

DMX Values

41CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇄ 255	0–100%
2	Pan fine	000 ⇄ 255	Fine control (16-bit)
3	Tilt	000 ⇄ 255	0–100%
4	Tilt fine	000 ⇄ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇄ 255	Fast to slow
6	Dimmer	000 ⇄ 255	0–100%
7	Dimmer fine	000 ⇄ 255	Fine control (16-bit)
8	Shutter/Strobe	000 ⇄ 010	No function (shutter open)
		011 ⇄ 082	Shutter effect, slow to fast
		083 ⇄ 093	No function (shutter open)
		094 ⇄ 163	Pulse effect in sequences
		164 ⇄ 174	No function (shutter open)
		175 ⇄ 223	Random effect, slow to fast
		224 ⇄ 255	No function (shutter open)
9	Virtual strobe	000 ⇄ 004	No function
		005 ⇄ 010	Section 1 on
		011 ⇄ 015	Section 2 on
		016 ⇄ 020	Section 3 on
		021 ⇄ 025	Section 4 on
		026 ⇄ 030	Section 5 on
		031 ⇄ 070	Stop between sections 1–5 clockwise, fast to slow
		071 ⇄ 075	Stop
		076 ⇄ 116	Stop between sections 1–5 counterclockwise, slow to fast
		017 ⇄ 121	Stop
		122 ⇄ 162	Fade between sections 1–5 clockwise, fast to slow
		163 ⇄ 167	Stop
		168 ⇄ 208	Fade between sections 1–5 counterclockwise, slow to fast
		209 ⇄ 255	No function
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 ⇄ 004	Open
		005 ⇄ 009	Red
		010 ⇄ 013	Orange
		014 ⇄ 018	Dark green
		019 ⇄ 022	Cyan
		023 ⇄ 027	Congo blue
		028 ⇄ 031	UV
		032 ⇄ 187	Split color
		188 ⇄ 219	Color scroll, fast to slow
		220 ⇄ 223	Stop
		224 ⇄ 255	Reverse color scroll, slow to fast
15	Hue adjustment	000 ⇄ 127	-25 to 0 green
		128 ⇄ 255	0 to +25 green
16	Red shift	000 ⇄ 010	No function
		011 ⇄ 127	Red shift off
		128 ⇄ 255	Red shift on

Channel	Function	Value	Percent/Setting
17	Rotating gobo wheel	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Barking up a flaming river)
		011 ⇔ 015	Gobo 2 (Floyd)
		016 ⇔ 020	Gobo 3 (Sparse branches)
		021 ⇔ 025	Gobo 4 (Something linear)
		026 ⇔ 030	Gobo 5 (Super max)
		031 ⇔ 035	Gobo 6 (Windowpane)
		036 ⇔ 040	Gobo 7 (Shower glass)
		041 ⇔ 055	Gobo 1 shaking, slow to fast
		056 ⇔ 070	Gobo 2 shaking, slow to fast
		071 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 100	Gobo 4 shaking, slow to fast
		101 ⇔ 115	Gobo 5 shaking, slow to fast
		116 ⇔ 130	Gobo 6 shaking, slow to fast
		131 ⇔ 145	Gobo 7 shaking, slow to fast
		146 ⇔ 200	Gobo scroll, static to fast
201 ⇔ 255	Reverse gobo scroll, static to fast		
18	Gobo 1 rotation	000 ⇔ 191	No function
		192 ⇔ 221	Gobo rotation, fast to slow
		222 ⇔ 225	Stop
		226 ⇔ 255	Reverse gobo rotation, slow to fast
19	Gobo wheel 1 indexing fine	000 ⇔ 255	Fine control (16-bit)
20	Static gobo wheel	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Dotty)
		011 ⇔ 015	Gobo 2 (Stones)
		016 ⇔ 020	Gobo 3 (Leafiness)
		021 ⇔ 025	Gobo 4 (Busted burlap)
		026 ⇔ 030	Gobo 5 (EVH)
		031 ⇔ 035	Gobo 6 (Basketcase)
		036 ⇔ 040	Gobo 7 (CaChow)
		041 ⇔ 045	Gobo 8 (Grass vignette)
		046 ⇔ 060	Gobo 1 shaking, slow to fast
		061 ⇔ 075	Gobo 2 shaking, slow to fast
		076 ⇔ 090	Gobo 3 shaking, slow to fast
		091 ⇔ 105	Gobo 4 shaking, slow to fast
		106 ⇔ 120	Gobo 5 shaking, slow to fast
		121 ⇔ 135	Gobo 6 shaking, slow to fast
		136 ⇔ 150	Gobo 7 shaking, slow to fast
151 ⇔ 165	Gobo 8 shaking, slow to fast		
166 ⇔ 210	Gobo scroll, static to fast		
211 ⇔ 255	Reverse gobo scroll, static to fast		
21	Animation wheel	000 ⇔ 003	Open / No function
		004 ⇔ 126	Clockwise rotation, fast to slow
		127 ⇔ 131	Stop
		132 ⇔ 255	Counterclockwise rotation, slow to fast
22	Framing shutter rotation	000 ⇔ 127	Rotation, left to center
		128	Stop
		129 ⇔ 255	Rotation, center to right
23	Framing shutter 1 movement	000 ⇔ 255	Movement, outward to inward
24	Framing shutter 1 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
25	Framing shutter 2 movement	000 ⇔ 255	Movement, outward to inward

Channel	Function	Value	Percent/Setting
26	Framing shutter 2 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
27	Framing shutter 3 movement	000 ⇔ 255	Movement, outward to inward
28	Framing shutter 3 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
29	Framing shutter 4 movement	000 ⇔ 255	Movement, outward to inward
30	Framing shutter 4 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
31	Focus	000 ⇔ 255	0–100%
32	Focus fine	000 ⇔ 255	Fine control (16-bit)
		000	Auto focus off
33	Auto focus	001 ⇔ 007	4 m
		008 ⇔ 015	6 m
		016 ⇔ 023	8 m
		024 ⇔ 031	10 m
		032 ⇔ 039	12 m
		040 ⇔ 047	14 m
		048 ⇔ 055	16 m
		056 ⇔ 063	18 m
		064 ⇔ 071	4 m
		072 ⇔ 079	6 m
		080 ⇔ 087	8 m
		088 ⇔ 095	10 m
		096 ⇔ 103	12 m
		104 ⇔ 111	14 m
		112 ⇔ 119	16 m
120 ⇔ 127	18 m		
128 ⇔ 255	Reserved		
34	Zoom	000 ⇔ 255	0–100%
35	Zoom fine	000 ⇔ 255	Fine control (16-bit)
36	Prism	000 ⇔ 127	No function
		128 ⇔ 255	Prism effect
37	Prism rotation	000 ⇔ 127	Prism indexing
		128 ⇔ 189	Clockwise rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Counterclockwise rotation, slow to fast
38	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Open, slow to fast
		235 ⇔ 255	Close, slow to fast
39	Frost	000 ⇔ 255	0–100%
40	Frost fine	000 ⇔ 255	Fine control (16-bit)

Channel	Function	Value	Percent/Setting
41	Control (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan & tilt reset
		024 ⇔ 031	Effects reset (prism, iris, frost)
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Other reset (zoom, focus reset)
		056 ⇔ 063	Color reset (CMY + CTO + color)
		064 ⇔ 071	Absolute silence off
		072 ⇔ 079	Absolute silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1 (environment temperature 26 °C)
		096 ⇔ 103	Steady mode 2 (environment temperature 35 °C)
		104 ⇔ 255	No function

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Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–100%
2	Pan fine	000 ⇔ 255	Fine control (16-bit)
3	Tilt	000 ⇔ 255	0–100%
4	Tilt fine	000 ⇔ 255	Fine control (16-bit)
5	Dimmer	000 ⇔ 255	0–100%
6	Shutter/Strobe	000 ⇔ 010	No function (shutter open)
		011 ⇔ 082	Shutter effect, slow to fast
		083 ⇔ 093	No function (shutter open)
		094 ⇔ 163	Pulse effect in sequences
		164 ⇔ 174	No function (shutter open)
		175 ⇔ 223	Random effect, slow to fast
		224 ⇔ 255	No function (shutter open)
7	Cyan	000 ⇔ 255	0–100%
8	Magenta	000 ⇔ 255	0–100%
9	Yellow	000 ⇔ 255	0–100%
10	CTO	000 ⇔ 255	0–100%
11	Color wheel	000 ⇔ 004	Open
		005 ⇔ 009	Red
		010 ⇔ 013	Orange
		014 ⇔ 018	Dark green
		019 ⇔ 022	Cyan
		023 ⇔ 027	Congo blue
		028 ⇔ 031	UV
		032 ⇔ 187	Split color
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast

Channel	Function	Value	Percent/Setting
12	Rotating gobo wheel	000 ⇄ 005	Open
		006 ⇄ 010	Gobo 1 (Barking up a flaming river)
		011 ⇄ 015	Gobo 2 (Floyd)
		016 ⇄ 020	Gobo 3 (Sparse branches)
		021 ⇄ 025	Gobo 4 (Something linear)
		026 ⇄ 030	Gobo 5 (Super max)
		031 ⇄ 035	Gobo 6 (Windowpane)
		036 ⇄ 040	Gobo 7 (Shower glass)
		041 ⇄ 055	Gobo 1 shaking, slow to fast
		056 ⇄ 070	Gobo 2 shaking, slow to fast
		071 ⇄ 085	Gobo 3 shaking, slow to fast
		086 ⇄ 100	Gobo 4 shaking, slow to fast
		101 ⇄ 115	Gobo 5 shaking, slow to fast
		116 ⇄ 130	Gobo 6 shaking, slow to fast
		131 ⇄ 145	Gobo 7 shaking, slow to fast
		146 ⇄ 200	Gobo scroll, static to fast
201 ⇄ 255	Reverse gobo scroll, static to fast		
13	Gobo 1 rotation	000 ⇄ 191	No function
		192 ⇄ 221	Gobo rotation, fast to slow
		222 ⇄ 225	Stop
		226 ⇄ 255	Reverse gobo rotation, slow to fast
14	Static gobo wheel	000 ⇄ 005	Open
		006 ⇄ 010	Gobo 1 (Dotty)
		011 ⇄ 015	Gobo 2 (Stones)
		016 ⇄ 020	Gobo 3 (Leafiness)
		021 ⇄ 025	Gobo 4 (Busted burlap)
		026 ⇄ 030	Gobo 5 (EVH)
		031 ⇄ 035	Gobo 6 (Basketcase)
		036 ⇄ 040	Gobo 7 (CaChow)
		041 ⇄ 045	Gobo 8 (Grass vignette)
		046 ⇄ 060	Gobo 1 shaking, slow to fast
		061 ⇄ 075	Gobo 2 shaking, slow to fast
		076 ⇄ 090	Gobo 3 shaking, slow to fast
		091 ⇄ 105	Gobo 4 shaking, slow to fast
		106 ⇄ 120	Gobo 5 shaking, slow to fast
		121 ⇄ 135	Gobo 6 shaking, slow to fast
		136 ⇄ 150	Gobo 7 shaking, slow to fast
151 ⇄ 165	Gobo 8 shaking, slow to fast		
166 ⇄ 210	Gobo scroll, static to fast		
211 ⇄ 255	Reverse gobo scroll, static to fast		
15	Animation wheel	000 ⇄ 003	Open / No function
		004 ⇄ 126	Clockwise rotation, fast to slow
		127 ⇄ 131	Stop
		132 ⇄ 255	Counterclockwise rotation, slow to fast
16	Framing shutter rotation	000 ⇄ 127	Rotation, left to center
		128	Stop
		129 ⇄ 255	Rotation, center to right
17	Framing shutter 1 movement	000 ⇄ 255	Movement, outward to inward
18	Framing shutter 1 swiveling	000 ⇄ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇄ 255	Swiveling from 0° to +25°
19	Framing shutter 2 movement	000 ⇄ 255	Movement, outward to inward

Channel	Function	Value	Percent/Setting
20	Framing shutter 2 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
21	Framing shutter 3 movement	000 ⇔ 255	Movement, outward to inward
22	Framing shutter 3 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
23	Framing shutter 4 movement	000 ⇔ 255	Movement, outward to inward
24	Framing shutter 4 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
25	Focus	000 ⇔ 255	0–100%
26	Zoom	000 ⇔ 255	0–100%
27	Prism	000 ⇔ 127	No function
		128 ⇔ 255	Prism effect
28	Prism rotation	000 ⇔ 127	Prism indexing
		128 ⇔ 189	Clockwise rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Counterclockwise rotation, slow to fast
29	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Open, slow to fast
		235 ⇔ 255	Close, slow to fast
30	Frost	000 ⇔ 255	0–100%
31	Frost fine	000 ⇔ 255	Fine control (16-bit)
32	Control (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan & tilt reset
		024 ⇔ 031	Effects reset (prism, iris, frost)
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Other reset (zoom, focus reset)
		056 ⇔ 063	Color reset (CMY + CTO + color)
		064 ⇔ 071	Absolute silence off
		072 ⇔ 079	Absolute silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1 (environment temperature 26 °C)
		096 ⇔ 103	Steady mode 2 (environment temperature 35 °C)
104 ⇔ 255	No function		