

**VL2600 Profile 16bit Enhanced  
(Default Mode)  
Channel Map**

Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1	Intensity High	0-65535	0-100%	0	16Bit Dimming	
2	Intensity Low	0-65535	0-100%	0	16Bit Dimming	
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
5	Tilt High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Tilt Low	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
7	Focus High	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
8	Focus Low	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
9	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
10	Zoom Low	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
11	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
12	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
13	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
14	CTO	0 - 255	0-100%	0	0	Control of CTO mechanism.
15	Color Wheel	0 - 255	0-100%	0 0 - 15 → 16 - 47 → 48 - 79 → 80 - 111 → 112 - 143 → 144 - 175 → 176 - 207 → 208 - 240 → 241 - 255 →	0	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Kelly Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 CTB (centred at 224) Open
16	Color Wheel Control	0 - 255	0-100%	0 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 56 → 57 - 87 → 88 - 255 →	0	Used as a control channel for different movement options of Color Wheel 1. Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin CW (Forward) Wheel Spin STOP Wheel Spin CCW (Reverse) Color Shake Quickest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values
17	Gobo Wheel 1	0 - 255	0-100%	0 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 30 → 31 - 35 → 36 - 40 → 41 - 45 → 46 - 50 → 51 - 55 → 56 - 60 → 61 - 65 → 66 - 70 → 71 - 75 → 76 - 80 → 81 - 85 → 86 - 90 → 91 - 95 → 96 - 100 → 101 - 105 → 106 - 110 → 111 - 115 → 116 - 120 → 121 - 255 →	0	8-bit control of Gobo Wheel 1. See Channel 20 for control options. Open - No Gobo Gobo 1 (Night Sky) Index Gobo 2 (Circle of Ovals) Index Gobo 3 (Bricked Out) Index Gobo 4 (Punchcard) Index Gobo 5 (Swirl) Index Gobo 6 (Honeycomb Reverse) Index Gobo 7 (On the Rock) Index Open - No Gobo Gobo 1 (Night Sky) Rotate Gobo 2 (Circle of Ovals) Rotate Gobo 3 (Bricked Out) Rotate Gobo 4 (Punchcard) Rotate Gobo 5 (Swirl) Rotate Gobo 6 (Honeycomb Reverse) Rotate Gobo 7 (On the Rock) Rotate Open - No Gobo Gobo 1 (Night Sky) Rotate with Mega Stepping Gobo 2 (Circle of Ovals) Rotate with Mega Stepping Gobo 3 (Bricked Out) Rotate with Mega Stepping Gobo 4 (Punchcard) Rotate with Mega Stepping Gobo 5 (Swirl) Rotate with Mega Stepping Gobo 6 (Honeycomb Reverse) Rotate with Mega Stepping Gobo 7 (On the Rock) Rotate with Mega Stepping Reserved Values
18	Gobo 1 Rot/Index	0 - 65535	0-100%	0 - 32756 → 32757 - 32780 → 32781 - 65535 →	→	16-bit control of index and rotation of gobo wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
19	High Byte					
	Low Byte					
20	Gobo Wheel 1 Control	0 - 255	0-100%	0 0 - 5 → 6 - 10 → 11 - 20 → 21 - 50 → 51 - 60 → 61 - 90 → 91 - 120 → 121 - 150 → 151 - 180 → 181 - 210 → 211 - 255 →	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 17) Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin CW Forward (Fast to Slow) Wheel Spin STOP Wheel Spin CCW Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Gobo Twist Quickest Path (Slow to Fast) Gobo Twist Normal Path (Slow to Fast) Reserved Values
21	Gobo Wheel 2 (Fixed)	0-255	0-100%	0 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 30 → 31 - 35 → 36 - 40 → 41 - 45 → 46 - 255	0	8-bit control of Gobo Wheel for movement options see channel 22 Open - No Gobo 6-10 Gobo 1 (Leafy Breakup) 11-15 Gobo 2 (Medium Circle) 16-20 Gobo 3 Swirl (Lattice) 21-25 Gobo 4 (Radial Breakup) 26-30 Gobo 5 (Dust) 31-35 Gobo 6 (Neurons) 36-40 Gobo 7 (Grid) 41-45 Gobo 8 (Cross bars) Reserved
22	Gobo Wheel 2 Control	0 - 255 Gobo Wheel 2 - 2	0-100%	0 0 - 5 → 6 - 10 → 11 - 20 → 21 - 50 → 51 - 60 → 61 - 90 → 91 - 120 → 121 - 150 → 151 - 180 → 181 - 210 → 211 - 255 →	0	Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21) Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin CW Forward (Fast to Slow) Wheel Spin STOP Wheel Spin CCW Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Reserved Values Reserved Values Reserved Values
23	Iris	0-255	0-100%	0 - 200 → 201 - 255 →	→	Iris beam size open to closed Iris pulse slow to fast

**VL2600 Profile 16bit Enhanced  
(Default Mode)  
Channel Map**

Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
24	Frame 1A	0 - 255		0		Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
25	Frame 1B	0 - 255		0		Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
26	Frame 2A	0 - 255		0		Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
27	Frame 2B	0 - 255		0		Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
28	Frame 3A	0 - 255		0		Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
29	Frame 3B	0 - 255		0		Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
30	Frame 4A	0 - 255		0		Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
31	Frame 4B	0 - 255		0		Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
32	Frame Rotate	0 - 255		128		Controls Framing Shutter mechanism from +/- 90°
33	Triangular Prism	0 - 255		0 - 255 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 255 →		Controls Prism mechanism with following values.  Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
34	Prism Index/Rot High Byte	0-65535	0-100%	0 - 65535	→	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
35	Prism Index/Rot Low Byte			32767 - 32780 → 32781 - 65535 →		
36	Frost	0-255	0-100%	0	→	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
37	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5Hz to 30Hz
38	Strobe Control	0 - 255	0-100%	0 - 255 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 255 →	0	Control Channel for strobing functions. value to 0 (idle). Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
39	Programmers Channel	0-255	0-100%	0 - 40 → 41 - 80 → 81 - 120 → 121 - 160 → 161 - 180 → 181 - 200 → 201 - 210 → 211 - 220 → 221 - 225 → 226 - 230 → 231 - 235 → 236 - 240 → 241 - 245 → 246 - 250 →		*do not require 3 second Dmx rule mode will change once Dmx level reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (idle). 0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161 - 181 PL Curve ** 181- 200 For Future Use 201 - 210 Auto CTB On (Default)** 211 - 220 Auto CTB off** 221 - 225 Edge Tracking Off** 226 - 230 Edge Tracking On** 231 - 235 Soft Zoom start DM** 236 - 240 Soft Zoom start Off** 241 - 245 Dimmer Snap On* (Default) 246 - 250 Dimmer Snap Off*
40	Focus Timing	0 - 255			255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
41	Optics Timing	0 - 255			255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
42	Color Timing	0 - 255			255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
43	Beam Timing	0 - 255			255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
44	Gobo Timing	0 - 255			255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
45	Fan Control	0 - 255	0-100%		0-4 05 - 255	Dynamically control fan speed vs LED Output operation. Control values as follows . . . Automatic fan/output adjustment (Default) Linear control of fan speed and LED max output* DMX 5 =Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed * Standard mode only

For future use

**VL2600 Profile 16bit Enhanced  
(Default Mode)  
Channel Map**

Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
46	Optical Style	0 - 255	0-100%	31 - 60	0 - 30	Hybrid - full zoom range no restrictions (default)
				61 - 90	→	Spot Projection 6%-100% zoom Range no other restrictions besides zoom range
				91 - 120	→	Open Beam - Open Beam locked in at 0% zoom (Hard Edge) - Iris 0% - Beam/Iris/edge functions not operational - Zoom 40% limited range of 26% - 100% (iris never completely leaves beam to keep hard edge) - Gobo Functionality disabled. Prim Fully functional
					→	Shaft - Open Beam locked in at 0% zoom (Hard Edge) - Iris 0% - Beam/Iris/edge functions not operational - Zoom 40% limited range of 26% - 100% (iris never completely leaves beam to keep hard edge) - Gobo Functionality disabled. Prim Fully functional
47	Luminaire Control	0 - 255			0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle).
				0 - 5	→	Idle (Default)
				6 - 10	→	Full Luminaire ReCal - Also Used to Wake fixture up from shutdown
				11 - 15	→	Reserved Values
				16 - 20	→	Reserved Values
				21 - 25	→	Fixture Shutdown
				26 - 30	→	Display - Menu ON
				31 - 35	→	Display - Menu OFF
				36 - 40	→	ReCal Position
				41 - 45	→	ReCal Color
				46 - 50	→	ReCal Gobo
				51 - 55	→	ReCal Beam
				56 - 60	→	ReCal Optics
				61 - 65	→	Reserved Values
				66 - 70	→	Reset Fixture to Defaults
				71 - 75	→	Full Luminaire Reboot. This command will douse lamp and reset all processors in fixture, then ReCal all parameters.
				76 - 80	→	Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle.
81 - 85	→	Standard Mode - Fixture operates at maximum output (Default)				
86 - 90	→	Studio Mode - Reduced output with lower fan settings				
91 - 100	→	Side Hang Disable (Default)				
101 - 110	→	Side Hang Enable				
111 - 225	→	Reserved Values				

Channel Map

Dmx	Parameter	Range DMX	Range %	Default*	Description	Notes
1	Intensity High	0-65535	0-100%	0	16Bit Dimming	
2	Intensity Low	0-65535	0-100%	0	16Bit Dimming	
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
5	Tilt High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Tilt Low	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
7	Focus High	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
8	Focus Low	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
9	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
10	Zoom Low	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
11	Cyan	0-255	0-100%	0	0	Control of cyan color mechanism.
12	Yellow	0-255	0-100%	0	0	Control of yellow color mechanism.
13	Magenta	0-255	0-100%	0	0	Control of Magenta color mechanism.
14	CTD	0-255	0-100%	0	0	Control of CTD mechanism.
15	Color Wheel	0-255	0-100%	0	0	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Early Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 C18 (centred at 224) Open
16	Color Wheel Control	0-255	0-100%	0	0	Used as a control channel for different movement options of Color Wheel 1. 0-5 → Linear Movement using shortest (quickest) path. 6-10 → Linear Movement using normal (longest) path. 11-15 → Wheel Spin CW (Forward) 16-20 → Wheel Spin STDP 21-25 → Wheel Spin CCW (Reverse) 26-30 → Color Shake Quickest Path (Slow to Fast) 31-35 → Color Shake Normal Path (Slow to Fast) Reserved Values
17	Gobo Wheel 1	0-255	0-100%	0	0	8-bit control of Gobo Wheel 1. See Channel 20 for control options. 0-5 → Open - No Gobo 6-10 → Gobo 1 (Night Sky) Index 11-15 → Gobo 2 (Circle of Ovals) Index 16-20 → Gobo 3 (Bricked Out) Index 21-25 → Gobo 4 (Punchcard) Index 26-30 → Gobo 5 (Swirl) Index 31-35 → Gobo 6 (Honeycomb Reverse) Index 36-40 → Gobo 7 (On the Rock) Index 41-45 → Open - No Gobo 46-50 → Gobo 1 (Night Sky) Rotate 51-55 → Gobo 2 (Circle of Ovals) Rotate 56-60 → Gobo 3 (Bricked Out) Rotate 61-65 → Gobo 4 (Punchcard) Rotate 66-70 → Gobo 5 (Swirl) Rotate 71-75 → Gobo 6 (Honeycomb Reverse) Rotate 76-80 → Gobo 7 (On the Rock) Rotate 81-85 → Open - No Gobo 86-90 → Gobo 1 (Night Sky) Rotate with Mega Stepping 91-95 → Gobo 2 (Circle of Ovals) Rotate with Mega Stepping 96-100 → Gobo 3 (Bricked Out) Rotate with Mega Stepping 101-105 → Gobo 4 (Punchcard) Rotate with Mega Stepping 106-110 → Gobo 5 (Swirl) Rotate with Mega Stepping 111-115 → Gobo 6 (Honeycomb Reverse) Rotate with Mega Stepping 116-120 → Gobo 7 (On the Rock) Rotate with Mega Stepping 121-255 → Reserved Values
18	Gobo 1 Rot/Index	0-65535	0-100%	0-32756	→	16-bit control of index and rotation of gobo wheel 1.
19	High Byte Low Byte			32757-32780 32781-65535	→ →	Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
20	Gobo Wheel 1 Control	0-255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 17). 0-5 → Gobo Selection using shortest (quickest) path. 6-10 → Gobo Selection using normal (longest) path. Reserved Values 11-20 → Wheel Spin CW Forward (Fast to Slow) 21-25 → Wheel Spin STDP 26-30 → Wheel Spin CCW Reverse (Slow to Fast) 31-35 → Gobo Shake Quickest Path (Slow to Fast) 36-40 → Gobo Shake Normal Path (Slow to Fast) 41-45 → Gobo Twist Quickest Path (Slow to Fast) 46-50 → Gobo Twist Normal Path (Slow to Fast) Reserved Values
21	Gobo Wheel 2 (Fixed)	0-255	0-100%	0	0	8-bit control of Gobo Wheel 1, for movement options see channel 22 0-5 → Open - No Gobo 6-10 → Gobo 1 (Leafy Breakup) 11-15 → Gobo 2 (Medium Circle) 16-20 → Gobo 3 Swirl (Lattice) 21-25 → Gobo 4 (Radial Breakup) 26-30 → Gobo 5 (Dust) 31-35 → Gobo 6 (Neurons) 36-40 → Gobo 7 (Grid) 41-45 → Gobo 8 (Cross bars) Reserved
22	Gobo Wheel 2 Control	0-255 Gobo Wheel 2 - 2	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21). 0-5 → Gobo Selection using shortest (quickest) path. 6-10 → Gobo Selection using normal (longest) path. Reserved Values 11-20 → Wheel Spin CW Forward (Fast to Slow) 21-25 → Wheel Spin STDP 26-30 → Wheel Spin CCW Reverse (Slow to Fast) 31-35 → Gobo Shake Quickest Path (Slow to Fast) 36-40 → Gobo Shake Normal Path (Slow to Fast) Reserved Values Reserved Values Reserved Values
23	Iris	0-255	0-100%	0-200 201-255	→ →	Iris beam size open to closed Iris pulse slow to fast

Channel Map

Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
24	Frame 1A	0 - 255		0		Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
25	Frame 1B	0 - 255		0		Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
26	Frame 2A	0 - 255		0		Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
27	Frame 2B	0 - 255		0		Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
28	Frame 3A	0 - 255		0		Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
29	Frame 3B	0 - 255		0		Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
30	Frame 4A	0 - 255		0		Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
31	Frame 4B	0 - 255		0		Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
32	Frame Rotate	0 - 255		128		Controls Framing Shutter mechanism from +/- 90°
33	Triangular Prism	0 - 255		0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 255	→ → → → → →	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
34	Prism Index/Rot High Byte Low Byte	0-65535	0-100%	0 - 65535	→	16-bit control of prism rotation and index.
32757 - 32780				→	Rotate Fast to Slow <<<	
35				32781 - 65535	→	Rotation STOP Rotate Slow to Fast >>>
36	Frost	0-255	0-100%	0	→	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
37	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5Hz to 30Hz
38	Strobe Control	0 - 255	0-100%	0 - 255	0	Control Channel for strobing functions. value to 0 (idle). Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
39	Programmers Channel	0-255	0-100%	0 - 40 41 - 80 81 - 120 121 - 160 161 - 180 181 - 200 201 - 210 211 - 220 221 - 225 226 - 230 231 - 235 236 - 240 241 - 245 246 - 250	→ → → → → → → → → → → → → → →	*do not require 3 second Dmx rule mode will change once Dmx level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (idle). D-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161 - 181 PL Curve ** 181- 200 For Future Use 201 - 210 Auto CTB ON (Default)** 211 - 220 Auto CTB off ** 221 - 225 Edge Tracking Off** 226 - 230 Edge Tracking DMX** 231 - 235 Soft Zoom Start Off** 236 - 240 Soft Zoom Start Off** 241 - 245 Dimmer Snap On* (Default) 246 - 250 Dimmer Snap Off*
40	Fan Control	0 - 255	0-100%		0-4 05 - 255	Dynamically control fan speed vs LED Output operation. Control values as follows... Automatic fan/output adjustments (Default) Linear control of fan speed and LED max output* DMX 5 = Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed * Stannard mode only
41	Optical Style	0 - 255	0-100%	31 - 60 61 - 90 91 - 120	→ → →	Hybrid - full zoom range no restrictions (default) Spot Projection - 0% - 6% Zoom Range. No other restrictions besides zoom range Open Beam - Open Beam - Edge 0% (Hard Edged) - Iris 0% - Beam/Iris/edge functions not operational. Shaft - Open Beam locked in at 0% zoom Edge 0% - Iris limited range of 20% - 100% (iris never completely leaves beam to keep hard edge) - Gobo Function disabled - Prism Fully functional
42	Luminaire Control	0 - 255		0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 30 31 - 35 36 - 40 41 - 45 46 - 50 51 - 55 56 - 60 61 - 65 66 - 70 71 - 75 76 - 80 81 - 85 86 - 90 91 - 100 101 - 110 111 - 225	→ →	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discrete value of desired effect, wait >3 seconds, then set value to 0 (idle). Idle (Default) Full Luminaire ReCal - Also Used to Wake fixture up from shutdown Reserved Values Reserved Values Fixture Shutdown Display - Menu ON Display - Menu OFF ReCal Position ReCal Color ReCal Gobo ReCal Beam ReCal Optics Reserved Values Reset Fixture to Defaults Full Luminaire Reboot. This command will cause lamp and reset all processors in fixture, then ReCal all parameters. Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle. Standard Mode - Fixture operates at maximum output (Default) Studio Mode - Reduced output with lower fan settings Side Hang Disable (Default) Side Hang Enable Reserved Values

For future use

For future use

**VL2600 Spot 16bit Enhanced  
(Default Mode)  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes	
1	Intensity High	0-65535	0-100%	0	16Bit Dimming		
2	Intensity Low						
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation	
4	Pan Low						
5	Tilt High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt	
6	Tilt Low						
7	Focus High	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance	
8	Focus Low						
9	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle	
10	Zoom Low						
11	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.	
12	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.	
13	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.	
14	CTO	0 - 255	0-100%	0	0	Control of CTO mechanism.	
15	Color Wheel	0 - 255	0-100%	0 - 16 16 - 48 48 - 80 80 - 112 112 - 143 144 - 176 176 - 208 208 - 240 241 - 255	→ → → → → → → → → →	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Kelly Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 CTB (centred at 224) OPEN	
16	Color Wheel Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options of Color Wheel 1.  0 - 5 → Linear Movement using shortest (quickest) path. 6 - 10 → Linear Movement using normal (longest) path. 11 - 15 → Wheel Spin CW Forward 16 - 20 → Wheel Spin STOP 21 - 25 → Wheel Spin CCW Reverse 26 - 56 → Color Shake Shortest Path (Slow to Fast) 57 - 87 → Color Shake Normal Path (Slow to Fast) 88 - 255 → Reserved Values	
17	Gobo Wheel 1	0 - 255	0-100%	0	0	8-bit control of Gobo Wheel 1. See Channel 21 for control options.  0 - 5 → Open - No Gobo 6 - 10 → Gobo 1 (Night Sky) Index 11 - 15 → Gobo 2 (Circle of Ovals) Index 16 - 20 → Gobo 3 (Brickeed Out) Index 21 - 25 → Gobo 4 (Punchcard) Index 26 - 30 → Gobo 5 (Swirl) Index 31 - 35 → Gobo 6 (Honeycomb Reverse) Index 36 - 40 → Gobo 7 (On the Rock) Index 41 - 45 → Open - No Gobo 46 - 50 → Gobo 1 (Night Sky) Rotate 51 - 55 → Gobo 2 (Circle of Ovals) Rotate 56 - 60 → Gobo 3 (Brickeed Out) Rotate 61 - 65 → Gobo 4 (Punchcard) Rotate 66 - 70 → Gobo 5 (Swirl) Rotate 71 - 75 → Gobo 6 (Honeycomb Reverse) Rotate 76 - 80 → Gobo 7 (On the Rock) Rotate 81 - 85 → Open - No Gobo 86 - 90 → Gobo 1 (Night Sky) Rotate with Mega Stepping 91 - 95 → Gobo 2 (Circle of Ovals) Rotate with Mega Stepping 96 - 100 → Gobo 3 (Brickeed Out) Rotate with Mega Stepping 101 - 105 → Gobo 4 (Punchcard) Rotate with Mega Stepping 106 - 110 → Gobo 5 (Swirl) Rotate with Mega Stepping 111 - 115 → Gobo 6 (Honeycomb Reverse) Rotate with Mega Stepping 116 - 120 → Gobo 7 (On the Rock) Rotate with Mega Stepping 121 - 255 → Reserved Values	
18	Gobo 1 Rot/Index	0 - 65535	0-100%	0	32767	16-bit control of index and rotation of gobo wheel 1.	
19	High Byte						
	Low Byte						0 - 32756 32757 - 32780 32781 - 65535
20	Gobo Wheel 1 Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 17).  0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin CW Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin CCW Reverse (Slow to Fast) 91 - 120 → Gobo Shake Shortest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Quickest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values	

**VL2600 Spot 16bit Enhanced  
(Default Mode)  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
21	Gobo Wheel 2	0 - 255	0-100%	0	0	8-bit control of Gobo Wheel 2. See Channel 24 for control options.  0 - 5 → Open - No Gobo 6 - 10 → Gobo 1 (Dichrofusion) Index 11 - 15 → Gobo 2 (Alpha Rays) Index 16 - 20 → Gobo 3 (Circle of holes) Index 21 - 25 → Gobo 4 (Vertical Bars) Index 26 - 30 → Gobo 5 (Tribal) Index 31 - 35 → Gobo 6 (Honeycomb) Index 36 - 40 → Gobo 7 (Droplets) Index 41 - 45 → Open - No Gobo 46 - 50 → Gobo 1 (Dichrofusion) Rotate 51 - 55 → Gobo 2 (Alpha Rays) Rotate 56 - 60 → Gobo 3 (Circle of holes) Rotate 61 - 65 → Gobo 4 (Vertical Bars) Rotate 66 - 70 → Gobo 5 (Tribal) Rotate 71 - 75 → Gobo 6 (Honeycomb) Rotate 76 - 80 → Gobo 7 (Droplets) Rotate 81 - 85 → Open - No Gobo 86 - 90 → Gobo 1 (Dichrofusion) Rotate with Mega Stepping 91 - 95 → Gobo 2 (Alpha Rays) Rotate with Mega Stepping 96 - 100 → Gobo 3 (Circle of holes) Rotate with Mega Stepping 101 - 105 → Gobo 4 (Vertical Bars) Rotate with Mega Stepping 106 - 110 → Gobo 5 (Tribal) Rotate with Mega Stepping 111 - 115 → Gobo 6 (Honeycomb) Rotate with Mega Stepping 116 - 120 → Gobo 7 (Droplets) Rotate with Mega Stepping 121 - 255 → Reserved Values
22 23	Gobo 2 Rot/Index High Byte Low Byte	0 - 65535	0-100%	0  0 - 32756 32757 - 32780 32781 - 65535	32767  → → →	16-bit control of index and rotation of gobo wheel 1.  Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
24	Gobo Wheel 2 Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21).  0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin Reverse (Slow to Fast) 91 - 120 → Gobo Shake Quickest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Shortest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values
25	Gobo Wheel 3 (Fixed)	0-255	0-100%	0	0	8-bit control of Gobo Wheel 3. for movement options see channel 26  0 - 5 → Open - No Gobo 6 - 10 → 6-10 Gobo 1 (Leafy Breakup) 11 - 15 → 11-15 Gobo 2 (Medium Circle) 16 - 20 → 16-20 Gobo 3 Swirl (Lattice) 21 - 25 → 21-25 Gobo 4 (Radial Breakup) 26 - 30 → 26-30 Gobo 5 (Dust) 31 - 35 → 31-35 Gobo 6 (Neurons) 36 - 40 → 36-40 Gobo 7 (Grid) 41 - 45 → 41-45 Gobo 8 (Cross bars) 46 - 255 → Reserved
26	Gobo Wheel 3 Control	0 - 255 Gobo Wheel 2 - 2	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 3 (Channel 25).  0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin Reverse (Slow to Fast) 91 - 120 → Gobo Shake Quickest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Shortest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values
27	Iris	0-255	0-100%	0 - 200 201 - 255	→ →	Iris beam size open to closed Iris pulse slow to fast
28	Triangular Prism	0 - 255		0 - 255	0	Controls Prism mechanism with following values.  0 - 5 → Open 6 - 10 → Index 11 - 15 → Rotate Normal 16 - 20 → Rotate with Mega Stepping 21 - 255 → Reserved Values







VL2600 Spot 16bit  
Channel Map

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
21	Gobo Wheel 2	0 - 255	0-100%	0	0	8-bit control of Gobo Wheel 2. See Channel 24 for control options.  0 - 5 → Open - No Gobo 6 - 10 → Gobo 1 (Dichrofusion) Index 11 - 15 → Gobo 2 (Alpha Rays) Index 16 - 20 → Gobo 3 (Circle of holes) Index 21 - 25 → Gobo 4 (Vertical Bars) Index 26 - 30 → Gobo 5 (Tribal) Index 31 - 35 → Gobo 6 (Honeycomb) Index 36 - 40 → Gobo 7 (Droplets) Index 41 - 45 → Open - No Gobo 46 - 50 → Gobo 1 (Dichrofusion) Rotate 51 - 55 → Gobo 2 (Alpha Rays) Rotate 56 - 60 → Gobo 3 (Circle of holes) Rotate 61 - 65 → Gobo 4 (Vertical Bars) Rotate 66 - 70 → Gobo 5 (Tribal) Rotate 71 - 75 → Gobo 6 (Honeycomb) Rotate 76 - 80 → Gobo 7 (Droplets) Rotate 81 - 85 → Open - No Gobo 86 - 90 → Gobo 1 (Dichrofusion) Rotate with Mega Stepping 91 - 95 → Gobo 2 (Alpha Rays) Rotate with Mega Stepping 96 - 100 → Gobo 3 (Circle of holes) Rotate with Mega Stepping 101 - 105 → Gobo 4 (Vertical Bars) Rotate with Mega Stepping 106 - 110 → Gobo 5 (Tribal) Rotate with Mega Stepping 111 - 115 → Gobo 6 (Honeycomb) Rotate with Mega Stepping 116 - 120 → Gobo 7 (Droplets) Rotate with Mega Stepping 121 - 255 → Reserved Values
22 23	Gobo 2 Rot/Index High Byte Low Byte	0 - 65535	0-100%	0  0 - 32756 32757 - 32780 32781 - 65535	→ → →	16-bit control of index and rotation of gobo wheel 1.  Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
24	Gobo Wheel 2 Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21).  0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin Reverse (Slow to Fast) 91 - 120 → Gobo Shake Quickest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Shortest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values
25	Gobo Wheel 3 (Fixed)	0-255	0-100%	0	0	8-bit control of Gobo Wheel 3, for movement options see channel 26  0 - 5 → Open - No Gobo 6 - 10 → 6-10 Gobo 1 (Leafy Breakup) 11 - 15 → 11-15 Gobo 2 (Medium Circle) 16 - 20 → 16-20 Gobo 3 Swirl (Lattice) 21 - 25 → 21-25 Gobo 4 (Radial Breakup) 26 - 30 → 26-30 Gobo 5 (Dust) 31 - 35 → 31-35 Gobo 6 (Neurons) 36 - 40 → 36-40 Gobo 7 (Grid) 41 - 45 → 41-45 Gobo 8 (Cross bars) 46 - 255 → Reserved
26	Gobo Wheel 3 Control	0 - 255 Gobo Wheel 2 - 2	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 3 (Channel 25).  0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin Reverse (Slow to Fast) 91 - 120 → Gobo Shake Quickest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Shortest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values
27	Iris	0-255	0-100%	0 - 200 201 - 255	→ →	Iris beam size open to closed Iris pulse slow to fast
28	Triangular Prism	0 - 255		0 - 255	0	Controls Prism mechanism with following values.  0 - 5 → Open 6 - 10 → Index 11 - 15 → Rotate Normal 16 - 20 → Rotate with Mega Stepping 21 - 255 → Reserved Values



**VL2600 Wash 16bit Enhanced  
(Default Mode)  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1	Intensity High	0-65535	0-100%	0	16Bit Dimming	
2	Intensity Low	0-65535	0-100%	0	16Bit Dimming	
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
5	Pan High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Pan Low	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
7	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
8	Zoom Low	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
9	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
10	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
11	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
12	CTO	0 - 255	0-100%	0	0	Control of CTO mechanism.
13	Color Wheel	0 - 255	0-100%	0 0 - 16 → 16 - 48 → 48 - 80 → 80 - 112 → 112 - 143 → 144 - 176 → 176 - 208 → 208 - 240 → 241 - 255 →	0 → → → → → → → → → →	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Kelly Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 CTB (centred at 224) Open
14	Color Wheel Control	0 - 255	0-100%	0 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 56 → 57 - 87 → 88 - 255 →	0 → → → → → → → → →	Used as a control channel for different movement options of Color Wheel 1. Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin Forward Wheel Spin STOP Wheel Spin Reverse Color Shake Shortest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values
15	Frame 1A	0 - 255		0		Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
16	Frame 1B	0 - 255		0		Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
17	Frame 2A	0 - 255		0		Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
18	Frame 2B	0 - 255		0		Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
19	Frame 3A	0 - 255		0		Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
20	Frame 3B	0 - 255		0		Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
21	Frame 4A	0 - 255		0		Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
22	Frame 4B	0 - 255		0		Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
23	Frame Rotate	0 - 255		128		Controls Framing Shutter mechanism from +/- 90°
24	Beam softening	0-255	0-100%	0	→	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
25	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5hz to 30hz
26	Strobe Control	0 - 255	0-100%	0 - 255 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 255 →	0 → → → → → →	Control Channel for strobing functions. Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
27	Programmers Channel	0-255	0-100%	0 - 40 → 41 - 80 → 81 - 120 → 121 - 160 → 161 - 180 → 181 - 200 → 201 - 210 → 211 - 220 → 221 - 225 → 226 - 230 → 231 - 235 → 235 - 240 → 241 - 245 → 246 - 250 →	→ → → → → → → → → → → → → → →	*do not require 3 second Dmx rule mode will change once Dmx level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set 0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161 - 181 PL Curve ** 181- 200 For Future Use 201 - 210 Auto CTB ON (Default)** 211 - 220 Auto CTB off ** 221 - 225 Edge Tracking OFF** 226 - 230 Edge Tracking ON** 231 - 235 Soft Zoom start ON** 236 - 240 Soft Zoom start OFF** 241 - 245 Dimmer Snap On* (Default) 246 - 250 Dimmer Snap Off*

**For future use**

**VL2600 Wash 16bit Enhanced  
(Default Mode)  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
28	Focus Timing	0 - 255		255	255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
29	Optics Timing	0 - 255		255	255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
30	Color Timing	0 - 255		255	255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
31	Fan Control	0 - 255	0-100%			Dynamically control fan speed vs LED Output operation. Control values as follows . . .  Automatic fan/output adjustment (Default) Linear control of fan speed and LED max output. DMX 4 =Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed
32	Luminaire Control	0 - 255		0	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discrete value of desired effect, wait >3 seconds, then set value to 0 (idle). 0 - 5 → Idle (Default) 6 - 10 → Full Luminaire ReCal - Also Used to Wake fixture up from shutdown 11 - 15 → Reserved Values 16 - 20 → Reserved Values 21 - 25 → Fixture Shutdown 26 - 30 → Display - Menu ON 31 - 35 → Display - Menu OFF 36 - 40 → ReCal Position 41 - 45 → ReCal Color 46 - 50 → Reserved Values 51 - 55 → ReCal Beam 56 - 60 → ReCal Optics 61 - 65 → Reserved Values 66 - 70 → Reset Fixture to Defaults 71 - 75 → Full Luminaire Reboot. This command will douse lamp and reset all processors in fixture, then ReCal all parameters. 76 - 80 → Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle. 81 - 85 → Standard Mode - Fixture operates at maximum output (Default) 86 - 90 → Studio Mode - Reduced output with lower fan settings 91 - 100 → Side Hang Disable (Default) 101 - 110 → Side Hang Enable 111 - 225 → Reserved Values

**VL2600 Wash 16bit  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1	Intensity High	0-65535	0-100%	0	16Bit Dimming	
2	Intensity Low					
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low					
5	Pan High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Pan Low					
7	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
8	Zoom Low					
9	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
10	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
11	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
12	CTO	0 - 255	0-100%	0	0	Control of CTO mechanism.
13	Color Wheel	0 - 255	0-100%	0	0	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Kelly Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 CTB (centred at 224) Open
14	Color Wheel Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options of Color Wheel 1. 0 - 5 → Linear Movement using shortest (quickest) path. 6 - 10 → Linear Movement using normal (longest) path. 11 - 15 → Wheel Spin Forward 16 - 20 → Wheel Spin STOP 21 - 25 → Wheel Spin Reverse 26 - 56 → Color Shake Shortest Path (Slow to Fast) 57 - 87 → Color Shake Normal Path (Slow to Fast) 88 - 255 → Reserved Values
15	Frame 1A	0 - 255		0		Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
16	Frame 1B	0 - 255		0		Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
17	Frame 2A	0 - 255		0		Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
18	Frame 2B	0 - 255		0		Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
19	Frame 3A	0 - 255		0		Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
20	Frame 3B	0 - 255		0		Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
21	Frame 4A	0 - 255		0		Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
22	Frame 4B	0 - 255		0		Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
23	Frame Rotate	0 - 255		128		Controls Framing Shutter mechanism from +/- 90°
24	Beam softening	0-255	0-100%	0	→	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
25	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5hz to 30hz
26	Strobe Control	0 - 255	0-100%	0 - 255	0	Control Channel for strobing functions. 0 - 5 → Open 6 - 10 → Closed 11 - 15 → Normal Strobe 16 - 20 → Random Strobe 21 - 25 → Random Sync 26 - 255 → Reserved Values
27	Programmers Channel	0-255	0-100%	0 - 40	→	*do not require 3 second Dmx rule mode will change once Dmx level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set 0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161 - 181 PL Curve ** 181- 200 For Future Use 201 - 210 Auto CTB ON (Default)** 211 - 220 Auto CTB off ** 221 - 225 Edge Tracking OFF** 226 - 230 Edge Tracking ON** 231 - 235 Soft Zoom start ON** 236 - 240 Soft Zoom start OFF** 241 - 245 Dimmer Snap On* (Default) 246 - 250 Dimmer Snap Off*

**For future use**

**VL2600 Wash 16bit  
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
28	Fan Control	0 - 255	0-100%	255		<p>Dynamically control fan speed vs LED Output operation. Control values as follows . . .</p> <p>Automatic fan/output adjustment (Default) Linear control of fan speed and LED max output.</p> <p>→ DMX 4 =Highest Constant Fan Speed → DMX 255 = Lowest Constant Fan Speed</p>
29	Luminaire Control	0 - 255		0	0	<p>Control Channel used for full fixture settings, lamp controls, and miscellaneous modes.</p> <p>Set discrete value of desired effect, wait &gt;3 seconds, then set value to 0 (Idle).</p> <p>0 - 5 → Idle (Default) 6 - 10 → Full Luminaire ReCal - Also Used to Wake fixture up from shutdown 11 - 15 → Reserved Values 16 - 20 → Reserved Values 21 - 25 → Fixture Shutdown 26 - 30 → Display - Menu ON 31 - 35 → Display - Menu OFF 36 - 40 → ReCal Position 41 - 45 → ReCal Color 46 - 50 → Reserved Values 51 - 55 → ReCal Beam 56 - 60 → ReCal Optics 61 - 65 → Reserved Values 66 - 70 → Reset Fixture to Defaults 71 - 75 → Full Luminaire Reboot. This command will douse lamp and reset all processors in fixture, then ReCal all parameters. 76 - 80 → Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle. 81 - 85 → Standard Mode - Fixture operates at maximum output (Default) 86 - 90 → Studio Mode - Reduced output with lower fan settings 91 - 100 → Side Hang Disable (Default) 101 - 110 → Side Hang Enable 111 - 225 → Reserved Values</p>

**VL2600 Series  
Timing Channels**

DMX Value	% Values	Time (sec)
0		Full Speed
1		0.2
2		0.4
3	1	0.6
4		0.8
5	2	1
6		1.2
7		1.4
8	3	1.6
9		1.8
10	4	2
11		2.2
12		2.4
13	5	2.6
14		2.8
15	6	3
16		3.2
17		3.4
18	7	3.6
19		3.8
20	8	4
21		4.2
22		4.4
23	9	4.6
24		4.8
25	10	5
26		5.2
27		5.4
28	11	5.6
29		5.8
30		6
31	12	6.2
32		6.4
33	13	6.6
34		6.8
35		7
36	14	7.2
37		7.4
38	15	7.6
39		7.8
40		8
41	16	8.2
42		8.4
43	17	8.6
44		8.8
45		9
46	18	9.2
47		9.4
48	19	9.6
49		9.8
50		10
51	20	10.2
52		10.4
53		10.6
54	21	11
55		11
56	22	12
57		12
58		13
59	23	13
60		14
61	24	14
62		14
63		15
64	25	15
65		16
66	26	16
67		16
68		17
69	27	17
70		18
71	28	18
72		18
73		19
74	29	19
75		20
76	30	20
77		20
78		21
79	31	21
80		21
81		22
82	32	22
83		23
84	33	23
85		23
86		24
87	34	24
88		25
89	35	25
90		25
91		26
92	36	26
93		27



**VL2600 Series  
Timing Channels**

DMX Value	% Values	Time (sec)
94	37	27
95		27
96		28
97	38	28
98		29
99	39	29
100		29
101		30
102	40	30
103		30
104		31
105	41	31
106		32
107	42	32
108		32
109		33
110	43	33
111		34
112	44	34
113		34
114		35
115	45	35
116		36
117	46	36
118		36
119		37
120	47	37
121		38
122	48	38
123		38
124		39
125	49	39
126		39
127		40
128	50	40
129		41
130	51	41
131		41
132		42
133	52	42
134		43
135	53	43
136		43
137		44
138	54	44
139		45
140	55	45
141		45
142		46
143	56	46
144		47
145	57	47
146		47
147		48
148	58	48
149		49
150	59	49
151		49
152		50
153	60	50
154		50
155		51
156	61	51
157		52
158	62	52
159		52
160		53
161	63	53
162		54
163	64	54
164		54
165		55
166	65	55
167		56
168	66	56
169		56
170		57
171	67	57
172		58
173	68	58
174		58
175		59
176	69	59
177		59
178		60
179	70	60
180		65
181	71	65
182		65
183		70
184	72	70
185		75
186	73	75
187		75
188		80
189	74	80

**VL2600 Series  
Timing Channels**

DMX Value	% Values	Time (sec)
190		85
191	75	85
192		85
193		90
194	76	90
195		95
196	77	95
197		95
198		100
199	78	100
200		110
201	79	110
202		110
203		120
204	80	120
205		120
206	81	130
207		130
208		140
209	82	140
210		140
211		150
212	83	150
213		160
214	84	160
215		160
216		170
217	85	170
218		180
219	86	180
220		180
221		190
222	87	190
223		200
224	88	200
225		200
226		210
227	89	210
228		210
229		220
230	90	220
231		230
232	91	230
233		230
234		240
235	92	240
236		250
237	93	250
238		250
239		260
240	94	260
241		270
242	95	270
243		270
244		280
245	96	280
246		290
247	97	290
248		290
249		300
250	98	300
251		310
252	99	310
253		310
254		310
255	100	Follows Cue Data