

DMX CHART



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DMX Values

50 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	0-100%
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	Slow to fast
		077 ⇄ 145	Pulse effect from slow to fast
		146 ⇄ 215	Random effect from slow to fast
		216 ⇄ 255	Open
9	Virtual Strobe	000 ⇄ 001	No function
		002 ⇄ 128	Shaking strobe, slow to fast
		129 ⇄ 255	Fade in/out, 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 ⇄ 006	Open
		007 ⇄ 013	Red
		014 ⇄ 020	Orange
		021 ⇄ 027	Green
		028 ⇄ 034	Blue
		035 ⇄ 041	Magenta
		042 ⇄ 048	CTO
		049 ⇄ 059	UV
		060 ⇄ 187	Split colors
		188 ⇄ 219	Clockwise color scroll, fast to slow
		220 ⇄ 223	Stop
		224 ⇄ 255	Counter-clockwise color scroll, slow to fast
15	Gobo Wheel 1	000 ⇄ 008	Open
		009 ⇄ 017	Gobo 1 (Ring of Rings)
		018 ⇄ 026	Gobo 2 (Checker Vortex)
		027 ⇄ 035	Gobo 3 (Triangle)
		036 ⇄ 044	Gobo 4 (Star Field)
		045 ⇄ 053	Gobo 5 (Lenticular Glass)
		054 ⇄ 063	Gobo 6 (Beam Correction)
		064 ⇄ 073	Gobo 6 Shaking
		074 ⇄ 082	Gobo 5 Shaking
		083 ⇄ 091	Gobo 4 Shaking
		092 ⇄ 100	Gobo 3 Shaking
		101 ⇄ 109	Gobo 2 Shaking
		110 ⇄ 118	Gobo 1 Shaking
		119 ⇄ 127	Open
		128 ⇄ 191	Clockwise gobo scroll, slow to fast
		192 ⇄ 255	Counter-clockwise gobo scroll, slow to fast
16	Gobo 1 Rotate	000 ⇄ 063	Rotating gobo index
		064 ⇄ 145	Clockwise rotating, fast to slow
		146 ⇄ 149	Stop
		150 ⇄ 231	Counter-clockwise rotating, slow to fast
		232 ⇄ 255	Bounce effect
17	Gobo Wheel 1 Index Fine	000 ⇄ 255	Fine control (16-bit)

Channel	Function	Value	Percent/Setting
18	Gobo Wheel 2	000 ⇄ 008	Open
		009 ⇄ 017	Gobo 1 (Spiral)
		018 ⇄ 026	Gobo 2 (Dot Chiclets)
		027 ⇄ 035	Gobo 3 (Splat Breakup)
		036 ⇄ 044	Gobo 4 (Wavy Bar)
		045 ⇄ 053	Gobo 5 (Shower Glass)
		054 ⇄ 063	Gobo 6 (Lenticular Glass)
		064 ⇄ 073	Gobo 6 Shaking
		074 ⇄ 082	Gobo 5 Shaking
		083 ⇄ 091	Gobo 4 Shaking
		092 ⇄ 100	Gobo 3 Shaking
		101 ⇄ 109	Gobo 2 Shaking
		110 ⇄ 118	Gobo 1 Shaking
		119 ⇄ 127	Open
		128 ⇄ 191	Clockwise gobo scroll, slow to fast
192 ⇄ 255	Counter-clockwise gobo scroll, slow to fast		
19	Gobo 2 Rotate	000 ⇄ 063	Rotating gobo index
		064 ⇄ 145	Clockwise rotating, fast to slow
		146 ⇄ 149	Stop
		150 ⇄ 231	Counter-clockwise rotating, slow to fast
		232 ⇄ 255	Bounce effect
20	Gobo Wheel 2 Index Fine	000 ⇄ 255	Fine control (16-bit)
21	Blade 1a	000 ⇄ 255	0-100%
22	Blade 1a Fine	000 ⇄ 255	Fine control (16-bit)
23	Blade 1b	000 ⇄ 255	0-100%
24	Blade 1b Fine	000 ⇄ 255	Fine control (16-bit)
25	Blade 2a	000 ⇄ 255	0-100%
26	Blade 2a Fine	000 ⇄ 255	Fine control (16-bit)
27	Blade 2b	000 ⇄ 255	0-100%
28	Blade 2b Fine	000 ⇄ 255	Fine control (16-bit)
29	Blade 3a	000 ⇄ 255	0-100%
30	Blade 3a Fine	000 ⇄ 255	Fine control (16-bit)
31	Blade 3b	000 ⇄ 255	0-100%
32	Blade 3b Fine	000 ⇄ 255	Fine control (16-bit)
33	Blade 4a	000 ⇄ 255	0-100%
34	Blade 4a Fine	000 ⇄ 255	Fine control (16-bit)
35	Blade 4b	000 ⇄ 255	0-100%
36	Blade 4b 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)
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	Narrow-wide
43	Fine Zoom	000 ⇄ 255	Fine control (16-bit)
44	Prism	000 ⇄ 004	No function
		005 ⇄ 255	Prism Effect

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Channel	Function	Value	Percent/Setting
45	Prism Rotate	000 ⇄ 127	Rotating position
		128 ⇄ 189	Clockwise rotating, fast to slow
		190 ⇄ 193	Stop
		194 ⇄ 255	Counter-clockwise rotating, slow to fast
46	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)
47	Frost	000 ⇄ 255	0-100%
48	CMY Macro	000 ⇄ 009	No function
		010 ⇄ 255	CMY macro
49	CMY Macro Speed	000 ⇄ 255	100%-0
50	Control	000 ⇄ 007	No function
		008 ⇄ 015	XY blackout
		016 ⇄ 023	C blackout
		024 ⇄ 031	G blackout
		032 ⇄ 039	XYC blackout
		040 ⇄ 047	XYG blackout
		048 ⇄ 055	XYCG blackout
		056 ⇄ 095	no function
		096 ⇄ 103	X reset
		104 ⇄ 111	Y reset
		112 ⇄ 119	Color reset
		120 ⇄ 127	Gobo & gobo rotating reset
		128 ⇄ 135	No function
		136 ⇄ 143	Prism 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	Beam correction off
		221 ⇄ 225	Iris Fast mode
226 ⇄ 230	Iris Smooth mode		
231 ⇄ 235	XY swap on		
236 ⇄ 240	XY swap off		
241 ⇄ 245	Beam correction on (will offset the gobos 1 position in wheel #1)		
246 ⇄ 250	XY Fast mode		
251 ⇄ 255	XY Smooth mode		

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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	0-100%
6	Dimmer	000 ⇄ 255	0-100%
7	Shutter	000 ⇄ 003	Closed
		004 ⇄ 007	Open
		008 ⇄ 076	Slow to fast
		077 ⇄ 145	Pulse effect from slow to fast
		146 ⇄ 215	Random effect from slow to fast
		216 ⇄ 255	Open
8	Virtual Strobe	000 ⇄ 001	No function
		002 ⇄ 128	Shaking strobe, slow to fast
		129 ⇄ 255	Fade in/out, slow to fast
9	Cyan	000 ⇄ 255	0-100%

Channel	Function	Value	Percent/Setting
10	Magenta	000 ⇄ 255	0-100%
11	Yellow	000 ⇄ 255	0-100%
12	CTO	000 ⇄ 255	0-100%
13	Color Wheel	000 ⇄ 006	Open
		007 ⇄ 013	Red
		014 ⇄ 020	Orange
		021 ⇄ 027	Green
		028 ⇄ 034	Blue
		035 ⇄ 041	Magenta
		042 ⇄ 048	CTO
		049 ⇄ 059	UV
		060 ⇄ 187	Split colors
		188 ⇄ 219	Clockwise color scroll, fast to slow
		220 ⇄ 223	Stop
224 ⇄ 255	Counter-clockwise color scroll, slow to fast		
14	Gobo Wheel 1	000 ⇄ 008	Open
		009 ⇄ 017	Gobo 1 (Ring of Rings)
		018 ⇄ 026	Gobo 2 (Checker Vortex)
		027 ⇄ 035	Gobo 3 (Triangle)
		036 ⇄ 044	Gobo 4 (Star Field)
		045 ⇄ 053	Gobo 5 (Lenticular Glass)
		054 ⇄ 063	Gobo 6 (Beam Correction)
		064 ⇄ 073	Gobo 6 Shaking
		074 ⇄ 082	Gobo 5 Shaking
		083 ⇄ 091	Gobo 4 Shaking
		092 ⇄ 100	Gobo 3 Shaking
		101 ⇄ 109	Gobo 2 Shaking
		110 ⇄ 118	Gobo 1 Shaking
		119 ⇄ 127	Open
		128 ⇄ 191	Clockwise gobo scroll, slow to fast
192 ⇄ 255	Counter-clockwise gobo scroll, slow to fast		
15	Gobo 1 Rotate	000 ⇄ 063	Rotating gobo index
		064 ⇄ 145	Clockwise rotating, fast to slow
		146 ⇄ 149	Stop
		150 ⇄ 231	Counter-clockwise rotating, slow to fast
		232 ⇄ 255	Bounce effect
16	Gobo Wheel 2	000 ⇄ 008	Open
		009 ⇄ 017	Gobo 1 (Spiral)
		018 ⇄ 026	Gobo 2 (Dot Chiclets)
		027 ⇄ 035	Gobo 3 (Splat Breakup)
		036 ⇄ 044	Gobo 4 (Wavy Bar)
		045 ⇄ 053	Gobo 5 (Shower Glass)
		054 ⇄ 063	Gobo 6 (Lenticular Glass)
		064 ⇄ 073	Gobo 6 Shaking
		074 ⇄ 082	Gobo 5 Shaking
		083 ⇄ 091	Gobo 4 Shaking
		092 ⇄ 100	Gobo 3 Shaking
		101 ⇄ 109	Gobo 2 Shaking
		110 ⇄ 118	Gobo 1 Shaking
		119 ⇄ 127	Open
		128 ⇄ 191	Clockwise gobo scroll, slow to fast
192 ⇄ 255	Counter-clockwise gobo scroll, slow to fast		
17	Gobo 2 Rotate	000 ⇄ 063	Rotating gobo index
		064 ⇄ 145	Clockwise rotating, fast to slow
		146 ⇄ 149	Stop
		150 ⇄ 231	Counter-clockwise rotating, slow to fast
		232 ⇄ 255	Bounce effect
18	Blade 1a	000 ⇄ 255	0-100%
19	Blade 1b	000 ⇄ 255	0-100%
20	Blade 2a	000 ⇄ 255	0-100%
21	Blade 2b	000 ⇄ 255	0-100%
22	Blade 3a	000 ⇄ 255	0-100%
23	Blade 3b	000 ⇄ 255	0-100%

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Channel	Function	Value	Percent/Setting
24	Blade 4a	000 ⇄ 255	0-100%
25	Blade 4b	000 ⇄ 255	0-100%
26	Frame Rotate	000 ⇄ 255	0-100%
27	Focus	000 ⇄ 255	0-100%
28	Zoom	000 ⇄ 255	Narrow-wide
29	Prism	000 ⇄ 004	No function
		005 ⇄ 255	Prism Effect
30	Prism Rotate	000 ⇄ 127	Rotating position
		128 ⇄ 189	Clockwise rotating, fast to slow
		190 ⇄ 193	Stop
		194 ⇄ 255	Counter-clockwise rotating, slow to fast
31	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)
32	Frost	000 ⇄ 255	0-100%
33	Control	000 ⇄ 007	No function
		008 ⇄ 015	XY blackout
		016 ⇄ 023	C blackout
		024 ⇄ 031	G blackout
		032 ⇄ 039	XYC blackout
		040 ⇄ 047	XYG blackout
		048 ⇄ 055	XYCG blackout
		056 ⇄ 095	no function
		096 ⇄ 103	X reset
		104 ⇄ 111	Y reset
		112 ⇄ 119	Color reset
		120 ⇄ 127	Gobo & gobo rotating reset
		128 ⇄ 135	No function
		136 ⇄ 143	Prism 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	Beam correction off
		221 ⇄ 225	Iris Fast mode
		226 ⇄ 230	Iris Smooth mode
		231 ⇄ 235	XY swap on
		236 ⇄ 240	XY swap off
241 ⇄ 245	Beam correction on (will offset the gobos 1 position in wheel #1)		
246 ⇄ 250	XY Fast mode		
251 ⇄ 255	XY Smooth mode		