DMX
Implementation Tables

Firmware 1.1.2 or later

Support

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DMX IMPLEMENTATION TABLES

The Creamsource Vortex offers a number of different DMX implementation modes, in both 8 and 16 bit resolutions.

The active mode can be changed by selecting 'DMX Mode' from the 'DMX SETUP' menu on the fixture. Press the 'LINK' button for quick access to this menu.

DMX Smoothing

The smoothest dimming will be achieved when the DMX refresh rate on the console is set to 40-44Hz. To cater for consoles with a lower refresh rate, there are 3 DMX Smoothing options available under the DMX Setup menu:

OFF - Maximum transition speed

SMOOTH - Smoothing is applied over 2 DMX frames, response time is slightly slower.

SUPER SMOOTH - Smoothing is applied over 4 DMX frames, response time is much slower but very smooth dimming can be achieved even in 8 bit mode.

Calibrated RGBW

The fixture will use the setting under 'FIXTURE SETUP->Calibrated RGBW' menu for any RGBW modes.

Loss of DMX

If DMX signal is lost, the fixture will hold the last received DMX value. Effects will keep running if they have been enabled.

FLEX Mode

Flex mode enables the DMX Mode to be changed on the fly, using the first available DMX slot. It essentially provides a 'remote control' to the Mode setting in the menu, enabling you to choose from any of the Modes. The Mode then uses the subsequent slots, as per the following tables.

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Fan Modes

DMX Value	Fan Mode	Description
000 … 009	Auto	Fans run variable speed, temperature controlled
010 … 049	Quiet	Fans will run constantly at low speed
050 … 099	Medium	Fans will run constantly at medium speed
100 … 149	High	Fans will run constantly at high speed
150 … 249	RESERVED	Reserved for future use
250 … 255	Pause	Fans will stop, until maximum safe operating temperature is reached, then will run in Quiet mode. NOTE – This mode should be only used for short periods of time, as it will shorten the lifespan of the LEDs

Mode 1: 8 Bits - CCT and RGBW

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Red	000 … 255	0 … 100%
6	Green	000 … 255	0 … 100%
7	Blue	000 … 255	0 … 100%
8	White	000 … 255	0 … 100%
9	Fan Mode	000 … 255	See Fan Mode Table
10	Reserved	000 … 255	Reserved for future use

Mode 2: 8 Bits - CCT

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	Fan Mode	000 … 255	See Fan Mode Table
5	Reserved	000 … 255	Reserved for future use

Mode 3: 8 Bits - CCT and Hue/Saturation

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Hue	000 … 255	0 … 360 Degrees
6	Saturation	000 … 255	0 … 100%
7	Fan Mode	000 … 255	See Fan Mode Table
8	Reserved	000 … 255	Reserved for future use

Mode 4: 8 Bits - RGBW

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	Red	000 … 255	0 … 100%
3	Green	000 … 255	0 … 100%
4	Blue	000 … 255	0 … 100%
5	White	000 … 255	0 … 100%
6	Fan Mode	000 … 255	See Fan Mode Table
7	Reserved	000 … 255	Reserved for future use

Mode 5: 8 Bits - Hue/Saturation

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	Hue	000 … 255	0 … 360 Degrees
3	Saturation	000 … 255	0 … 100%
4	Fan Mode	000 … 255	See Fan Mode Table
5	Reserved	000 … 255	Reserved for future use

Mode 6: 16 Bits - CCT and RGBW

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Red	HI	00000 … 65535	0 … 100%
10		LO		
11	Green	HI	00000 … 65535	0 … 100%
12		LO		
13	Blue	HI	00000 … 65535	0 … 100%
14		LO		
15	White	HI	00000 … 65535	0 … 100%
16		LO		
17	Fan Mode		000 … 255	See Fan Mode Table
18	Reserved		000 … 255	Reserved for future use

Mode 7: 16 Bits - CCT

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	Fan Mode		000 … 255	See Fan Mode Table
8	Reserved		000 … 255	Reserved for future use

Mode 8: 16 Bits - CCT and Hue/Saturation

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Hue	HI	00000 … 65535	0 … 360 Degrees
10		LO		
11	Saturation	HI	00000 … 65535	0 … 100%
12		LO		
13	Fan Mode		000 … 255	See Fan Mode Table
14	Reserved		000 … 255	Reserved for future use

Mode 9: 16 Bits - RGBW

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	Red	HI	00000 … 65535	0 … 100%
4		LO		
5	Green	HI	00000 … 65535	0 … 100%
6		LO		
7	Blue	HI	00000 … 65535	0 … 100%
8		LO		
9	White	HI	00000 … 65535	0 … 100%
10		LO		
11	Fan Mode		000 … 255	See Fan Mode Table
12	Reserved		000 … 255	Reserved for future use

Mode 10: 16 Bits - Hue/Saturation

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	Hue	HI	00000 … 65535	0 … 360 Degrees
4		LO		
5	Saturation	HI	00000 … 65535	0 … 100%
6		LO		
7	Fan Mode		000 … 255	See Fan Mode Table
8	Reserved		000 … 255	Reserved for future use

Mode 11: 8 Bits – xy Coordinates

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	x Coordinate	000 … 255	0 … 0.8x
3	y Coordinate	000 … 255	0 … 0.8y
4	Fan Mode	000 … 255	See Fan Mode Table
5	Reserved	000 … 255	Reserved for future use

Mode 12: 8 Bits - CCT and xy Coordinates

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	x Coordinate	000 … 255	0 … 0.8x
6	y Coordinate	000 … 255	0 … 0.8y
7	Fan Mode	000 … 255	See Fan Mode Table
8	Reserved	000 … 255	Reserved for future use

Mode 13: 16 Bits – xy Coordinates

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	x Coordinate	HI	00000 … 65535	0 … 0.8x
4		LO		
5	y Coordinate	HI	00000 … 65535	0 … 0.8y
6		LO		
7	Fan Mode		000 … 255	See Fan Mode Table
8	Reserved		000 … 255	Reserved for future use

Mode 14: 16 Bits – CCT and xy Coordinates

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	x Coordinate	HI	00000 … 65535	0 … 0.8x
10		LO		
11	y Coordinate	HI	00000 … 65535	0 … 0.8y
12		LO		
13	Fan Mode		000 … 255	See Fan Mode Table
14	Reserved		000 … 255	Reserved for future use

Mode 15: 8 Bits - CCT and Hue/Saturation with Effects

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Hue	000 … 255	0 … 360 Degrees
6	Saturation	000 … 255	0 … 100%
7	Effects Mode	000 … 255	See Effects Tables
8	Effects Channel 1	000 … 255	
9	Effects Channel 2	000 … 255	
10	Effects Channel 3	000 … 255	
11	Effects Channel 4	000 … 255	
12	Effects Channel 5	000 … 255	
13	Fan Mode	000 … 255	See Fan Mode Table
14	Reserved	000 … 255	Reserved for future use

Mode 16: 8 Bits - CCT and RGBW with Effects

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Red	000 … 255	0 … 100%
6	Green	000 … 255	0 … 100%
7	Blue	000 … 255	0 … 100%
8	White	000 … 255	0 … 100%
9	Effects Mode	000 … 255	See Effects Tables
10	Effects Channel 1	000 … 255	
11	Effects Channel 2	000 … 255	
12	Effects Channel 3	000 … 255	
13	Effects Channel 4	000 … 255	
14	Effects Channel 5	000 … 255	
15	Fan Mode	000 … 255	See Fan Mode Table
16	Reserved	000 … 255	Reserved for future use

Mode 17: 8 Bits - CCT and xy Coordinates with Effects

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	x Coordinate	000 … 255	0 … 0.8x
6	y Coordinate	000 … 255	0 … 0.8y
7	Effects Mode	000 … 255	See Effects Tables
8	Effects Channel 1	000 … 255	
9	Effects Channel 2	000 … 255	
10	Effects Channel 3	000 … 255	
11	Effects Channel 4	000 … 255	
12	Effects Channel 5	000 … 255	
13	Fan Mode	000 … 255	See Fan Mode Table
14	Reserved	000 … 255	Reserved for future use

Mode 18: 16 Bits – CCT and Hue/Saturation with Effects

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Hue	HI	00000 … 65535	0 … 360 Degrees
10		LO		
11	Saturation	HI	00000 … 65535	0 … 100%
12		LO		
13	Effects Mode		000 … 255	See Effects Tables
14	Effects Channel 1		000 … 255	
15	Effects Channel 2		000 … 255	
16	Effects Channel 3		000 … 255	
17	Effects Channel 4		000 … 255	
18	Effects Channel 5		000 … 255	
19	Fan Mode		000 … 255	See Fan Mode Table
20	Reserved		000 … 255	Reserved for future use

Mode 19: 16 Bits – CCT and RGBW with Effects

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Red	HI	00000 … 65535	0 … 100%
10		LO		
11	Green	HI	00000 … 65535	0 … 100%
12		LO		
13	Blue	HI	00000 … 65535	0 … 100%
14		LO		
15	White	HI	00000 … 65535	0 … 100%
16		LO		
17	Effects Mode		000 … 255	See Effects Tables
17	Effects Channel 1		000 … 255	
19	Effects Channel 2		000 … 255	
20	Effects Channel 3		000 … 255	
21	Effects Channel 4		000 … 255	
22	Effects Channel 5		000 … 255	
23	Fan Mode		000 … 255	See Fan Mode Table
24	Reserved		000 … 255	Reserved for future use

Mode 20: 16 Bits – CCT and xy Coordinates with Effects

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	White-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	x Coordinate	HI	00000 … 65535	0 … 0.8x
10		LO		
11	y Coordinate	HI	00000 … 65535	0 … 0.8y
12		LO		
13	Effects Mode		000 … 255	See Effects Tables
14	Effects Channel 1		000 … 255	
15	Effects Channel 2		000 … 255	
16	Effects Channel 3		000 … 255	
17	Effects Channel 4		000 … 255	
18	Effects Channel 5		000 … 255	
19	Fan Mode		000 … 255	See Fan Mode Table
20	Reserved		000 … 255	Reserved for future use

Mode 21: 8 Bits - Gels

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	Gel Library	000 … 255	See Gel Tables
3	Gel Swatch	000 … 255	See Gel Tables
4	Gel Source	000 … 127	3200K Source
		128 … 255	5600K Source
5	Fan Mode	000 … 255	See Fan Mode Table
6	Reserved	000 … 255	Reserved for future use

Mode 22: 8 Bits – CCT and Gels

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Gel Library	000 … 255	See Gel Tables
6	Gel Swatch	000 … 255	See Gel Tables
7	Gel Source	000 … 127	3200K Source
		128 … 255	5600K Source
8	Fan Mode	000 … 255	See Fan Mode Table
9	Reserved	000 … 255	Reserved for future use

Mode 23: 8 Bits – CCT and Gels with Effects

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Gel Library	000 … 255	See Gel Tables
6	Gel Swatch	000 … 255	See Gel Tables
7	Gel Source	000 … 127	3200K Source
		128 … 255	5600K Source
9	Effects Mode	000 … 255	See Effects Tables
10	Effects Channel 1	000 … 255	
11	Effects Channel 2	000 … 255	
12	Effects Channel 3	000 … 255	
13	Effects Channel 4	000 … 255	
14	Effects Channel 5	000 … 255	
15	Fan Mode	000 … 255	See Fan Mode Table
16	Reserved	000 … 255	Reserved for future use

Mode 24: 16 Bits - Gels

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	Gel Library		000 … 255	See Gel Tables
4	Gel Swatch		000 … 255	See Gel Tables
5	Gel Source		000 … 127	3200K Source
			128 … 255	5600K Source
6	Fan Mode		000 … 255	See Fan Mode Table
7	Reserved		000 … 255	Reserved for future use

Mode 25: 16 Bits – CCT and Gels

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/ Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Gel Library		000 … 255	See Gel Tables
10	Gel Swatch		000 … 255	See Gel Tables
11	Gel Source		000 … 127	3200K Source
			128 … 255	5600K Source
12	Fan Mode		000 … 255	See Fan Mode Table
13	Reserved		000 … 255	Reserved for future use

Mode 26: 16 Bits – CCT and Gels with Effects

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Gel Library		000 … 255	See Gel Tables
10	Gel Swatch		000 … 255	See Gel Tables
11	Gel Source		000 … 127	3200K Source
			128 … 255	5600K Source
12	Effects Mode		000 … 255	See Effects Tables
13	Effects Channel 1		000 … 255	
14	Effects Channel 2		000 … 255	
15	Effects Channel 3		000 … 255	
16	Effects Channel 4		000 … 255	
17	Effects Channel 5		000 … 255	
18	Fan Mode		000 … 255	See Fan Mode Table
19	Reserved		000 … 255	Reserved for future use

Mode 27: 8 Bits – Gels with Colour Bump

Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	Gel Library	000 … 255	See Gel Tables
3	Gel Swatch	000 … 255	See Gel Tables
4	Gel Source	000 … 127	3200K Source
		128 … 255	5600K Source
5	Bump Red/Cyan	000 … 010	Neutral
		011 … 133	100% to 0% Cyan
		134	Neutral
		135 … 255	0% to 100% Red
6	Bump Green/Magenta	000 … 010	Neutral
		011 … 133	100% to 0% Magenta
		134	Neutral
		135 … 255	0% to 100% Green
7	Bump Blue/Yellow	000 … 010	Neutral
		011 … 133	100% to 0% Yellow
		134	Neutral
		135 … 255	0% to 100% Blue
8	Bump Saturation	000 … 010	Neutral
		011 … 133	-100% to 0% Saturation
		134	Neutral
		135 … 255	0% to 100% Saturation
9	Fan Mode	000 … 255	See Fan Mode Table
10	Reserved	000 … 255	Reserved for future use

Mode 28: 8 Bits – CCT and Gels with Colour Bump

Note: Colour Bump is only applied the GEL channel			
Slot No	Slot Name	DMX Value	Output Value
1	Master Level	000 … 255	0 … 100%
2	CCT	000 … 255	2200 … 15000K
3	Green/Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
4	CCT-Colour Crossfade	000 … 255	0 … 100%
5	Gel Library	000 … 255	See Gel Tables
6	Gel Swatch	000 … 255	See Gel Tables
7	Gel Source	000 … 127	3200K Source
		128 … 255	5600K Source
8	Bump Red/Cyan	000 … 010	Neutral
		011 … 133	100% to 0% Cyan
		134	Neutral
		135 … 255	0% to 100% Red
9	Bump Green/ Magenta	000 … 010	Neutral
		011 … 133	100% to 0% Magenta
		134	Neutral
		135 … 255	0% to 100% Green
10	Bump Blue/Yellow	000 … 010	Neutral
		011 … 133	100% to 0% Yellow
		134	Neutral
		135 … 255	0% to 100% Blue
11	Bump Saturation	000 … 010	Neutral
		011 … 133	-100% to 0% Saturation
		134	Neutral
		135 … 255	0% to 100% Saturation
12	Fan Mode	000 … 255	See Fan Mode Table
13	Reserved	000 … 255	Reserved for future use

Mode 29: 16 Bits – Gels with Colour Bump

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	Gel Library		000 … 255	See Gel Tables
4	Gel Swatch		000 … 255	See Gel Tables
5	Gel Source		000 … 127	3200K Source
			128 … 255	5600K Source
8	Bump Red/Cyan	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Cyan
			35268	Neutral
9		LO	35269 … 65535	0% to 100% Red
10	Bump Green/ Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Magenta
			35268	Neutral
11		LO	35269 … 65535	0% to 100% Green
12	Bump Blue/Yellow	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Yellow
			35268	Neutral
13		LO	35269 … 65535	0% to 100% Blue
14	Bump Saturation	HI	00000 … 05000	Neutral
			05001 … 35267	-100% to 0% Saturation
			35268	Neutral
15		LO	35269 … 65535	0% to 100% Saturation
16	Fan Mode		000 … 255	See Fan Mode Table
17	Reserved		000 … 255	Reserved for future use

Mode 30: 16 Bits – CCT and Gels with Colour Bump

Note: Colour Bump is only applied the GEL channel

Slot No	Slot Name		DMX Value	Output Value
1	Master Level	HI	00000 … 65535	0 … 100%
2		LO		
3	CCT	HI	00000 … 65535	2200 … 15000K
4		LO		
5	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
6		LO	35269 … 65535	+1 to +100 Green
7	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
8		LO		
9	Gel Library		000 … 255	See Gel Tables
10	Gel Swatch		000 … 255	See Gel Tables
11	Gel Source		000 … 127	3200K Source
			128 … 255	5600K Source
12	Bump Red/Cyan	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Cyan
			35268	Neutral
13		LO	35269 … 65535	0% to 100% Red
14	Bump Green/ Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Magenta
			35268	Neutral
15		LO	35269 … 65535	0% to 100% Green
16	Bump Blue/Yellow	HI	00000 … 05000	Neutral
			05001 … 35267	100% to 0% Yellow
			35268	Neutral
17		LO	35269 … 65535	0% to 100% Blue
18	Bump Saturation	HI	00000 … 05000	Neutral
			05001 … 35267	-100% to 0% Saturation
			35268	Neutral
19		LO	35269 … 65535	0% to 100% Saturation
20	Fan Mode		000 … 255	See Fan Mode Table
21	Reserved		000 … 255	Reserved for future use

Mode 31: FLEX MODE

Note: Number of slots used is dependent on Mode selected using slot 1. To enable all possible Modes to be selected, 130 slots should be reserved.

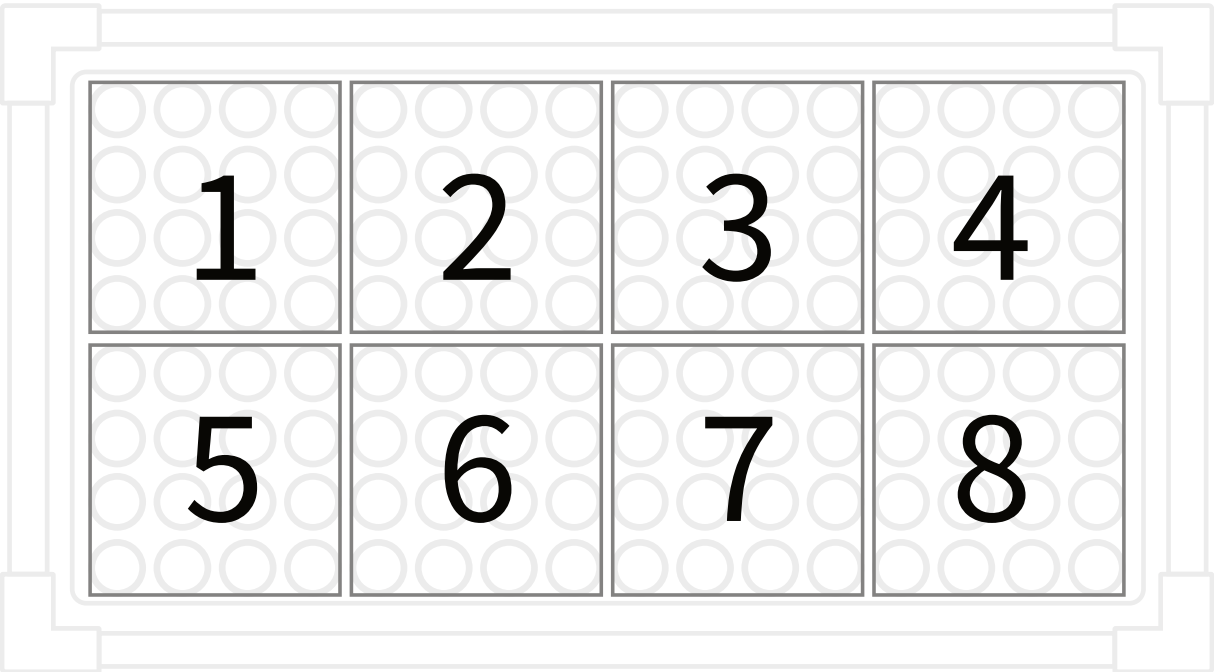
Slot No	Slot Name	DMX Value	Output Value
1	Mode Select	000 … 004	Mode 1: 8 Bit, CCT and RGBW
		005 … 009	Mode 2: 8 Bit, CCT
		010 … 014	Mode 3: 8 Bit, CCT and Hue/Saturation
		015 … 019	Mode 4: 8 Bit, RGBW
		020 … 024	Mode 5: 8 Bit, Hue/Saturation
		025 … 029	Mode 6: 16 Bit, CCT and RGBW
		030 … 034	Mode 7: 16 Bit, CCT
		035 … 039	Mode 8: 16 Bit, CCT and Hue/Saturation
		040 … 044	Mode 9: 16 Bit, RGBW
		045 … 049	Mode 10: 16 Bit, Hue/Saturation
		050 … 054	Mode 11: 8 Bit, xy Coordinates
		055 … 059	Mode 12: 8 Bit, CCT and xy Coordinates
		060 … 064	Mode 13: 16 Bit, xy Coordinates
		065 … 069	Mode 14: 16 Bit, CCT and xy Coordinates
		070 … 074	Mode 15: 8 Bit, CCT and Hue/Saturation with Effects
		075 … 079	Mode 16: 8 Bit, CCT and RGBW with Effects
		080 … 084	Mode 17: 8 Bit, CCT and xy Coordinates with Effects
		085 … 089	Mode 18: 16 Bit, CCT and Hue/Saturation with Effects
		090 … 094	Mode 19: 16 Bit, CCT and RGBW with Effects
		095 … 099	Mode 20: 16 Bit, CCT and xy Coordinates with Effects
		100 … 104	Mode 21: 8 Bit, Gels
		105 … 109	Mode 22: 8 Bit, CCT and Gels
		110 … 114	Mode 23: 8 Bit, CCT and Gels with Effects
		115 … 119	Mode 24: 16 Bit, Gels
		120 … 124	Mode 25: 16 Bit, CCT and Gels
		125 … 129	Mode 26: 16 Bit, CCT and Gels with Effects
		130 … 134	Mode 27: 8 Bit, Gels with Colour Bump
		135 … 139	Mode 28: 8 Bit, CCT and Gels with Colour Bump
		140 … 144	Mode 29: 16 Bit, Gels with Colour Bump
		145 … 149	Mode 30: 16 Bit, CCT and Gels with Colour Bump
		150 … 154	RESERVED
		155 … 159	Mode 32: 8 Bit, MultiZoneCCTandRGBW
		160 … 164	Mode 33: 8 Bit, MultiZoneHue/Saturation
		165 … 169	Mode 34: 8 Bit, MulitZonexyCoordinates
		170 … 174	Mode 35: 16 Bit, Multi Zone CCT and RGBW

Mode 31: FLEX MODE Cont.

Note: Number of slots used is dependent on Mode selected using slot 1. To enable all possible Modes to be selected, 25 slots should be reserved.

Slot No	Slot Name	DMX Value	Output Value
1		175 … 179	Mode 36: 16 Bit, Multi Zone Hue/Saturation
		180 … 184	Mode 37: 16 Bit, Mulit Zone xy Coordinates
		185 … 255	RESERVED
…	…	…	…
24	Slot 23	000 … 255	Slot 23 of selected Mode – see appropriate Mode table
25	Slot 24	000 … 255	Slot 24 of selected Mode – see appropriate Mode table
26	Slot 25	000 … 255	Slot 25 of selected Mode – see appropriate Mode table
…	…	…	…
128	Slot 127	000 … 255	Slot 127 of selected Mode – see appropriate Mode table
129	Slot 128	000 … 255	Slot 128 of selected Mode – see appropriate Mode table
130	Slot 129	000 … 255	Slot 129 of selected Mode – see appropriate Mode table

Zone Mapping for Vortex8 (Looking at front of fixture)



Mode 32: 8 Bits – Multi Zone CCT and RGBW

Slot No	Slot Name	DMX Value	Output Value
1	Fan Mode	000 … 255	See Fan Mode Table
ZONE 1			
2	Level	000 … 255	0 … 100%
3	CCT	000 … 255	2200 … 15000K
4	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
5	CCT-Colour Crossfade	000 … 255	0 … 100%
6	Red	000 … 255	0 … 100%
7	Green	000 … 255	0 … 100%
8	Blue	000 … 255	0 … 100%
9	White	000 … 255	0 … 100%
ZONE 2			
10	Level	000 … 255	0 … 100%
11	CCT	000 … 255	2200 … 15000K
12	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
13	CCT-Colour Crossfade	000 … 255	0 … 100%
14	Red	000 … 255	0 … 100%
15	Green	000 … 255	0 … 100%
16	Blue	000 … 255	0 … 100%
17	White	000 … 255	0 … 100%
ZONE 3			
18	Level	000 … 255	0 … 100%
19	CCT	000 … 255	2200 … 15000K
20	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
21	CCT-Colour Crossfade	000 … 255	0 … 100%
22	Red	000 … 255	0 … 100%

Mode 32: 8 Bits – Multi Zone CCT and RGBW Cont.

Slot No	Slot Name	DMX Value	Output Value
23	Green	000 … 255	0 … 100%
24	Blue	000 … 255	0 … 100%
25	White	000 … 255	0 … 100%
ZONE 4			
26	Level	000 … 255	0 … 100%
27	CCT	000 … 255	2200 … 15000K
28	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
29	CCT-Colour Crossfade	000 … 255	0 … 100%
30	Red	000 … 255	0 … 100%
31	Green	000 … 255	0 … 100%
32	Blue	000 … 255	0 … 100%
33	White	000 … 255	0 … 100%
ZONE 5			
34	Level	000 … 255	0 … 100%
35	CCT	000 … 255	2200 … 15000K
36	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
37	CCT-Colour Crossfade	000 … 255	0 … 100%
38	Red	000 … 255	0 … 100%
39	Green	000 … 255	0 … 100%
40	Blue	000 … 255	0 … 100%
41	White	000 … 255	0 … 100%
ZONE 6			
42	Level	000 … 255	0 … 100%
43	CCT	000 … 255	2200 … 15000K
44	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green

Mode 32: 8 Bits – Multi Zone CCT and RGBW Cont.

Slot No	Slot Name	DMX Value	Output Value
45	CCT-Colour Crossfade	000 … 255	0 … 100%
46	Red	000 … 255	0 … 100%
47	Green	000 … 255	0 … 100%
48	Blue	000 … 255	0 … 100%
49	White	000 … 255	0 … 100%
ZONE 7			
50	Level	000 … 255	0 … 100%
51	CCT	000 … 255	2200 … 15000K
52	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
53	CCT-Colour Crossfade	000 … 255	0 … 100%
54	Red	000 … 255	0 … 100%
55	Green	000 … 255	0 … 100%
56	Blue	000 … 255	0 … 100%
57	White	000 … 255	0 … 100%
ZONE 8			
58	Level	000 … 255	0 … 100%
59	CCT	000 … 255	2200 … 15000K
60	Green/ Magenta	000 … 010	Neutral
		011 … 133	-100 to -1 Green
		134	Neutral
		135 … 255	+1 to +100 Green
61	CCT-Colour Crossfade	000 … 255	0 … 100%
62	Red	000 … 255	0 … 100%
63	Green	000 … 255	0 … 100%
64	Blue	000 … 255	0 … 100%
65	White	000 … 255	0 … 100%

Mode 33: 8 Bits - Multi Zone Hue/Saturation

Slot No	Slot Name	DMX Value	Output Value
1	Fan Mode	000 … 255	See Fan Mode Table
ZONE 1			
2	Master Level	000 … 255	0 … 100%
3	Hue	000 … 255	0 … 360 Degrees
4	Saturation	000 … 255	0 … 100%
ZONE 2			
5	Master Level	000 … 255	0 … 100%
6	Hue	000 … 255	0 … 360 Degrees
7	Saturation	000 … 255	0 … 100%
ZONE 3			
8	Master Level	000 … 255	0 … 100%
9	Hue	000 … 255	0 … 360 Degrees
10	Saturation	000 … 255	0 … 100%
ZONE 4			
11	Master Level	000 … 255	0 … 100%
12	Hue	000 … 255	0 … 360 Degrees
13	Saturation	000 … 255	0 … 100%
ZONE 5			
14	Master Level	000 … 255	0 … 100%
15	Hue	000 … 255	0 … 360 Degrees
16	Saturation	000 … 255	0 … 100%
ZONE 6			
17	Master Level	000 … 255	0 … 100%
18	Hue	000 … 255	0 … 360 Degrees
19	Saturation	000 … 255	0 … 100%
ZONE 7			
20	Master Level	000 … 255	0 … 100%
21	Hue	000 … 255	0 … 360 Degrees
22	Saturation	000 … 255	0 … 100%
ZONE 8			
23	Master Level	000 … 255	0 … 100%
24	Hue	000 … 255	0 … 360 Degrees
25	Saturation	000 … 255	0 … 100%

Mode 34: 8 Bits - Multi Zone xy Coordinates

Slot No	Slot Name	DMX Value	Output Value
1	Fan Mode	000 … 255	See Fan Mode Table
ZONE 1			
2	Master Level	000 … 255	0 … 100%
3	x Coordinate	000 … 255	0 … 0.8x
4	y Coordinate	000 … 255	0 … 0.8y
ZONE 2			
5	Master Level	000 … 255	0 … 100%
6	x Coordinate	000 … 255	0 … 0.8x
7	y Coordinate	000 … 255	0 … 0.8y
ZONE 3			
8	Master Level	000 … 255	0 … 100%
9	x Coordinate	000 … 255	0 … 0.8x
10	y Coordinate	000 … 255	0 … 0.8y
ZONE 4			
11	Master Level	000 … 255	0 … 100%
12	x Coordinate	000 … 255	0 … 0.8x
13	y Coordinate	000 … 255	0 … 0.8y
ZONE 5			
14	Master Level	000 … 255	0 … 100%
15	x Coordinate	000 … 255	0 … 0.8x
16	y Coordinate	000 … 255	0 … 0.8y
ZONE 6			
17	Master Level	000 … 255	0 … 100%
18	x Coordinate	000 … 255	0 … 0.8x
19	y Coordinate	000 … 255	0 … 0.8y
ZONE 7			
20	Master Level	000 … 255	0 … 100%
21	x Coordinate	000 … 255	0 … 0.8x
22	y Coordinate	000 … 255	0 … 0.8y
ZONE 8			
23	Master Level	000 … 255	0 … 100%
24	x Coordinate	000 … 255	0 … 0.8x
25	y Coordinate	000 … 255	0 … 0.8y

Mode 35: 16 Bits - Multi Zone CCT and RGBW

Slot No	Slot Name		DMX Value	Output Value
1	Fan Mode		000 … 255	See Fan Mode Table
ZONE 1				
2	Master Level	HI	00000 … 65535	0 … 100%
3		LO		
4	CCT	HI	00000 … 65535	2200 … 15000K
5		LO		
6	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
7		LO	35269 … 65535	+1 to +100 Green
8	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
9		LO		
10	Red	HI	00000 … 65535	0 … 100%
11		LO		
12	Green	HI	00000 … 65535	0 … 100%
13		LO		
14	Blue	HI	00000 … 65535	0 … 100%
15		LO		
16	White	HI	00000 … 65535	0 … 100%
17		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 2				
18	Master Level	HI	00000 … 65535	0 … 100%
19		LO		
20	CCT	HI	00000 … 65535	2200 … 15000K
21		LO		
22	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
23		LO	35269 … 65535	+1 to +100 Green
24	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
25		LO		
26	Red	HI	00000 … 65535	0 … 100%
27		LO		
28	Green	HI	00000 … 65535	0 … 100%
29		LO		
30	Blue	HI	00000 … 65535	0 … 100%
31		LO		
32	White	HI	00000 … 65535	0 … 100%
33		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 3				
34	Master Level	HI	00000 … 65535	0 … 100%
35		LO		
36	CCT	HI	00000 … 65535	2200 … 15000K
37		LO		
38	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
39		LO	35269 … 65535	+1 to +100 Green
40	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
41		LO		
42	Red	HI	00000 … 65535	0 … 100%
43		LO		
44	Green	HI	00000 … 65535	0 … 100%
45		LO		
46	Blue	HI	00000 … 65535	0 … 100%
47		LO		
48	White	HI	00000 … 65535	0 … 100%
49		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 4				
50	Master Level	HI	00000 … 65535	0 … 100%
51		LO		
52	CCT	HI	00000 … 65535	2200 … 15000K
53		LO		
54	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
55		LO	35269 … 65535	+1 to +100 Green
56	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
57		LO		
58	Red	HI	00000 … 65535	0 … 100%
59		LO		
60	Green	HI	00000 … 65535	0 … 100%
61		LO		
62	Blue	HI	00000 … 65535	0 … 100%
63		LO		
64	White	HI	00000 … 65535	0 … 100%
65		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 5				
66	Master Level	HI	00000 … 65535	0 … 100%
67		LO		
68	CCT	HI	00000 … 65535	2200 … 15000K
69		LO		
70	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
71		LO	35269 … 65535	+1 to +100 Green
72	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
73		LO		
74	Red	HI	00000 … 65535	0 … 100%
75		LO		
76	Green	HI	00000 … 65535	0 … 100%
77		LO		
78	Blue	HI	00000 … 65535	0 … 100%
79		LO		
80	White	HI	00000 … 65535	0 … 100%
81		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 6				
82	Master Level	HI	00000 … 65535	0 … 100%
83		LO		
84	CCT	HI	00000 … 65535	2200 … 15000K
85		LO		
86	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
87		LO	35269 … 65535	+1 to +100 Green
88	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
89		LO		
90	Red	HI	00000 … 65535	0 … 100%
91		LO		
92	Green	HI	00000 … 65535	0 … 100%
93		LO		
94	Blue	HI	00000 … 65535	0 … 100%
95		LO		
96	White	HI	00000 … 65535	0 … 100%
97		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 7				
98	Master Level	HI	00000 … 65535	0 … 100%
99		LO		
100	CCT	HI	00000 … 65535	2200 … 15000K
101		LO		
102	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
103		LO	35269 … 65535	+1 to +100 Green
104	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
105		LO		
106	Red	HI	00000 … 65535	0 … 100%
107		LO		
108	Green	HI	00000 … 65535	0 … 100%
109		LO		
110	Blue	HI	00000 … 65535	0 … 100%
111		LO		
112	White	HI	00000 … 65535	0 … 100%
113		LO		

Mode 35: 16 Bits - Multi Zone CCT and RGBW Cont.

Slot No	Slot Name		DMX Value	Output Value
ZONE 8				
114	Master Level	HI	00000 … 65535	0 … 100%
115		LO		
116	CCT	HI	00000 … 65535	2200 … 15000K
117		LO		
118	Green/Magenta	HI	00000 … 05000	Neutral
			05001 … 35267	-100 to -1 Green
			35268	Neutral
119		LO	35269 … 65535	+1 to +100 Green
120	CCT-Colour Crossfade	HI	00000 … 65535	0 … 100%
121		LO		
122	Red	HI	00000 … 65535	0 … 100%
123		LO		
124	Green	HI	00000 … 65535	0 … 100%
125		LO		
126	Blue	HI	00000 … 65535	0 … 100%
127		LO		
128	White	HI	00000 … 65535	0 … 100%
129		LO		

Mode 36: 16 Bits - Multi Zone Hue/Saturation

Slot No	Slot Name		DMX Value	Output Value
1	Fan Mode		000 … 255	See Fan Mode Table
ZONE 1				
2	Master Level	HI	00000 … 65535	0 … 100%
3		LO		
4	Hue	HI	00000 … 65535	0 … 360 Degrees
5		LO		
6	Saturation	HI	00000 … 65535	0 … 100%
7		LO		
ZONE 2				
8	Master Level	HI	00000 … 65535	0 … 100%
9		LO		
10	Hue	HI	00000 … 65535	0 … 360 Degrees
11		LO		
12	Saturation	HI	00000 … 65535	0 … 100%
13		LO		
ZONE 3				
14	Master Level	HI	00000 … 65535	0 … 100%
15		LO		
16	Hue	HI	00000 … 65535	0 … 360 Degrees
17		LO		
18	Saturation	HI	00000 … 65535	0 … 100%
19		LO		
ZONE 4				
20	Master Level	HI	00000 … 65535	0 … 100%
21		LO		
22	Hue	HI	00000 … 65535	0 … 360 Degrees
23		LO		
24	Saturation	HI	00000 … 65535	0 … 100%
25		LO		

Mode 36: 16 Bits - Multi Zone Hue/Saturation

Slot No	Slot Name		DMX Value	Output Value
ZONE 5				
26	Master Level	HI	00000 … 65535	0 … 100%
27		LO		
28	Hue	HI	00000 … 65535	0 … 360 Degrees
29		LO		
30	Saturation	HI	00000 … 65535	0 … 100%
31		LO		
ZONE 6				
32	Master Level	HI	00000 … 65535	0 … 100%
33		LO		
34	Hue	HI	00000 … 65535	0 … 360 Degrees
35		LO		
36	Saturation	HI	00000 … 65535	0 … 100%
37		LO		
ZONE 7				
38	Master Level	HI	00000 … 65535	0 … 100%
39		LO		
40	Hue	HI	00000 … 65535	0 … 360 Degrees
41		LO		
42	Saturation	HI	00000 … 65535	0 … 100%
43		LO		
ZONE 8				
44	Master Level	HI	00000 … 65535	0 … 100%
45		LO		
46	Hue	HI	00000 … 65535	0 … 360 Degrees
47		LO		
48	Saturation	HI	00000 … 65535	0 … 100%
49		LO		

Mode 37: 16 Bits - Multi Zone xy Coordinates

Slot No	Slot Name		DMX Value	Output Value
1	Fan Mode		000 … 255	See Fan Mode Table
ZONE 1				
2	Master Level	HI	00000 … 65535	0 … 100%
3		LO		
4	x Coordinate	HI	00000 … 65535	0 … 0.8x
5		LO		
6	y Coordinate	HI	00000 … 65535	0 … 0.8y
7		LO		
ZONE 2				
8	Master Level	HI	00000 … 65535	0 … 100%
9		LO		
10	x Coordinate	HI	00000 … 65535	0 … 0.8x
11		LO		
12	y Coordinate	HI	00000 … 65535	0 … 0.8y
13		LO		
ZONE 3				
14	Master Level	HI	00000 … 65535	0 … 100%
15		LO		
16	x Coordinate	HI	00000 … 65535	0 … 0.8x
17		LO		
18	y Coordinate	HI	00000 … 65535	0 … 0.8y
19		LO		
ZONE 4				
20	Master Level	HI	00000 … 65535	0 … 100%
21		LO		
22	x Coordinate	HI	00000 … 65535	0 … 0.8x
23		LO		
24	y Coordinate	HI	00000 … 65535	0 … 0.8y
25		LO		

Mode 37: 16 Bits - Multi Zone xy Coordinates

Slot No	Slot Name		DMX Value	Output Value
ZONE 5				
26	Master Level	HI	00000 … 65535	0 … 100%
27		LO		
28	x Coordinate	HI	00000 … 65535	0 … 0.8x
29		LO		
30	y Coordinate	HI	00000 … 65535	0 … 0.8y
31		LO		
ZONE 6				
32	Master Level	HI	00000 … 65535	0 … 100%
33		LO		
34	x Coordinate	HI	00000 … 65535	0 … 0.8x
35		LO		
36	y Coordinate	HI	00000 … 65535	0 … 0.8y
37		LO		
ZONE 7				
38	Master Level	HI	00000 … 65535	0 … 100%
39		LO		
40	x Coordinate	HI	00000 … 65535	0 … 0.8x
41		LO		
42	y Coordinate	HI	00000 … 65535	0 … 0.8y
43		LO		
ZONE 8				
44	Master Level	HI	00000 … 65535	0 … 100%
45		LO		
46	x Coordinate	HI	00000 … 65535	0 … 0.8x
47		LO		
48	y Coordinate	HI	00000 … 65535	0 … 0.8y
49		LO		

Effects Tables for 8 and 16 bit modes

Slot Name	DMX Value	Output Value
Effects Mode	000 … 019	No Effect
	020 … 029	Strobe Effect
	030 … 039	Random Effect
	040 … 049	Flash Frames Effect *coming soon*
	050 … 059	Dual Level Effect
	060 … 069	Timed Flash Effect *coming soon*
	070 … 079	Colour Cycle Effect
	080 … 089	Candle & Fire Effect
	090 … 099	Emergency Lights Effect
	100 … 109	Television Effect
	110 … 119	Paparazzi Effect
	120 … 129	Party Effect
	130 … 139	Pulse Effect
	140 … 255	RESERVERD
Strobe Effect		
Slot Name	DMX Value	Output Value
Effects Mode	020 … 029	Strobe Effect Selected
Effects Channel 1		Speed
	000 … 255	0.1 … 50 Hz (Flashes / Second)
Effects Channel 2		Duty Cycle (ratio of light ON / OFF time)
	000 … 255	1 … 99 %
Effects Channel 3		Sync
	000 … 255	Restarts effect if bumped to 255 (100%)
Random Effect		
Slot Name	DMX Value	Output Value
Effects Mode	030 … 039	Random Effect Selected
Effects Channel 1		Speed
	000 … 255	0.05… 5 Hz (Flashes / Second, Randomised)
Effects Channel 2		Flash Length
	000 … 255	1 … 200mS (randomised)
Effects Channel 3		Variation in Flash Brightness
	000 … 255	0 … 100% (randomised)

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Flash Frames Effect		
Slot Name	DMX Value	Output Value
Effects Mode	040 … 049	Flash Frames Effect Selected
Effects Channel 1		Frames light is OFF
	000 … 255	1 … 255 Frames
Effects Channel 2		Frames light is ON
	000 … 255	1 … 255 Frames
Effects Channel 3		Effect Enabled
	000 … 127	Effect OFF
	128 … 255	Effect ON
Dual Level Effect		
Slot Name	DMX Value	Output Value
Effects Mode	050 … 059	Dual Level Effect Selected
Effects Channel 1		Flash Level
	000 … 255	0 … 100% (brightness)
Effects Channel 2		Effect Enabled
	000 … 127	Effect Disabled
	128 … 255	Effect Enabled
Effects Channel 3		Level Select
	000 … 127	Normal
	128 … 255	Flash Level

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Timed Flash Effect		
Slot Name	DMX Value	Output Value
Effects Mode	060 … 069	Timed Flash Effect Selected
Effects Channel 1		Flash Level
	000 … 255	0 … 100% (brightness)
Effects Channel 2		Flash Time
	000 … 009	1/5000th Second
	010 … 019	1/2000th Second
	020 … 029	1/1000th Second
	030 … 039	1/800th Second
	040 … 049	1/500th Second
	050 … 059	1/320th Second
	060 … 069	1/250th Second
	070 … 079	1/125th Second
	080 … 089	1/60th Second
	090 … 099	1/30th Second
	100 … 109	1/15th Second
	110 … 119	1/10th Second
	120 … 129	1/5th Second
	129 … 255	RESERVED
		NOTE – Flash times faster than 1/500th second may not be accurate on all fixture types and colour modes
Effects Channel 3		Effect Enabled
	000 … 127	Effect Disabled
	128 … 255	Effect Enabled
Effects Channel 4		Trigger Effect
	000 … 127	Trigger OFF
	128 … 255	Trigger ON (start timed flash)

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Colour Cycle Effect		
Slot Name	DMX Value	Output Value
Effects Mode	070 … 079	Colour Cycle Effect Selected
Effects Channel 1		Speed
	000 … 255	1 … 100%
Effects Channel 2		Hue Offset
	000 … 255	0 … 360 Degrees
Effects Channel 3		Sync
	000 … 255	Restarts effect if bumped to 255 (100%)
Candle & Fire Effect		
Slot Name	DMX Value	Output Value
Effects Mode	080 … 089	Candle & Fire Effect Selected
Effects Channel 1		Preset
	000 … 019	CUSTOM (use effect channel settings below)
	020 … 039	CALM CANDLE
	040 … 059	WINDY CANDLE
	060 … 079	FIREPLACE
	080 … 099	CAMPFIRE
	100 … 119	BONFIRE
	120 … 139	INFERNO
	140 … 159	GAS FIRE
	160 … 179	RESERVED
Effects Channel 2		Intensity
	000 … 255	0 … 100%
Effects Channel 3		Speed
	000 … 255	0 … 100%
Effects Channel 4		Colour Temperature
	000 … 244	1400 – 5600K
	245 … 255	Use Colour Mode Slots to set colour

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Emergency Lights Effect		
Slot Name	DMX Value	Output Value
Effects Mode	090 … 099	Emergency Lights Effect Selected
Effects Channel 1		Preset
	000 … 009	CUSTOM (use effect channel settings below)
	010 … 019	BLUE SLOW
	020 … 029	BLUE FAST
	030 … 039	BLUE DOUBLE
	040 … 049	BLUE BURST
	050 … 059	BLUE/RED SLOW
	060 … 069	BLUE/RED FAST
	070 … 079	BLUE/RED DOUBLE
	080 … 089	BLUE/RED BURST
	090 … 099	BLUE/RED RAPID
	100 … 109	BLUE/RED/WHITE RAPID
	110 … 119	RED WARNING
	120 … 129	AMBER PING
	130 … 139	MEGENTA BURST
	140 … 255	RESERVED
Effects Channel 2		Colour Combination
	000 … 014	BLUE
	015 … 029	BLUE, RED
	030 … 044	BLUE, WHITE
	045 … 059	BLUE, AMBER
	060 … 074	BLUE, WHITE, RED
	075 … 089	BLUE, AMBER, RED
	090 … 104	RED, AMBER
	105 … 119	RED
	120 … 134	AMBER
	135 … 149	MAGENTA
	150 … 164	GREEN
	165 … 179	WHITE
	180 … 244	RESERVED
	245 … 255	Use Colour Mode Slots to set colour

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Emergency Lights Effect		
Effects Channel 3		Flashes
	000 … 009	1 Flash
	010 … 019	2 Flashes
	020 … 029	3 Flashes
	030 … 039	4 Flashes
	…	…
	180 … 189	19 Flashes
	190 … 199	20 Flashes
	200 … 255	RESERVED
Effects Channel 4		Speed
	000 … 255	0 … 100%
Effects Channel 5		Pause Time
	000 … 255	0 … 2 Seconds
Television Effect		
Slot Name	DMX Value	Output Value
Effects Mode	100 … 109	Television Effect Selected
Effects Channel 1		Speed
	000 … 255	0 … 100%
Effects Channel 2		Intensity
	000 … 255	0 … 100%
Effects Channel 3		Colour Temperature
	000 … 255	2,200 … 10,000K. Random CCT and Green/Magenta values around chosen Colour Temperature are used for effect.
Paparazzi Effect		
Slot Name	DMX Value	Output Value
Effects Mode	110 … 119	Paparazzi Effect Selected
Effects Channel 1		Speed
	000 … 255	0 … 100%
Effects Channel 2		Decay Speed
	000 … 255	0 … 100%
Effects Channel 3		Colour Temperature
	000 … 244	1,700 … 15,000K.
	245 … 255	Use Colour Mode Slots to set colour

Effects Tables for 8 and 16 bit modes Cont.

Slot Name	DMX Value	Output Value
Party Effect		
Slot Name	DMX Value	Output Value
Effects Mode	120 … 129	Party Effect Selected
Effects Channel 1		Palette
	000 … 019	PRIMARY 6
	020 … 039	PRIMERY 12
	040 … 059	PRIMERY 24
	060 … 079	WARM
	080 … 099	COOL
	100 … 119	WARM & COOL
	120 … 139	PASTEL
	140 … 159	PURPLE RAIN
	160 … 179	ULTRAVIOLET
	180 … 255	RESERVED
Effects Channel 2		Speed
	000 … 255	0 … 100%
Effects Channel 3		Transition Type
	000 … 039	IMMEDIATE
	040 … 079	FADE
	080 … 119	FADE, RANDOM TRANSITION SPEED
	120 … 255	RESERVED
Effects Channel 4		Transition Speed
	000 … 255	0 … 100%
Pulse Effect		
Slot Name	DMX Value	Output Value
Effects Mode	130 … 139	Pulse Effect Selected
Effects Channel 1		Frequency
	000 … 255	0 … 100%
Effects Channel 2		Pulse Speed
	000 … 255	0 … 100%

Gel Tables for 8 and 16 bit modes

Slot Name	DMX Value	Gel Library Name	
Gel Library	000 … 009	LEE Color Filters	
	010 … 019	LEE Cosmetic	
	020 … 029	LEE 600 Series	
	030 … 039	LEE 700 Series	
	040 … 049	LEE Color Correction	
	050 … 059	Rosco Cinelux	
	060 … 069	Rosco CalColor	
	070 … 079	Rosco Storaro Selection	
	080 … 089	Rosco Color Correction	
	090 … 255	RESERVED	

LEE Color Filter (Gel Library DMX Value 0-9)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	2	Rose Pink
	2 … 3	3	Lavender Tint
	4 … 5	4	Medium Bastard Amber
	6 … 7	7	Pale Yellow
	8 … 9	8	Dark Salmon
	10 … 11	9	Pale Amber Gold
	12 … 13	10	Medium Yellow
	14 … 15	13	Straw Tint
	16 … 17	17	Surprise Peach
	18 … 19	19	Fire
	20 … 21	20	Medium Amber
	22 … 23	21	Gold Amber
	24 … 25	22	Dark Amber
	26 … 27	24	Scarlet
	28 … 29	25	Sunset Red
	30 … 31	26	Bright Red
	32 … 33	35	Light Pink
	34 … 35	36	Medium Pink
	36 … 37	46	Dark Magenta
	38 … 39	48	Rose Purple
	40 … 41	52	Light Lavender

LEE Color Filter (Gel Library DMX Value 0-9) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	42 … 43	53	Paler Lavender
	44 … 45	58	Lavender
	46 … 47	61	Mist Blue
	48 … 49	63	Pale Blue
	50 … 51	68	Sky Blue
	52 … 53	75	Evening Blue
	54 … 55	79	Just Blue
	56 … 57	85	Deeper Blue
	58 … 59	88	Lime Green
	60 … 61	89	Moss Green
	62 … 63	90	Dark Yellow Green
	64 … 65	100	Spring Yellow
	66 … 67	101	Yellow
	68 … 69	102	Light Amber
	70 … 71	103	Straw
	72 … 73	104	Deep Amber
	74 … 75	106	Primary Red
	76 … 77	107	Light Rose
	78 … 79	108	English Rose
	80 … 81	109	Light Salmon
	82 … 83	110	Middle Rose
	84 … 85	111	Dark Pink
	86 … 87	113	Magenta
	88 … 89	115	Peacock Blue
	90 … 91	117	Steel Blue
	92 … 93	118	Light Blue
	94 … 95	120	Deep Blue
	96 … 97	121	LEE Green
	98 … 99	122	Fern Green
	100 … 101	124	Dark Green
	102 … 103	127	Smokey Pink
	104 … 105	128	Bright Pink
	106 … 107	131	Marine Blue
	108 … 109	134	Golden Amber
	110 … 111	135	Deep Golden Amber
	112 … 113	136	Pale Lavender

LEE Color Filter (Gel Library DMX Value 0-9) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	114 … 115	137	Special Lavender
	116 … 117	138	Pale Green
	118 … 119	140	Summer Blue
	120 … 121	142	Pale Violet
	122 … 123	143	Pale Navy Blue
	124 … 125	144	No Color Blue
	126 … 127	147	Apricot
	128 … 129	148	Bright Rose
	130 … 131	151	Gold Tint
	132 … 133	152	Pale Gold
	134 … 135	153	Pale Salmon
	136 … 137	154	Pale Rose
	138 … 139	156	Chocolate
	140 … 141	157	Pink
	142 … 143	159	No Color Straw
	144 … 145	161	Slate Blue
	146 … 147	162	Bastard Amber
	148 … 149	164	Flame Red
	150 … 151	165	Daylight Blue
	152 … 153	169	Lilac Tint
	154 … 155	170	Deep Lavender
	156 … 157	174	Dark Steel Blue
	158 … 159	176	Loving Amber
	160 … 161	180	Dark Lavender
	162 … 163	182	Light Red
	164 … 165	192	Flesh Pink
	166 … 167	194	Surprise Pink
	168 … 169	195	Zenith Blue
	170 … 171	196	TRUE Blue
	172 … 173	197	Alice Blue
	174 … 175	198	Palace Blue
	176 … 177	199	Regal Blue
	178 … 255		RESERVED

LEE Cosmetic (Gel Library DMX Value 10-19)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	184	Cosmetic Peach
	2 … 3	186	Cosmetic Silver Rose
	4 … 5	187	Cosmetic Rouge
	6 … 7	188	Cosmetic Highlight
	8 … 9	189	Cosmetic Silver Moss
	10 … 11	191	Cosmetic Aqua Blue
	12 … 13	705	Lily Frost
	14 … 15	717	Shanklin Frost
	16 … 17	718	Half Shanklin Frost
	18 … 19	720	Durham Daylight Frost
	20 … 21	749	Hampshire Rose
	22 … 23	750	Durham Frost
	24 … 25	774	Soft Amber Key 1
	26 … 27	775	Soft Amber Key 2
	28 … 29	791	Moroccan Frost
	30 … 31	217	Blue Diffusion
	32 … 33	221	Blue Frost
	34 … 35	224	Daylight Blue Frost
	36 … 255		RESERVED

LEE 600 Series (Gel Library DMX Value 20-29)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	600	Arctic White
	2 … 3	601	Silver
	4 … 5	602	Platinum
	6 … 7	603	Moonlight White
	8 … 9	604	Full CT 85
	10 … 11	650	Industry Sodium
	12 … 13	651	HI Sodium
	14 … 15	652	Urban Sodium
	16 … 17	653	LO Sodium
	18 .. 255		RESERVED

LEE 700 (Gel Library DMX Value 30-39)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	700	Perfect Lavender
	2 … 3	701	Provence
	4 … 5	702	Special Pale Lavender
	6 … 7	703	Cold Lavender
	8 … 9	704	Lily
	10 … 11	706	King Fals Lavender
	12 … 13	708	Cool Lavender
	14 … 15	709	Electric Lilac
	16 … 17	710	Spir Special Blue
	18 … 19	711	Cold Blue
	20 … 21	712	Bedford Blue
	22 … 23	714	Elysian Blue
	24 … 25	715	Cabana Blue
	26 … 27	716	Mikkel Blue
	28 … 29	719	Colour Wash Blue
	30 … 31	721	Berry Blue
	32 … 33	723	Virgin Blue
	34 … 35	724	Ocean Blue
	36 … 37	725	Old Steel Blue
	38 … 39	728	Steel Green
	40 … 41	730	Liberty Green
	42 … 43	731	Dirty Ice
	44 … 45	733	Damp Squib
	46 … 47	738	JAS Green
	48 … 49	742	Bram Brown
	50 … 51	744	Dirty White
	52 … 53	746	Brown
	54 … 55	747	Easy White
	56 … 57	748	Seedy Pink
	58 … 59	763	Wheat
	60 … 61	764	Sun Colour Straw
	62 … 63	765	LEE Yellow
	64 … 65	773	Cardbox Amber
	66 … 67	776	Nectarine
	68 … 69	778	Millennium Gold
	70 … 71	779	Bastard Pink
	72 … 73	781	Terry Red

LEE 700 (Gel Library DMX Value 30-39) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	74 … 75	789	Blood Red
	76 … 77	790	Moroccan Pink
	78 … 79	794	Pretty 'n Pink
	80 … 81	795	Magical Magenta
	82 … 255		RESERVED

LEE Color Correction (Gel Library DMX Value 40-49)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	200	Double CTB
	2 … 3	201	Full CTB
	4 … 5	281	3/4 CTB
	6 … 7	202	1/2 CTB
	8 … 9	203	1/4 CTB
	10 … 11	218	1/8 CTB
	12 … 13	287	Double CTO
	14 … 15	204	Full CTO
	16 … 17	285	3/4 CTO
	18 … 19	205	1/2 CTO
	20 … 21	206	1/4 CTO
	22 … 23	223	1/8 CTO
	24 … 25	283	1 1/2 CTB
	26 … 27	286	1 1/2 CTO
	28 … 29	441	Full CTS
	30 … 31	442	1/2 CTS
	32 … 33	443	1/4 CTS
	34 … 35	444	1/8 CTS
	36 … 37	207	Full CTO + 0.3 ND
	38 … 39	208	Full CTO + 0.6 ND
	40 … 41	212	L.C.T. Yellow (Y1)
	42 … 43	213	White Flame Green
	44 … 45	219	LEE Fluoro Green
	46 … 47	230	Super Correct LCT Yellow
	48 … 49	232	Super Correct WF Green
	50 … 51	236	H.M.I. (to Tungsten)

LEE Color Correction (Gel Library DMX Value 40-49) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	52 … 53	237	C.I.D. (to Tungsten)
	54 … 55	238	C.S.I. (to Tungsten)
	56 … 57	241	LEE Fluoro 5700K
	58 … 59	242	LEE Fluoro 4300K
	60 … 61	243	LEE Fluoro 3600K
	62 … 63	244	LEE Plus Green
	64 … 65	245	1/2 Plus Green
	66 … 67	246	1/4 Plus Green
	68 … 69	278	1/8 Plus Green
	70 … 71	247	LEE Minus Green
	72 … 73	248	1/2 Minus Green
	74 … 75	249	1/4 Minus Green
	76 … 77	279	1/8 Minus Green
	78 … 255		RESERVED

Rosco Cinelux (Gel Library DMX Value 50-59)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	2	Bastard Amber
	2 … 3	302	Pale Bastard Amber
	4 … 5	6	No Color Straw
	6 … 7	8	Pale Gold
	8 … 9	310	Daffodil
	10 … 11	12	Straw
	12 … 13	16	Light Amber
	14 … 15	316	Gallo Gold
	16 … 17	17	Light Flame
	18 … 19	18	Flame
	20 … 21	318	Mayan Sun
	22 … 23	21	Golden Amber
	24 … 25	321	Soft Golden Amber
	26 … 27	23	Orange
	28 … 29	325	Henna Sky
	30 … 31	26	Light Red
	32 … 33	33	No Colour Pink
	34 … 35	333	Blush Pink

Rosco Cinelux (Gel Library DMX Value 50-59) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	36 … 37	34	Flesh Pink
	38 … 39	37	Pale Rose Pink
	40 … 41	41	Salmon
	42 … 43	42	Deep Salmon
	44 … 45	44	Middle Rose
	46 … 47	47	Light Rose Purple
	48 … 49	51	Surprise Pink
	50 … 51	60	No Color Blue
	52 … 53	360	Clearwater
	54 … 55	62	Booster Blue
	56 … 57	362	Tipton Blue
	58 … 59	364	Blue Bell
	60 … 61	65	Daylight Blue
	62 … 63	365	Tharon Delft Blue
	64 … 65	375	Cerulean Blue
	66 … 67	376	Bermuda Blue
	68 … 69	77	Green Blue
	70 … 71	378	Alice Blue
	70 … 71	378	Alice Blue
	72 … 73	80	Primary Blue
	74 … 75	381	Baldassari Blue
	76 … 77	83	Medium Blue
	78 … 79	87	Pale Yellow Green
	80 … 81	88	Light Green
	82 … 83	89	Moss Green
	84 … 85	91	Primary Green
	86 … 87	92	Turquoise
	88 … 89	93	Blue Green
	90 … 91	99	Chocolate
	92 … 255		RESERVED

Rosco CalColor (Gel Library DMX Value 60-69)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	4215	15 Blue
	2 … 3	4230	30 Blue
	4 … 5	4260	60 Blue
	6 … 7	4290	90 Blue
	8 … 9	4307	7 Cyan
	10 … 11	4315	15 Cyan
	12 … 13	4330	30 Cyan
	14 … 15	4360	60 Cyan
	16 … 17	4390	90 Cyan
	18 … 19	4415	15 Green
	20 … 21	4430	30 Green
	22 … 23	4460	60 Green
	24 … 25	4490	90 Green
	26 … 27	4515	15 Yellow
	28 … 29	4530	30 Yellow
	30 … 31	4560	60 Yellow
	32 … 33	4590	90 Yellow
	34 … 35	4615	15 Red
	36 … 37	4630	30 Red
	38 … 39	4660	60 Red
	40 … 41	4690	90 Red
	42 … 43	4715	15 Magenta
	44 … 45	4730	30 Magenta
	46 … 47	4760	60 Magenta
	48 … 49	4790	90 Magenta
	50 … 51	4815	15 Pink
	52 … 53	4830	30 Pink
	54 … 55	4860	60 Pink
	56 … 57	4890	90 Pink
	58 … 59	4915	15 Lavender
	60 … 61	4930	30 Lavender
	62 … 63	4960	60 Lavender
	64 … 65	4990	90 Lavender
	66 … 255		RESERVED

Rosco Storaro (Gel Library DMX Value 70-79)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	2001	VS Red
	2 … 3	2002	VS Orange
	4 … 5	2003	VS Yellow
	6 … 7	2004	VS Green
	8 … 9	2005	VS Cyan
	10 … 11	2006	VS Azure
	12 … 13	2007	VS Blue
	14 … 15	2008	VS Indigo
	16 … 17	2009	VS Violet
	18 … 19	2010	VS Magenta
	20 … 255		RESERVED

Rosco Color Correction (Gel Library DMX Value 80-89)

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	0 … 1	3202	Full CTB
	2 … 3	3203	3/4 CTB
	4 … 5	3204	1/2 CTB
	6 … 7	3206	1/3 CTB
	8 … 9	3208	1/4 CTB
	10 … 11	3216	1/8 CTB
	12 … 13	3220	Double CTB
	14 … 15	3407	Full CTO
	16 … 17	3411	3/4 CTO
	18 … 19	3408	1/2 CTO
	20 … 21	3409	1/4 CTO
	22 … 23	3410	1/8 CTO
	24 … 25	3420	Double CTO
	26 … 27	3441	Full CTS
	28 … 29	3442	1/2 CTS
	30 … 31	3443	1/4 CTS
	32 … 33	3444	1/8 CTS
	34 … 35	3304	Full Plusgreen
	36 … 37	3315	1/2 Plusgreen
	38 … 39	3316	1/4 Plusgreen
	40 … 41	3317	1/8 Plusgreen

Rosco Color Correction (Gel Library DMX Value 80-89) Cont.

Slot Name	DMX Value	Gel Number	Gel Name
Gel Swatch	42 … 43	3308	Full Minusgreen
	44 … 45	3309	3/4 Minusgreen
	46 … 47	3313	1/2 Minusgreen
	48 … 49	3314	1/4 Minusgreen
	50 … 51	3318	1/8 Minusgreen
	52 … 53	3310	Fluoro Filter
	54 … 55	3150	Industrial Vapor
	56 … 57	3152	Urban Vapor
	58 … 59	3107	Tough Y-1
	60 … 61	3134	Tough MT54
	62 … 63	3106	Tough MTY
	64 … 65	3102	Tough MT2
	66 … 255		RESERVED

CCT to DMX conversion

8 Bit
$DMX_{CCT} = \frac{CCT - 2200}{50.196}$
16 Bit
$DMX_{CCT} = \frac{CCT - 2200}{0.195315}$
x,y Coordinate to DMX conversion
8 Bit
$DMX_x = \frac{x_{coordinate} * 255}{0.8}$ $DMX_y = \frac{y_{coordinate} * 255}{0.8}$
16 Bit
$DMX_x = \frac{x_{coordinate} * 65535}{0.8}$ $DMX_y = \frac{y_{coordinate} * 65535}{0.8}$

Document History

Revision	Date	Notes
1.0	8 Oct 2020	Initial Release
1.1	3 Dec 2020	Added additional Flex modes, and FX modes. For Vortex FW Version 1.1.2 and above

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