

DMX CHART



Maverick Storm 1 Hybrid

DMX Values

Dmx Mode 29 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	Strobe	000 ⇔ 007	Off
		008 ⇔ 015	On
		016 ⇔ 131	Synchronized strobe, slow to fast
		132 ⇔ 167	0–100% strobe, slow to fast
		168 ⇔ 203	100–0% strobe, slow to fast
		204 ⇔ 239	Pulse strobe, slow to fast
		240 ⇔ 250	Random strobe, slow to fast
		251 ⇔ 255	On
9	Cyan	000 ⇔ 255	0–100%
10	Magenta	000 ⇔ 255	0–100%
11	Yellow	000 ⇔ 255	0–100%
12	Color wheel	000 ⇔ 001	Open
		002 ⇔ 003	Color 1 (red)
		004 ⇔ 005	Color 2 (orange)
		006 ⇔ 007	Color 3 (cyan)
		008 ⇔ 009	Color 4 (lime)
		010 ⇔ 011	Color 5 (yellow)
		012 ⇔ 013	Color 6 (green)
		014 ⇔ 015	Color 7 (magenta)
		016 ⇔ 017	Color 8 (blue)
		018 ⇔ 019	Color 9 (amber)
		020 ⇔ 021	Color 10 (light blue)
		022 ⇔ 023	Color 11 (CTO)
		024 ⇔ 025	Color 12 (CTB)
		026 ⇔ 027	Color 13 (UV)
		028 ⇔ 029	Frost
		030 ⇔ 031	Open
		032 ⇔ 187	Color wheel indexing
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast

Channel	Function	Value	Percent/Setting
13	Gobo wheel 2 (Beam mode) (see Gobo Wheels)	000 ⇔ 003	Open
		004 ⇔ 006	Gobo 1
		007 ⇔ 009	Gobo 2
		010 ⇔ 012	Gobo 3
		013 ⇔ 015	Gobo 4
		016 ⇔ 018	Gobo 5
		019 ⇔ 021	Gobo 6
		022 ⇔ 024	Gobo 7
		025 ⇔ 027	Gobo 8
		028 ⇔ 030	Gobo 9
		031 ⇔ 033	Gobo 10
		034 ⇔ 036	Gobo 11
		037 ⇔ 039	Gobo 12
		040 ⇔ 042	Gobo 13
		043 ⇔ 045	Gobo 14
		046 ⇔ 048	Gobo 15
		049 ⇔ 055	Gobo 16
		056 ⇔ 059	Open
		060 ⇔ 063	Gobo 1 shaking, slow to fast
		064 ⇔ 067	Gobo 2 shaking, slow to fast
		068 ⇔ 071	Gobo 3 shaking, slow to fast
		072 ⇔ 075	Gobo 4 shaking, slow to fast
		076 ⇔ 079	Gobo 5 shaking, slow to fast
		080 ⇔ 083	Gobo 6 shaking, slow to fast
		084 ⇔ 087	Gobo 7 shaking, slow to fast
		088 ⇔ 091	Gobo 8 shaking, slow to fast
		092 ⇔ 095	Gobo 9 shaking, slow to fast
		096 ⇔ 099	Gobo 10 shaking, slow to fast
		100 ⇔ 103	Gobo 11 shaking, slow to fast
		104 ⇔ 107	Gobo 12 shaking, slow to fast
		108 ⇔ 111	Gobo 13 shaking, slow to fast
		112 ⇔ 115	Gobo 14 shaking, slow to fast
		116 ⇔ 119	Gobo 15 shaking, slow to fast
120 ⇔ 123	Gobo 16 shaking, slow to fast		
124 ⇔ 127	Open		
128 ⇔ 189	Gobo scroll, fast to slow		
190 ⇔ 193	Stop		
194 ⇔ 255	Reverse gobo scroll, slow to fast		

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Channel	Function	Value	Percent/Setting
14	Gobo wheel 1 (Spot mode) (see Gobo Wheels)	000	Open
		001 ⇔ 005	Open spot mode
		006 ⇔ 011	Gobo 1
		012 ⇔ 017	Gobo 2
		018 ⇔ 023	Gobo 3
		024 ⇔ 029	Gobo 4
		030 ⇔ 035	Gobo 5
		036 ⇔ 041	Gobo 6
		042 ⇔ 047	Gobo 7
		048 ⇔ 063	Gobo 8
		064 ⇔ 069	Gobo 8 shaking, slow to fast
		070 ⇔ 075	Gobo 7 shaking, slow to fast
		076 ⇔ 081	Gobo 6 shaking, slow to fast
		082 ⇔ 087	Gobo 5 shaking, slow to fast
		088 ⇔ 093	Gobo 4 shaking, slow to fast
		094 ⇔ 099	Gobo 3 shaking, slow to fast
		100 ⇔ 105	Gobo 2 shaking, slow to fast
106 ⇔ 111	Gobo 1 shaking, slow to fast		
112 ⇔ 127	Open spot mode		
128 ⇔ 191	Gobo scroll, fast to slow		
192 ⇔ 255	Reverse gobo scroll, slow to fast		
15	Gobo 1 rotation	000 ⇔ 063	Gobo indexing
		064 ⇔ 145	Gobo rotation, fast to slow
		146 ⇔ 149	Stop
		150 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Gobo bounce, short to long
16	Gobo 1 fine indexing	000 ⇔ 255	Gobo fine indexing
17	Animation wheel	000 ⇔ 001	No function
		002 ⇔ 124	Animation effect, fast to slow
		125 ⇔ 130	Stop
		131 ⇔ 255	Reverse animation effect, slow to fast
18	Prism 1	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
19	Prism 1 rotate	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
20	Prism 2	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
21	Prism 2 rotate	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
22	Frost	000 ⇔ 255	0–100%
23	Beam diffraction	000 ⇔ 003	No function
		004 ⇔ 255	0–100%
24	Focus	000 ⇔ 255	0–100%
25	Fine focus	000 ⇔ 255	Fine control (16-bit)

Channel	Function	Value	Percent/Setting
26	Auto focus	000 ⇔ 010	No function
		011 ⇔ 059	5 meters
		060 ⇔ 108	10 meters
		109 ⇔ 157	15 meters
		158 ⇔ 206	20 meters
		207 ⇔ 255	Auto-detect distance
27	Zoom	000 ⇔ 255	Zoom, wide to narrow
28	Fine zoom	000 ⇔ 255	Fine control (16-bit)
29	Control (3 second hold)	000 ⇔ 029	No function
		030 ⇔ 039	Pan/tilt swap on
		040 ⇔ 049	Pan/tilt swap off
		050 ⇔ 069	No function
		070 ⇔ 079	Pan/tilt blackout on
		080 ⇔ 089	Pan/tilt blackout off
		090 ⇔ 099	Color wheel blackout on
		100 ⇔ 109	Color wheel blackout off
		110 ⇔ 119	Gobo wheel blackout on
		120 ⇔ 129	Gobo wheel blackout off
		130 ⇔ 139	Lamp on
		140 ⇔ 149	Pan/tilt reset
		150 ⇔ 159	Color wheel/CMY reset
		160 ⇔ 169	Gobo/animation wheels reset
		170 ⇔ 179	Shutter/prism reset
		180 ⇔ 189	No function
		190 ⇔ 199	Zoom/focus/frost reset
		200 ⇔ 209	All reset
		210 ⇔ 219	Blackout on
		220 ⇔ 229	Blackout off
230 ⇔ 239	Lamp off		
240 ⇔ 255	No function		

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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	Strobe	000 ⇔ 007	Off
		008 ⇔ 015	On
		016 ⇔ 131	Synchronized strobe, slow to fast
		132 ⇔ 167	0–100% strobe, slow to fast
		168 ⇔ 203	100–0% strobe, slow to fast
		204 ⇔ 239	Pulse strobe, slow to fast
		240 ⇔ 250	Random strobe, slow to fast
251 ⇔ 255	On		
8	Cyan	000 ⇔ 255	0–100%
9	Magenta	000 ⇔ 255	0–100%
10	Yellow	000 ⇔ 255	0–100%
11	Color wheel	000 ⇔ 001	Open
		002 ⇔ 003	Color 1 (red)
		004 ⇔ 005	Color 2 (orange)
		006 ⇔ 007	Color 3 (cyan)
		008 ⇔ 009	Color 4 (lime)
		010 ⇔ 011	Color 5 (yellow)
		012 ⇔ 013	Color 6 (green)
		014 ⇔ 015	Color 7 (magenta)
		016 ⇔ 017	Color 8 (blue)
		018 ⇔ 019	Color 9 (amber)
		020 ⇔ 021	Color 10 (light blue)
		022 ⇔ 023	Color 11 (CTO)
		024 ⇔ 025	Color 12 (CTB)
		026 ⇔ 027	Color 13 (UV)
		028 ⇔ 029	Frost
		030 ⇔ 031	Open
		032 ⇔ 187	Color wheel indexing
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast

Channel	Function	Value	Percent/Setting
12	Gobo wheel 2 (Beam mode) (see Gobo Wheels)	000 ⇔ 003	Open
		004 ⇔ 006	Gobo 1
		007 ⇔ 009	Gobo 2
		010 ⇔ 012	Gobo 3
		013 ⇔ 015	Gobo 4
		016 ⇔ 018	Gobo 5
		019 ⇔ 021	Gobo 6
		022 ⇔ 024	Gobo 7
		025 ⇔ 027	Gobo 8
		028 ⇔ 030	Gobo 9
		031 ⇔ 033	Gobo 10
		034 ⇔ 036	Gobo 11
		037 ⇔ 039	Gobo 12
		040 ⇔ 042	Gobo 13
		043 ⇔ 045	Gobo 14
		046 ⇔ 048	Gobo 15
		049 ⇔ 055	Gobo 16
		056 ⇔ 059	Open
		060 ⇔ 063	Gobo 1 shaking, slow to fast
		064 ⇔ 067	Gobo 2 shaking, slow to fast
		068 ⇔ 071	Gobo 3 shaking, slow to fast
		072 ⇔ 075	Gobo 4 shaking, slow to fast
		076 ⇔ 079	Gobo 5 shaking, slow to fast
		080 ⇔ 083	Gobo 6 shaking, slow to fast
		084 ⇔ 087	Gobo 7 shaking, slow to fast
		088 ⇔ 091	Gobo 8 shaking, slow to fast
		092 ⇔ 095	Gobo 9 shaking, slow to fast
		096 ⇔ 099	Gobo 10 shaking, slow to fast
		100 ⇔ 103	Gobo 11 shaking, slow to fast
		104 ⇔ 107	Gobo 12 shaking, slow to fast
		108 ⇔ 111	Gobo 13 shaking, slow to fast
		112 ⇔ 115	Gobo 14 shaking, slow to fast
		116 ⇔ 119	Gobo 15 shaking, slow to fast
120 ⇔ 123	Gobo 16 shaking, slow to fast		
124 ⇔ 127	Open		
128 ⇔ 189	Gobo scroll, fast to slow		
190 ⇔ 193	Stop		
194 ⇔ 255	Reverse gobo scroll, slow to fast		

DMX CHART



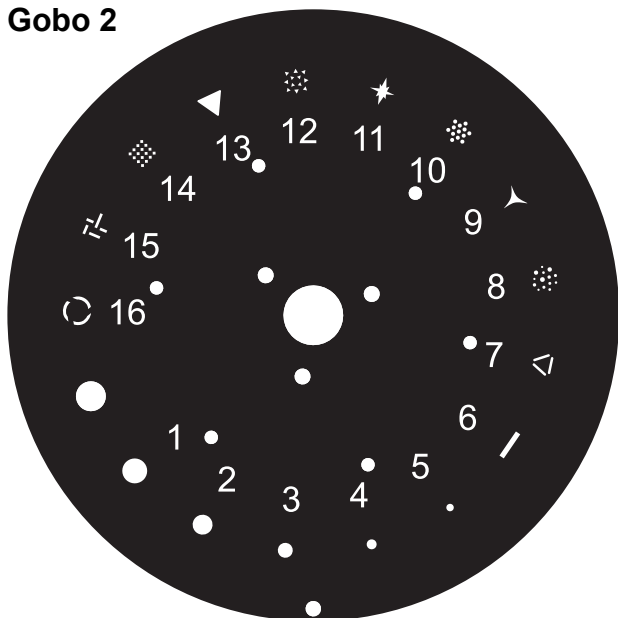
Maverick Storm 1 Hybrid

Channel	Function	Value	Percent/Setting
13	Gobo wheel 1 (Spot mode) (see Gobo Wheels)	000	Open
		001 ⇔ 005	Open spot mode
		006 ⇔ 011	Gobo 1
		012 ⇔ 017	Gobo 2
		018 ⇔ 023	Gobo 3
		024 ⇔ 029	Gobo 4
		030 ⇔ 035	Gobo 5
		036 ⇔ 041	Gobo 6
		042 ⇔ 047	Gobo 7
		048 ⇔ 063	Gobo 8
		064 ⇔ 069	Gobo 8 shaking, slow to fast
		070 ⇔ 075	Gobo 7 shaking, slow to fast
		076 ⇔ 081	Gobo 6 shaking, slow to fast
		082 ⇔ 087	Gobo 5 shaking, slow to fast
		088 ⇔ 093	Gobo 4 shaking, slow to fast
		094 ⇔ 099	Gobo 3 shaking, slow to fast
		100 ⇔ 105	Gobo 2 shaking, slow to fast
106 ⇔ 111	Gobo 1 shaking, slow to fast		
112 ⇔ 127	Open spot mode		
128 ⇔ 191	Gobo scroll, fast to slow		
192 ⇔ 255	Reverse gobo scroll, slow to fast		
14	Gobo 1 rotation	000 ⇔ 063	Gobo indexing
		064 ⇔ 145	Gobo rotation, fast to slow
		146 ⇔ 149	Stop
		150 ⇔ 231	Reverse gobo rotation, slow to fast
		232 ⇔ 255	Gobo bounce, short to long
15	Animation wheel	000 ⇔ 001	No function
		002 ⇔ 124	Animation effect, fast to slow
		125 ⇔ 130	Stop
		131 ⇔ 255	Reverse animation effect, slow to fast
16	Prism 1	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
17	Prism 1 rotate	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
18	Prism 2	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
19	Prism 2 rotate	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
20	Frost	000 ⇔ 255	0–100%
21	Beam diffraction	000 ⇔ 003	No function
		004 ⇔ 255	0–100%
22	Focus	000 ⇔ 255	0–100%
23	Zoom	000 ⇔ 255	Zoom, wide to narrow

Channel	Function	Value	Percent/Setting
24	Control (3 second hold)	000 ⇄ 029	No function
		030 ⇄ 039	Pan/tilt swap on
		040 ⇄ 049	Pan/tilt swap off
		050 ⇄ 069	No function
		070 ⇄ 079	Pan/tilt blackout on
		080 ⇄ 089	Pan/tilt blackout off
		090 ⇄ 099	Color wheel blackout on
		100 ⇄ 109	Color wheel blackout off
		110 ⇄ 119	Gobo wheel blackout on
		120 ⇄ 129	Gobo wheel blackout off
		130 ⇄ 139	Lamp on
		140 ⇄ 149	Pan/tilt reset
		150 ⇄ 159	Color wheel/CMY reset
		160 ⇄ 169	Gobo/animation wheels reset
		170 ⇄ 179	Shutter/prism reset
		180 ⇄ 189	No function
		190 ⇄ 199	Zoom/focus/frost reset
		200 ⇄ 209	All reset
		210 ⇄ 219	Blackout on
		220 ⇄ 229	Blackout off
		230 ⇄ 239	Lamp off
		240 ⇄ 255	No function

Gobo Wheels

Gobo 2



Gobo 1

