

**DMX Values**

**33Ch**

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 ⇄ 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 ⇄ 006	Open
		007 ⇄ 013	Red
		014 ⇄ 020	Orange
		021 ⇄ 027	Green
		028 ⇄ 034	Yellow
		035 ⇄ 041	Blue
		042 ⇄ 048	UV
		049 ⇄ 059	CTO
		060 ⇄ 187	Split color
		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	Focus	000 ⇔ 255	0–100%
22	Fine Focus	000 ⇔ 255	Fine control (16-bit)
23	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
24	Zoom	000 ⇔ 255	0–100%
25	Fine Zoom	000 ⇔ 255	Fine control (16-bit)
26	Prism	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect
27	Prism Rotate	000 ⇔ 127	Rotating prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast

Channel	Function	Value	Percent/Setting
28	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)
29	Frost 1	000 ⇔ 255	0–100%
30	Frost 2	000 ⇔ 255	0–100%
31	CMY Macro	000 ⇔ 009	No function
		010 ⇔ 255	CMY macro
32	CMY Macro Speed	000 ⇔ 255	CMY macro speed, fast to slow
33	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	Prism reset
		144 ⇔ 151	No function
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 175	Frost reset
		176 ⇔ 183	No function
		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 ⇔ 245	No function		
246 ⇔ 250	XY smooth mode		
251 ⇔ 255	XY fast mode		

**26Ch**

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%

Channel	Function	Value	Percent/Setting
7	Strobe	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
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%
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	Yellow
		035 ⇄ 041	Blue
		042 ⇄ 048	UV
		049 ⇄ 059	CTO
		060 ⇄ 187	Split color
		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 (Dots)
		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 (Four Eyes)
		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	Focus	000 ⇔ 255	0–100%
20	Zoom	000 ⇔ 255	0–100%
21	Prism	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect
22	Prism 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
23	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)
24	Frost 1	000 ⇔ 255	0–100%
25	Frost 2	000 ⇔ 255	0–100%

Channel	Function	Value	Percent/Setting
26	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 ⇔ 245	No function		
246 ⇔ 250	XY smooth mode		
251 ⇔ 255	XY fast mode		