DMX Values

21CH

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	**Shutter**	000 ⇔ 003	Closed
		004 ⇔ 007	Open
		008 ⇔ 076	Synchronized strobe, slow to fast
		077 ⇔ 145	Pulse effect, slow to fast
		146 ⇔ 215	Random effect, slow to fast
		216 ⇔ 255	Open
9	**Color wheel 1**	000 ⇔ 007	White
		008 ⇔ 015	Yellow
		016 ⇔ 023	Light blue
		024 ⇔ 031	Green
		032 ⇔ 039	Red
		040 ⇔ 047	Magenta
		048 ⇔ 055	Dark blue
		056 ⇔ 063	Orange
		064 ⇔ 071	White + yellow
		072 ⇔ 079	Yellow + light blue
		080 ⇔ 087	Light blue + green
		088 ⇔ 095	Green + red
		096 ⇔ 103	Red + magenta
		104 ⇔ 111	Magenta + dark blue
		112 ⇔ 119	Dark blue + orange
		120 ⇔ 127	Orange + white
		128 ⇔ 191	Clockwise color scroll, slow to fast
		192 ⇔ 255	Counterclockwise color scroll, fast to slow
10	**Color wheel 2**	000 ⇔ 007	White
		008 ⇔ 015	CTO 3200K
		016 ⇔ 023	CTO 5600K
		024 ⇔ 031	Green
		032 ⇔ 039	UV
		040 ⇔ 047	Orange
		048 ⇔ 055	Pink
		056 ⇔ 063	Light blue
		064 ⇔ 071	White + CTO 3200K
		072 ⇔ 079	CTO 3200K + CTO 5600K
		080 ⇔ 087	CTO 5600K + green
		088 ⇔ 095	Green + UV
		096 ⇔ 103	UV + orange
		104 ⇔ 111	Orange + pink
		112 ⇔ 119	Pink + light blue
		120 ⇔ 127	Light blue + white
		128 ⇔ 191	Clockwise color scroll, slow to fast
		192 ⇔ 255	Counterclockwise color scroll, fast to slow

Channel	Function	Value	Percent/Setting
11	**Rotating gobo wheel** (see Gobo Wheels)	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1 (tribal breakup)
		016 ⇔ 023	Gobo 2 (shattered)
		024 ⇔ 031	Gobo 3 (stick men)
		032 ⇔ 039	Gobo 4 (linear ovals)
		040 ⇔ 047	Gobo 5 (laser triangle)
		048 ⇔ 055	Gobo 6 (line)
		056 ⇔ 063	Gobo 7 (thatched breakup)
		064 ⇔ 071	Gobo 7 shaking, slow to fast
		072 ⇔ 079	Gobo 6 shaking, slow to fast
		080 ⇔ 087	Gobo 5 shaking, slow to fast
		088 ⇔ 095	Gobo 4 shaking, slow to fast
		096 ⇔ 103	Gobo 3 shaking, slow to fast
		104 ⇔ 111	Gobo 2 shaking, slow to fast
		112 ⇔ 119	Gobo 1 shaking, slow to fast
		120 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, fast to slow
12	**Gobo 1 rotation**	000 ⇔ 063	Rotating gobo index
		064 ⇔ 147	Clockwise rotation, slow to fast
		148 ⇔ 191	Counterclockwise rotation, fast to slow
		192 ⇔ 255	Bounce effect, slow to fast
13	**Static gobo wheel** (see Gobo Wheels)	000 ⇔ 006	Open
		007 ⇔ 013	Gobo 1 (dots breakup)
		014 ⇔ 020	Gobo 2 (bricks)
		021 ⇔ 027	Gobo 3 (triangle rays)
		028 ⇔ 034	Gobo 4 (grouped ovals)
		035 ⇔ 041	Gobo 5 (triangle breakup)
		042 ⇔ 048	Gobo 6 (foliage breakup)
		049 ⇔ 055	Gobo 7 (circle dot)
		056 ⇔ 063	Gobo 8 (mosaic breakup)
		064 ⇔ 071	Gobo 8 shaking, slow to fast
		072 ⇔ 079	Gobo 7 shaking, slow to fast
		080 ⇔ 085	Gobo 6 shaking, slow to fast
		086 ⇔ 092	Gobo 5 shaking, slow to fast
		093 ⇔ 099	Gobo 4 shaking, slow to fast
		100 ⇔ 106	Gobo 3 shaking, slow to fast
		107 ⇔ 113	Gobo 2 shaking, slow to fast
		114 ⇔ 120	Gobo 1 shaking, slow to fast
		121 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, fast to slow
14	**Focus**	000 ⇔ 255	0-100%
15	**Prism**	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect
16	**Rotating prism**	000 ⇔ 127	Prism index
		128 ⇔ 189	Clockwise rotation, fast to slow
		190 ⇔ 193	Hold
		194 ⇔ 255	Counterclockwise rotation, slow to fast
17	**Iris**	000 ⇔ 063	Large 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)
18	**Frost**	000 ⇔ 004	No function
		005 ⇔ 255	Frost

Channel	Function	Value	Percent/Setting
19	**Movement macros**	000 ⇔ 007	No function
		008 ⇔ 015	Movement macro 1
		016 ⇔ 023	Movement macro 2
		024 ⇔ 031	Movement macro 3
		032 ⇔ 039	Movement macro 4
		040 ⇔ 047	Movement macro 5
		048 ⇔ 055	Movement macro 6
		056 ⇔ 063	Movement macro 7
		064 ⇔ 071	Movement macro 8
		072 ⇔ 079	Movement macro 9
		080 ⇔ 087	Movement macro 10
		088 ⇔ 095	Movement macro 11
		096 ⇔ 103	Movement macro 12
		104 ⇔ 111	Movement macro 13
		112 ⇔ 119	Movement macro 14
		120 ⇔ 127	Movement macro 15
		128 ⇔ 135	Movement macro 16
		136 ⇔ 143	Movement macro 17
		144 ⇔ 151	Movement macro 18
		152 ⇔ 159	Movement macro 19
		160 ⇔ 167	Movement macro 20
		168 ⇔ 175	Movement macro 21
		176 ⇔ 183	Movement macro 22
		184 ⇔ 191	Movement macro 23
		192 ⇔ 199	Movement macro 24
		200 ⇔ 207	Movement macro 25
		208 ⇔ 215	Movement macro 26
		216 ⇔ 223	Movement macro 27
		224 ⇔ 231	Movement macro 28
		232 ⇔ 239	Movement macro 29
		240 ⇔ 247	Movement macro 30
		248 ⇔ 255	Movement macro 31
20	**Movement macro speed**	000 ⇔ 255	Movement macro speed, fast to slow
21	**Control** (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Blackout during pan/tilt
		016 ⇔ 023	Blackout while color wheel is moving
		024 ⇔ 031	Blackout while gobo wheel is moving
		032 ⇔ 039	Pan/tilt/color blackout
		040 ⇔ 047	Pan/tilt/gobo blackout
		048 ⇔ 055	Pan/tilt/color/gobo blackout
		056 ⇔ 095	No function
		096 ⇔ 103	Pan reset
		104 ⇔ 111	Tilt reset
		112 ⇔ 119	Color wheel reset
		120 ⇔ 127	Gobo wheel reset
		128 ⇔ 135	Gobo rotation reset
		136 ⇔ 143	Prism reset
		144 ⇔ 151	Focus reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 239	No function
		240 ⇔ 247	Pan/tilt smooth mode on
		248 ⇔ 255	Pan/tilt smooth mode off

18CH

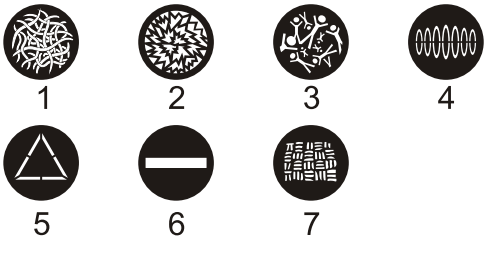
Channel	Function	Value	Percent/Setting
1	**Pan**	000 ⇔ 255	0–100%
2	**Fine pan**	000 ⇔ 255	Fine control (16-bit)
3	**Tilt**	000 ⇔ 255	0–100%
4	**Fine tilt**	000 ⇔ 255	Fine control (16-bit)
5	**Pan/tilt speed**	000 ⇔ 255	Fast to slow
6	**Dimmer**	000 ⇔ 255	0–100%
7	**Shutter**	000 ⇔ 003	Closed
		004 ⇔ 007	Open
		008 ⇔ 076	Synchronized strobe, slow to fast
		077 ⇔ 145	Pulse effect, slow to fast
		146 ⇔ 215	Random effect, slow to fast
		216 ⇔ 255	Open
8	**Color wheel 1**	000 ⇔ 007	White
		008 ⇔ 015	Yellow
		016 ⇔ 023	Light blue
		024 ⇔ 031	Green
		032 ⇔ 039	Red
		040 ⇔ 047	Magenta
		048 ⇔ 055	Dark blue
		056 ⇔ 063	Orange
		064 ⇔ 071	White + yellow
		072 ⇔ 079	Yellow + light blue
		080 ⇔ 087	Light blue + green
		088 ⇔ 095	Green + red
		096 ⇔ 103	Red + magenta
		104 ⇔ 111	Magenta + dark blue
		112 ⇔ 119	Dark blue + orange
		120 ⇔ 127	Orange + white
		128 ⇔ 191	Clockwise color scroll, slow to fast
		192 ⇔ 255	Counterclockwise color scroll, fast to slow
9	**Color wheel 2**	000 ⇔ 007	White
		008 ⇔ 015	CTO 3200K
		016 ⇔ 023	CTO 5600K
		024 ⇔ 031	Green
		032 ⇔ 039	UV
		040 ⇔ 047	Orange
		048 ⇔ 055	Pink
		056 ⇔ 063	Light blue
		064 ⇔ 071	White + CTO 3200K
		072 ⇔ 079	CTO 3200K + CTO 5600K
		080 ⇔ 087	CTO 5600K + green
		088 ⇔ 095	Green + UV
		096 ⇔ 103	UV + orange
		104 ⇔ 111	Orange + pink
		112 ⇔ 119	Pink + light blue
		120 ⇔ 127	Light blue + white
		128 ⇔ 191	Clockwise color scroll, slow to fast
		192 ⇔ 255	Counterclockwise color scroll, fast to slow

Channel	Function	Value	Percent/Setting
10	**Rotating gobo wheel** (see Gobo Wheels)	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1 (tribal breakup)
		016 ⇔ 023	Gobo 2 (shattered)
		024 ⇔ 031	Gobo 3 (stick men)
		032 ⇔ 039	Gobo 4 (linear ovals)
		040 ⇔ 047	Gobo 5 (laser triangle)
		048 ⇔ 055	Gobo 6 (line)
		056 ⇔ 063	Gobo 7 (thatched breakup)
		064 ⇔ 071	Gobo 7 shaking, slow to fast
		072 ⇔ 079	Gobo 6 shaking, slow to fast
		080 ⇔ 087	Gobo 5 shaking, slow to fast
		088 ⇔ 095	Gobo 4 shaking, slow to fast
		096 ⇔ 103	Gobo 3 shaking, slow to fast
		104 ⇔ 111	Gobo 2 shaking, slow to fast
		112 ⇔ 119	Gobo 1 shaking, slow to fast
		120 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, fast to slow
11	**Gobo 1 rotation**	000 ⇔ 063	Rotating gobo index
		064 ⇔ 147	Clockwise rotation, slow to fast
		148 ⇔ 191	Counterclockwise rotation, fast to slow
		192 ⇔ 255	Bounce effect, slow to fast
12	**Static gobo wheel** (see Gobo Wheels)	000 ⇔ 006	Open
		007 ⇔ 013	Gobo 1 (dots breakup)
		014 ⇔ 020	Gobo 2 (bricks)
		021 ⇔ 027	Gobo 3 (triangle rays)
		028 ⇔ 034	Gobo 4 (grouped ovals)
		035 ⇔ 041	Gobo 5 (triangle breakup)
		042 ⇔ 048	Gobo 6 (foliage breakup)
		049 ⇔ 055	Gobo 7 (circle dot)
		056 ⇔ 063	Gobo 8 (mosaic breakup)
		064 ⇔ 071	Gobo 8 shaking, slow to fast
		072 ⇔ 079	Gobo 7 shaking, slow to fast
		080 ⇔ 085	Gobo 6 shaking, slow to fast
		086 ⇔ 092	Gobo 5 shaking, slow to fast
		093 ⇔ 099	Gobo 4 shaking, slow to fast
		100 ⇔ 106	Gobo 3 shaking, slow to fast
		107 ⇔ 113	Gobo 2 shaking, slow to fast
		114 ⇔ 120	Gobo 1 shaking, slow to fast
		121 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, fast to slow
13	**Focus**	000 ⇔ 255	0-100%
14	**Prism**	000 ⇔ 004	No function
		005 ⇔ 255	Prism effect
15	**Rotating prism**	000 ⇔ 127	Prism index
		128 ⇔ 189	Clockwise rotation, fast to slow
		190 ⇔ 193	Hold
		194 ⇔ 255	Counterclockwise rotation, slow to fast
16	**Iris**	000 ⇔ 063	Large 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)
17	**Frost**	000 ⇔ 004	No function
		005 ⇔ 255	Frost

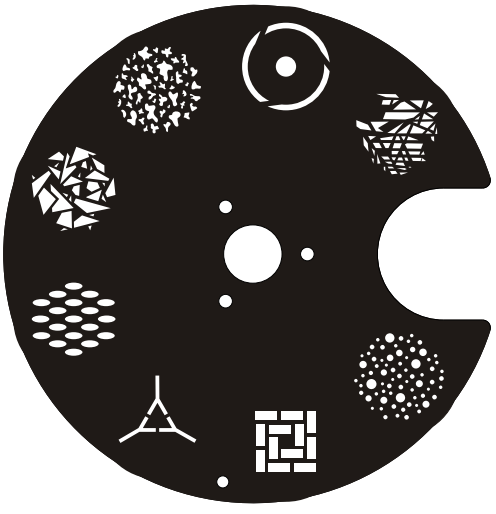
Channel	Function	Value	Percent/Setting
18	**Control** (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Blackout during pan/tilt
		016 ⇔ 023	Blackout while color wheel is moving
		024 ⇔ 031	Blackout while gobo wheel is moving
		032 ⇔ 039	Pan/tilt/color blackout
		040 ⇔ 047	Pan/tilt/gobo blackout
		048 ⇔ 055	Pan/tilt/color/gobo blackout
		056 ⇔ 095	No function
		096 ⇔ 103	Pan reset
		104 ⇔ 111	Tilt reset
		112 ⇔ 119	Color wheel reset
		120 ⇔ 127	Gobo wheel reset
		128 ⇔ 135	Gobo rotation reset
		136 ⇔ 143	Prism reset
		144 ⇔ 151	Focus reset
		152 ⇔ 159	All reset
		160 ⇔ 167	Iris reset
		168 ⇔ 239	No function
		240 ⇔ 247	Pan/tilt smooth mode on
		248 ⇔ 255	Pan/tilt smooth mode off

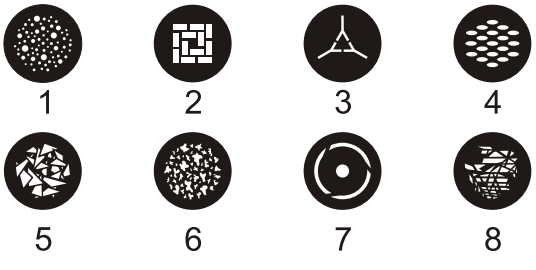
Gobo Wheels

Rotating Gobo Wheel



Static Gobo Wheel





Gobo Wheel	Gobo #	Description
Rotating gobo wheel	1	Tribal breakup
	2	Shattered
	3	Stick men
	4	Linear ovals
	5	Laser triangle
	6	Line
	7	Thatched breakup

Gobo Wheel	Gobo #	Description
Static gobo wheel	1	Dots breakup
	2	Bricks
	3	Triangle rays
	4	Grouped ovals
	5	Triangle breakup
	6	Foliage breakup
	7	Circle dot
	8	Mosaic breakup