ⇄ 009	100%
		010 ⇄ 250	Slow to fast
		251 ⇄ 255	100% on
9	Plates red	000 ⇄ 255	0–100%
10	Plates green	000 ⇄ 255	0–100%
11	Plates blue	000 ⇄ 255	0–100%
12	Beam FX	000 ⇄ 005	No function
		006 ⇄ 042	Ramp up
		043 ⇄ 085	Ramp down
		086 ⇄ 128	Ramp up-down
		129 ⇄ 171	Random
		172 ⇄ 214	Lightning
		215 ⇄ 255	Spikes
13	Control* (*Hold desired dimmer speed value for 3 seconds, then release. This changes the dimmer speed setting in the menu.)	000 ⇄ 005	No function
		006 ⇄ 010	Off (dimmer mode)
		011 ⇄ 015	Dimmer 1 (dimmer mode)
		016 ⇄ 020	Dimmer 2 (dimmer mode)
		021 ⇄ 025	Dimmer 3 (dimmer mode)
		026 ⇄ 030	600 Hz
		031 ⇄ 035	1200 Hz
		036 ⇄ 040	2000 Hz
		041 ⇄ 045	4000 Hz
		046 ⇄ 050	6000 Hz
		051 ⇄ 055	25 KHz
		056 ⇄ 060	Fan mode auto
		061 ⇄ 065	Fan mode on
		066 ⇄ 070	Tilt reset
		071 ⇄ 075	Plate1 invert off
		076 ⇄ 080	Plate1 invert on
		081 ⇄ 085	Plate2 invert off
		086 ⇄ 090	Plate2 invert on
		091 ⇄ 095	Beam1 invert off
		096 ⇄ 100	Beam1 invert on
		101 ⇄ 105	Beam2 invert off
		106 ⇄ 110	Beam2 invert on
		111 ⇄ 115	Plate swap on
		116 ⇄ 120	Plate swap off
		121 ⇄ 125	Beam swap on
		126 ⇄ 130	Beam swap off
		131 ⇄ 140	No function
		141 ⇄ 150	No function
		151 ⇄ 155	No function
		156 ⇄ 160	No function
		161 ⇄ 170	No function
		171 ⇄ 255	No function

11CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Dimmer	000 ⇄ 255	0–100%
4	Plate flash duration	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
5	Plate flash rate	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	100% Slow to fast 100%
6	Beam flash duration	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	Classic shutter mode: disables duration control Slow to fast 100% On, no flash/strobe
7	Beam flash rate	000 ⇄ 009 010 ⇄ 250 251 ⇄ 255	100% Slow to fast 100% on
8	Plates red	000 ⇄ 255	0–100%
9	Plates green	000 ⇄ 255	0–100%
10	Plates blue	000 ⇄ 255	0–100%
11	Beam	000 ⇄ 255	0–100%

8CH

Channel	Function	Value	Percent/Setting
1	Tilt	000 ⇄ 255	0–100%
2	Fine tilt	000 ⇄ 255	0–100%
3	Dimmer	000 ⇄ 255	0–100%
4	Strobe	000 ⇄ 009 010 ⇄ 079 080 ⇄ 149 150 ⇄ 219 220 ⇄ 255	Open Strobe, slow to fast Pulse, slow to fast Random strobe, slow to fast Open
5	Red	000 ⇄ 255	0–100%
6	Green	000 ⇄ 255	0–100%
7	Blue	000 ⇄ 255	0–100%
8	Beam	000 ⇄ 255	0–100%

*Strobe channel can always affect the fixture even when set to pixel priority.

Pixel Mapping

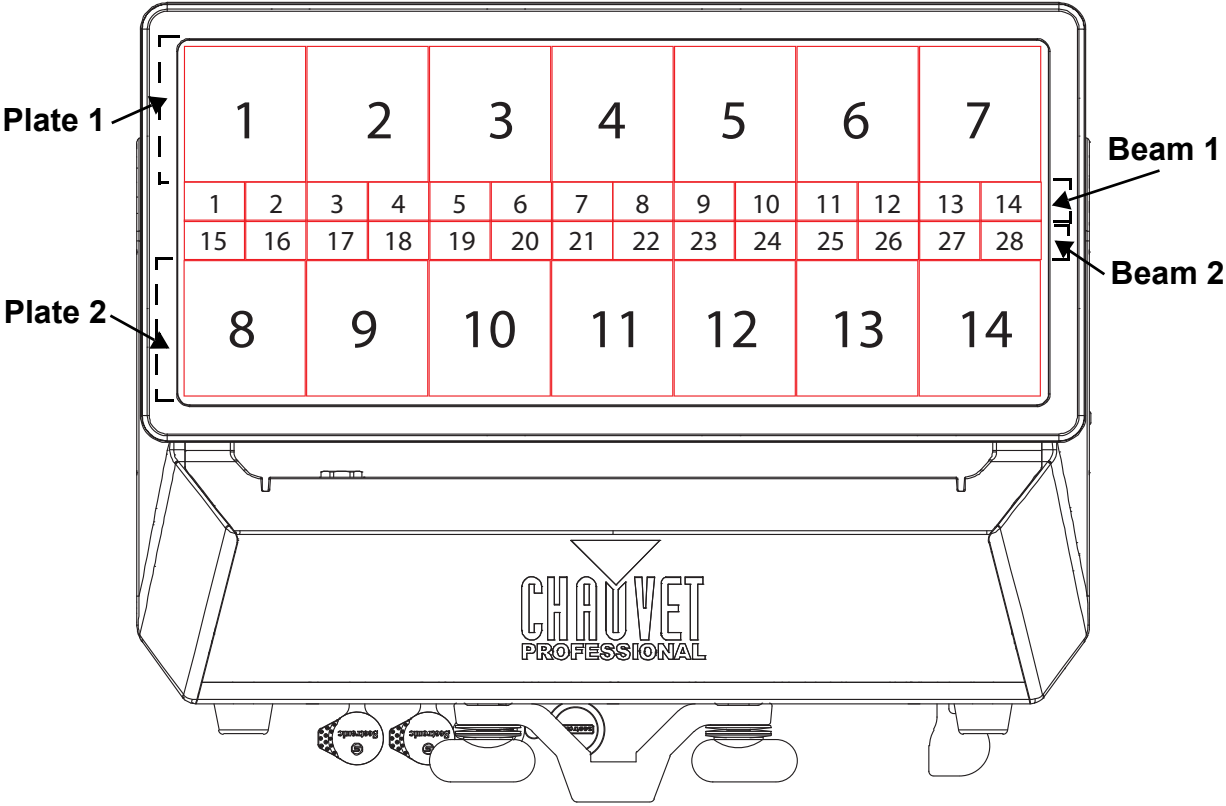


Plate Patterns

000-002	022	042	062
003	023	043	063
004	024	044	064
005	025	045	065
006	026	046	066
007	027	047	067
008	028	048	068
009	029	049	069
010	030	050	070
011	031	051	071
012	032	052	072
013	033	053	073
014	034	054	074
015	035	055	075
016	036	056	076
017	037	057	077
018	038	058	078
019	039	059	079
020	040	060	080-255
021	041	061	

Beam Patterns

000-002		031		060		089		118	
003		032		061		090		119	
004		033		062		091		120	
005		034		063		092		121	
006		035		064		093		122	
007		036		065		094		123	
008		037		066		095		124	
009		038		067		096		125	
010		039		068		097		126	
011		040		069		098		127	
012		041		070		099		128	
013		042		071		100		129	
014		043		072		101		130	
015		044		073		102		131	
016		045		074		103		132	
017		046		075		104		133	
018		047		076		105		134	
019		048		077		106		135	
020		049		078		107		136	
021		050		079		108		137	
022		051		080		109		138	
023		052		081		110		139	
024		053		082		111		140	
025		054		083		112		141	
026		055		084		113		142	
027		056		085		114		143	
028		057		086		115		144	
029		058		087		116		145-255	
030		059		088		117			