

LIGHTCONVERSE v59 Camera DMX chart

Channel	Attribute	Value	Function
1	Pan	0 - 255	0 deg → 360 deg Clock wise 128=Front
2	Tilt	0 - 255	0 deg → 360 deg Clock wise 128=Front
3	Centre X	0 - 255	X position Minus → Plus 128=Center
4	Centre Y	0 - 255	Z position Plus → Minus 128=Center
5	Distance	0 - 255	Y position Minus → Plus
6	Brightness	0 - 255	Ambient 0% → 100% Default = 36% (dec 92)
7	Rotate	0	Off
		16	Left
		32	Right
		48	L + R = Stop
		64	Up
		80	U + L
		96	U + R
		112	U + L + R = Up
		128	Down
		144	D + L
		160	D + R
		176	D + L + R = Down
		192	U + D = Down
		208	U + D + L = D + L
		224	U + D + R = D + R
		240	All = D
8	Smoke	0 - 255	0% → 100% Default = 50% (dec 128)
9	FOV	0 - 255	1 deg → 156 deg Default = 82 deg (dec 80)
10	ROLL	0 - 255	-360..0..+360 deg. Default = 0 (dec 128)
11	<i>Pan Lo</i>	0 - 255	
12	<i>Tilt Lo</i>	0 - 255	
13	<i>Centre X Lo</i>	0 - 255	
14	<i>Centre Y Lo</i>	0 - 255	
15	<i>Distance Lo</i>	0 - 255	
16	CYAN	0 - 255	0% → 100%
17	MAGENTA	0 - 255	0% → 100%
18	YELLOW	0 - 255	0% → 100%
19	Wind	0 - 255	0% → 100% Default = 50% (dec 128)
20	Gamma	0 - 255	0.7 → 1.2 Default = 0.95 (dec 128)
21	EXPOSURE	0 - 255	10% → 100% Default = 100% (dec 255)
22	IRIS	0 - 255	0 → 100% Default = 100% (dec 255)