

Kino Flo True Match™ Firmware 3.0 DMX Mapping

WHITE MODE



CHANNEL FUNCTION

Channel	8 BIT DIMMING	16 BIT DIMMING
BASE ADDRESS	DIMMING	DIMMING (MOST SIGNIFICANT BYTE)
BASE ADDRESS + 1	KELVIN (CCT)	DIMMING (LEAST SIGNIFICANT BYTE)
BASE ADDRESS + 2	GREEN / MAGENTA	KELVIN (CCT)
BASE ADDRESS + 3		GREEN / MAGENTA

6 channel mode (8 bit dimming)

DIMMING

8 bit DIMMING SQUARE

OR

8 bit DIMMING LINEAR

DMX VALUE	DIM
0 to 255	0 to 100
IF DMX VALUE < 51 then DIM = (DMX VALUE / 51) * 4 else DIM = 100 * ((DMX VALUE / 255) ^ 2) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
64	6.3
128	25.2
255	100.0

DMX VALUE	DIM
0 to 255	0 to 100
DIM = 100 * (DMX VALUE / 255) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
64	25.1
128	50.2
255	100.0

KELVIN

DMX VALUE	KELVIN (CCT)
0 to 255	2700k to 6500k
CCT = 2700 + DMX VALUE * (3800 / 255) Rounded up to nearest 25K	
DMX VALUE	KELVIN (CCT)
0	2700
33	3200
154	5000
255	6500

GREEN / MAGENTA

M = Magenta G = Green

DMX VALUE	G / M
0 to 255	100M to 100G
0 to 11	0 G/M
12 to 22	100 M
23 to 121	99 M to 1 M
122 to 133	0 G/M
134 to 232	1 G to 99 G
233 to 243	100 G
244 to 255	0 G/M

7 channel mode (16 bit dimming)

DIMMING

16 bit DIMMING SQUARE

OR

16 bit DIMMING LINEAR

DMX VALUE (2 channels)	DIM
0 to 65535	0 to 100
IF DMX VALUE < 13107 then DIM = (DMX VALUE / 13107) * 4 else DIM = 100 * ((DMX VALUE / 65535) ^ 2) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0
32768	25.0
49150	56.2
65535	100

DMX VALUE (2 channels)	DIM
0 to 65535	0 to 100
DIM = 100 * (DMX VALUE / 65535) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
32768	50.0
49150	75.0
65535	100.0

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GELS / HUE COLOR MODE



CHANNEL FUNCTION

Channel	8 BIT DIMMING	16 BIT DIMMING
BASE ADDRESS	DIMMING	DIMMING (MOST SIGNIFICANT BYTE)
BASE ADDRESS + 1	KELVIN (CCT)	DIMMING (LEAST SIGNIFICANT BYTE)
BASE ADDRESS + 2	GREEN / MAGENTA	KELVIN (CCT)
BASE ADDRESS + 3	GEL LIST	GREEN / MAGENTA
BASE ADDRESS + 4	HUE ANGLE	GEL LIST
BASE ADDRESS + 5	SATURATION	HUE ANGLE
BASE ADDRESS + 6	N / A	SATURATION

6 channel mode (8 bit dimming)

DIMMING

8 bit DIMMING SQUARE

OR

8 bit DIMMING LINEAR

DMX VALUE	DIM
0 to 255	0 to 100
IF DMX VALUE < 51 then DIM = (DMX VALUE / 51) * 4 else DIM = 100 * ((DMX VALUE / 255) ^ 2) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
64	6.3
128	25.2
255	100.0

DMX VALUE	DIM
0 to 255	0 to 100
DIM = 100 * (DMX VALUE / 255) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
64	25.1
128	50.2
255	100.0

KELVIN

DMX VALUE	KELVIN (CCT)
0 to 255	2500k to 9900k
if DMX VALUE <= 200 then CCT = 2500 + DMX VALUE * (4000 / 200) else CCT = 6500 + (DMX VALUE - 200) * (3400 / 55) Rounded up to nearest 25K	
DMX VALUE	KELVIN (CCT)
0	2500
35	3200
125	5000
200	6500
255	9900

GREEN / MAGENTA

M = Magenta G = Green

DMX VALUE	G / M
0 to 255	100M to 100G
0 to 11	0 G/M
12 to 22	100 M
23 to 121	99 M to 1 M
122 to 133	0 G/M
134 to 232	1 G to 99 G
233 to 243	100 G
244 to 255	0 G/M

7 channel mode (16 bit dimming)

DIMMING

16 bit DIMMING SQUARE

OR

16 bit DIMMING LINEAR

DMX VALUE (2 channels)	DIM
0 to 65535	0 to 100
IF DMX VALUE < 13107 then DIM = (DMX VALUE / 13107) * 4 else DIM = 100 * ((DMX VALUE / 65535) ^ 2) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0
32768	25.0
49150	56.2
65535	100

DMX VALUE (2 channels)	DIM
0 to 65535	0 to 100
DIM = 100 * (DMX VALUE / 65535) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
32768	50.0
49150	75.0
65535	100.0

HUE ANGLE

Active if Green / Magenta < 3
and GEL < 3

DMX VALUE	Hue Angle
Hue Angle = DMX_VALUE * (360 / 255)	
DMX VALUE	Hue Angle
0	0
64	90
128	181
255	360

SATURATION

Active if Green / Magenta < 3
and GEL < 3

DMX VALUE	Saturation
Saturation = DMX_VALUE*(100/255)	
DMX VALUE	Saturation
0	0
64	25
128	50
255	100

Kino Flo True Match™ Firmware 3.0 DMX Mapping

GELS / HUE COLOR MODE



GEL LIST

Active if Green / Magenta < 3

DMX VALUE	GEL	DMX VALUE	GEL	DMX VALUE	GEL	DMX VALUE	GEL
4	KF Candle Flame	62	Fire	120	Leaf Green	178	Pale Violet
6	KF Flo Warm White	64	Sunset Red	122	Fern Green	180	Just Blue
8	KF Flo Cool White	66	Pale Gold	124	Primary Green	182	Violet
10	KF LP Sodium Vpr	68	English Rose	126	Moss Green	184	Dark Blue
12	KF Mercury Vpr	70	Bastard Amber	128	Dark Y Green	186	Surprise Pink
14	KF 20K Blue Sky	72	Surprise Peach	130	Dark Green	188	Deeper Blue
16	KF Green Screen	74	Deep Gld Amber	132	Marine Blue	190	Special M Blue
18	KF Blue Screen	76	Dark Amber	134	Peacock Blue	192	Zenith Blue
20	Smokey Pink	78	Apricot	136	Med Blue-Green	194	Light Lavender
22	Dark Magenta	80	Gold Amber	138	Sp Steel Blue	196	Palace Blue
24	Bright Rose	82	Cosmetic Peach	140	Lagoon Blue	198	Lilac Tint
26	Pale Salmon	84	Deep Orange	142	Steel Blue	200	Deep Blue
28	Light Rose	86	Chocolate	144	Lighter Blue	202	Lavender Tint
30	Light Salmon	88	Orange	146	Summer Blue	204	Pale Lavender
32	Magenta	90	White Flame	148	Light Blue	206	Dark Lavender
34	Pink	92	Medium Amber	150	Moonlight Blue	208	Lavender
36	Rosy Amber	94	Pale Amber Gold	152	Pale Blue	210	Deep Lavender
38	Pale Red	96	Chrome Orange	154	Pale Navy Blue	212	Congo Blue
40	Scarlet	98	Straw Tint	156	Mist Blue	214	Rose Purple
42	Loving Amber	100	Straw	158	Bright Blue	216	Mauve
44	Pale Rose	102	Deep Straw	160	True Blue	218	Rose Pink
46	Medium Red	104	Deep Amber	162	Dark Steel Blue	220	Follies Pink
48	Gold Tint	106	Light Amber	164	Daylight Blue	222	Bright Pink
50	M Bastard Amber	108	Yellow	166	Slate Blue	224	Middle Rose
52	Bright Red	110	Medium Yellow	168	Medium Blue	226	Medium Pink
54	Flame Red	112	Spring Yellow	170	Sky Blue	228	Light Pink
56	Primary Red	114	Pale Yellow	172	Paler Lavender	230	Dark Pink
58	Light Red	116	Lime Green	174	Alice Blue	232	Flesh Pink
60	Dark Salmon	118	Pale Green	176	Special Lavender		

Kino Flo True Match™ Firmware 3.0 DMX Mapping

RGB COLOR MODE



CHANNEL FUNCTION

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BASE ADDRESS + 1	KELVIN (CCT)	DIMMING (LEAST SIGNIFICANT BYTE)
BASE ADDRESS + 2	GREEN / MAGENTA	KELVIN (CCT)
BASE ADDRESS + 3	RED	GREEN / MAGENTA
BASE ADDRESS + 4	GREEN	RED
BASE ADDRESS + 5	BLUE	GREEN
BASE ADDRESS + 6	N / A	BLUE

6 channel mode (8 bit dimming)

DIMMING

8 bit DIMMING SQUARE

OR

8 bit DIMMING LINEAR

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0	0.0
64	6.3
128	25.2
255	100.0

DMX VALUE	DIM
0 to 255	0 to 100
DIM = 100 * (DMX VALUE / 255) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
64	25.1
128	50.2
255	100.0

KELVIN

DMX VALUE	KELVIN (CCT)
0 to 255	2500k to 9900k
if DMX VALUE <= 200 then CCT = 2500 + DMX VALUE * (4000 / 200) else CCT = 6500 + (DMX VALUE - 200) * (3400 / 55) Rounded up to nearest 25K	
DMX VALUE	KELVIN (CCT)
10	2700
35	3200
125	5000
200	6500
255	9900

GREEN / MAGENTA

M = Magenta G = Green

DMX VALUE	G / M
0 to 255	100M to 100G
0 to 11	0 G/M
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DMX VALUE	DIM
0	0
32768	25.0
49150	56.2
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DIM = 100 * (DMX VALUE / 65535) If DIM > 0 AND < 0.1 then DIM = 0.1	
DMX VALUE	DIM
0	0.0
32768	50.0
49150	75.0
65535	100.0

RED / GREEN / BLUE

Active if Green / Magenta < 3

DMX VALUE	RED / GREEN / BLUE
RED / GREEN / BLUE = DMX VALUE	
DMX VALUE	RED / GREEN / BLUE
0	0
64	64
128	128
255	255