

DMX Channel Index

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Mode and Channel Overview

Main- and Sub Modules

i In the normal state (Subfixture Mode: Normal) the Subfixture channels are subordinate to the Main Fixture. This means that the intensity and shutter of the Main Fixture act as global intensity and global shutter. However, if the Subfixture Mode is set to independence (Layer Mode: Independent), the channels of the Subfixture are completely independent of the Main Fixture and act as an independent fixture.

Main Fixture

Sub Fixture

Pixel Position

(Tilt >50% , Mirror: Off)



01 - 02 - 03 - 04 - 05 - 06 - 07 - 08 - 09 - 10 - 11 - 12 - 13 - 14 - 15 - 16 - 17 - 18

→ x-achis

(Fixture Settings / Pixel Mirror : y-mirror will invert these pixel order)

Modes and Channels

	M1 - Basic	M2 - Normal (Default)	M3 - Segment	M4 - Multipix Advanced	M5 - Multipix Compressed RGB	M6 - Multipix Compressed RGBL
1	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse
2	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine
3	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse
4	Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine
5	Shutter	Shutter	Shutter	Shutter	Shutter	Shutter
6	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom
7	Control/Setting	Control/Setting	Control/Setting	Control/Setting	Control/Setting	Control/Setting
8	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	CTC - Color Temperature Control	CTC - Color Temperature Control
9	[1] RGB - Red fine	[1] RGB - Red fine	[1] RGB - Red fine	[1] RGB - Red fine [2] RGBL - Red fine	CQC - Color Quality Control	CQC - Color Quality Control

	[2] RGBL - Red fine [3] x;y - x fine	[2] RGBL - Red fine [3] x;y - x fine	[2] RGBL - Red fine [3] x;y - x fine	[3] x;y - x fine		
10	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	Red (Pixel 01)	Red (Pixel 01)
11	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	Green (Pixel 01)	Green (Pixel 01)
12	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	Blue (Pixel 01)	Blue (Pixel 01)
13	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	Red (Pixel 02)	Lime (Pixel 01)
14	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	Green (Pixel 02)	Red (Pixel 02)
15	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	Blue (Pixel 02)	Green (Pixel 02)
16	CW - Colowheel	CW - Colowheel	CW - Colowheel	CW - Colowheel	Red (Pixel 03)	Blue (Pixel 02)
17	CTC - Color Temperature	CTC - Color Temperature	CTC - Color Temperature	CTC - Color Temperature Control	Green (Pixel 03)	Lime (Pixel 02)

	Control	Control	Control			
18	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	Blue (Pixel 03)	Red (Pixel 03)
19	M/G-Shift	M/G-Shift	M/G-Shift	M/G-Shift	Red (Pixel 04)	Green (Pixel 03)
20	Tungsten Effect	Tungsten Effect	Tungsten Effect	Tungsten Effect	Green (Pixel 04)	Blue (Pixel 03)
21		Mix Priority Channel	Mix Priority Channel	Mix Priority Channel	Blue (Pixel 04)	Lime (Pixel 03)
22		Intensity coarse (Pixel 01..18)	Intensity coarse (Pixel 01..18)	Intensity coarse (Pixel 01..18)	Red (Pixel 05)	Red (Pixel 04)
23		Intensity fine (Pixel 01..18)	Intensity fine (Pixel 01..18)	Intensity fine (Pixel 01..18)	Green (Pixel 05)	Green (Pixel 04)
24		Shutter (Pixel 01..18)	Shutter (Pixel 01..18)	Shutter (Pixel 01..18)	Blue (Pixel 05)	Blue (Pixel 04)
25		Pattern Select (Pixel 01..18)	Pattern Select (Pixel 01..18)	Pattern Select (Pixel 01..18)	Red (Pixel 06)	Lime (Pixel 04)
26		Pattern Index/Speed (Pixel 01..18)	Pattern Index/Speed (Pixel 01..18)	Pattern Index/Speed (Pixel 01..18)	Green (Pixel 06)	Red (Pixel 05)
27		Pattern Step Crossfade (Pixel 01..18)	Pattern Step Crossfade (Pixel 01..18)	Pattern Step Crossfade (Pixel 01..18)	Blue (Pixel 06)	Green (Pixel 05)
28		Pattern Transition (Pixel 01..18)	Pattern Transition (Pixel 01..18)	Pattern Transition (Pixel 01..18)	Red (Pixel 07)	Blue (Pixel 05)
29		Fixture Quantity (Pixel 01..18)	Fixture Quantity (Pixel 01..18)	Fixture Quantity (Pixel 01..18)	Green (Pixel 07)	Lime (Pixel 05)
30		Fixture Number (Pixel 01..18)	Fixture Number (Pixel 01..18)	Fixture Number (Pixel 01..18)	Blue (Pixel 07)	Red (Pixel 06)
31		Red (Pixel 01..18)	Red (Pixel 01..03)	Red (Pixel 01)	Red (Pixel 08)	Green (Pixel 06)
32		Green - (Pixel 01..18)	Green (Pixel 01..03)	Green (Pixel 01)	Green (Pixel 08)	Blue (Pixel 06)
33		Blue - (Pixel 01..18)	Blue (Pixel 01..03)	Blue (Pixel 01)	Blue (Pixel 08)	Lime (Pixel 06)
34			Red (Pixel 04..06)	Red (Pixel 02)	Red (Pixel 09)	Red (Pixel 07)

35			Green (Pixel 04..06)	Green (Pixel 02)	Green (Pixel 09)	Green (Pixel 07)
36			Blue (Pixel 04..06)	Blue (Pixel 02)	Blue (Pixel 09)	Blue (Pixel 07)
37			Red (Pixel 07..09)	Red (Pixel 03)	Red (Pixel 10)	Lime (Pixel 07)
38			Green (Pixel 07..09)	Green (Pixel 03)	Green (Pixel 10)	Red (Pixel 08)
39			Blue (Pixel 07..09)	Blue (Pixel 03)	Blue (Pixel 10)	Green (Pixel 08)
40			Red (Pixel 10..12)	Red (Pixel 04)	Red (Pixel 11)	Blue (Pixel 08)
41			Green (Pixel 10..12)	Green (Pixel 04)	Green (Pixel 11)	Lime (Pixel 08)
42			Blue (Pixel 10..12)	Blue (Pixel 04)	Blue (Pixel 11)	Red (Pixel 09)
43			Red (Pixel 13..15)	Red (Pixel 05)	Red (Pixel 12)	Green (Pixel 09)
44			Green (Pixel 13..15)	Green (Pixel 05)	Green (Pixel 12)	Blue (Pixel 09)
45			Blue (Pixel 13..15)	Blue (Pixel 05)	Blue (Pixel 12)	Lime (Pixel 09)
46			Red (Pixel 16..18)	Red (Pixel 06)	Red (Pixel 13)	Red (Pixel 10)
47			Green (Pixel 16..18)	Green (Pixel 06)	Green (Pixel 13)	Green (Pixel 10)
48			Blue (Pixel 16..18)	Blue (Pixel 06)	Blue (Pixel 13)	Blue (Pixel 10)
49				Red (Pixel 07)	Red (Pixel 14)	Lime (Pixel 10)
50				Green (Pixel 07)	Green (Pixel 14)	Red (Pixel 11)
51				Blue (Pixel 07)	Blue (Pixel 14)	Green (Pixel 11)
52				Red (Pixel 08)	Red (Pixel 15)	Blue (Pixel 11)
53				Green (Pixel 08)	Green (Pixel 15)	Lime (Pixel 11)
54				Blue (Pixel 08)	Blue (Pixel 15)	Red (Pixel 12)
55				Red (Pixel 09)	Red (Pixel 16)	Green (Pixel 12)
56				Green (Pixel 09)	Green (Pixel 16)	Blue (Pixel 12)
57				Blue (Pixel 09)	Blue (Pixel 16)	Lime (Pixel 12)

58				Red (Pixel 10)	Red (Pixel 17)	Red (Pixel 13)
59				Green (Pixel 10)	Green (Pixel 17)	Green (Pixel 13)
60				Blue (Pixel 10)	Blue (Pixel 17)	Blue (Pixel 13)
61				Red (Pixel 11)	Red (Pixel 18)	Lime (Pixel 13)
62				Green (Pixel 11)	Green (Pixel 18)	Red (Pixel 14)
63				Blue (Pixel 11)	Blue (Pixel 18)	Green (Pixel 14)
64				Red (Pixel 12)		Blue (Pixel 14)
65				Green (Pixel 12)		Lime (Pixel 14)
66				Blue (Pixel 12)		Red (Pixel 15)
67				Red (Pixel 13)		Green (Pixel 15)
68				Green (Pixel 13)		Blue (Pixel 15)
69				Blue (Pixel 13)		Lime (Pixel 15)
70				Red (Pixel 14)		Red (Pixel 16)
71				Green (Pixel 14)		Green (Pixel 16)
72				Blue (Pixel 14)		Blue (Pixel 16)
73				Red (Pixel 15)		Lime (Pixel 16)
74				Green (Pixel 15)		Red (Pixel 17)
75				Blue (Pixel 15)		Green (Pixel 17)
76				Red (Pixel 16)		Blue (Pixel 17)
77				Green (Pixel 16)		Lime (Pixel 17)
78				Blue (Pixel 16)		Red (Pixel 18)
79				Red (Pixel 17)		Green (Pixel 18)
80				Green (Pixel 17)		Blue (Pixel 18)
81				Blue (Pixel 17)		Lime (Pixel 18)
82				Red (Pixel 18)		
83				Green (Pixel 18)		
84				Blue (Pixel 18)		

DMX Channel Details

Tilt

Tilt	DMX Value	Slot Style	Note
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Tilt coarse	0	65535	fade	
Tilt fine				

Intensity

Intensity	DMX Value		Slot Style	Note
Intensity coarse	0	65535	fade	Intensity 0..100%
Intensity fine				

Shutter

Shutter	DMX Value		Slot Style	Note
Closed	0	4	snap	blackout
Single Flash	5	9	snap	One Single Flash if Value Change within this range (005..009)
Pulse (slow-fast)	10	39	fade	Synchronized Pulse (Ramp-Up/Down) Effect / Speed adjustable from slow to fast within this range (010..039)
Pulse Open (slow-fast)	40	69	fade	Synchronized Pulse Open (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (040..069)
Pulse Close (slow-fast)	70	99	fade	Synchronized Pulse Close (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (070..099)
Double-Flash (slow > fast)	100	129	fade	Synchronized Double Flash slow to fast (same as KNV) / Speed adjustable from slow to fast within this range (100..129)
Strobe Rnd Pixel (slow-fast)	130	159	fade	Random Strobe on Random Pixels slow to fast / Speed adjustable from slow to fast within this range (130..159)
Strobe Rnd all (slow-fast)	160	199	fade	Random Strobe on all Pixels slow to fast / Speed adjustable from slow to fast within this range (160..199)
Strobe Sync all Pixel (slow-fast)	200	250	fade	Synchronizes Strobe slow 1Hz to fast / Speed adjustable from slow to fast within this range (200..250)
Open	251	255	snap	Continuously on

Zoom

Zoom	DMX Value		Slot Style	Note
Beam Angle	0	255	fade	narrow [000] ... wide [255]

Control/Setting

Control/Setting	DMX Value		Slot Style	Note
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Idle	0	9	snap	
	10	11		
iQ.Service Connect ON	12	13	snap	Will wake up the GLP iQ.Mesh Module for 5 Minutes and enable the connectivity to the GLP iQ.Service App. As long as this value is active it will extend the 5 min period.
	14	15		
	16	17		
	18	19		
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
	26	27		
	28	29		
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)
	36	37		
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
	44	45		
No Signal: Blackout	46	47	snap	(3s hold) If DMX Fails, fixture will blackout
No Signal: Hold	48	49	snap	(3s hold) (DEFAULT) If DMX Fails, fixture will hold last DMX Value
No Signal: Replay Captured Scene	50	51	snap	(3s hold) If DMX Fails, fixture will run captured DMX Scene
Capture Scene	52	53	snap	(3s hold) Capture current DMX Scene for Stand-Alone
	54	55		
Fan Mode : Minimum	56	57	snap	(Limited Output) (3s hold) All Fans off - only necessary fans on low speed.
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)

Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(Limited Output) (3s hold)
Fan Mode: Low	64	65	snap	(Limited Output) (3s hold)
	66	67		
	68	69		
Pixel Mirror: Off	70	71	snap	(3s hold) (DEFAULT)
Pixel Mirror: x-mirror	72	73	snap	(3s hold)
	74	75		
	76	77		
	78	79		
	80	81		
	82	83		
	84	85		
	86	87		
	88	89		
	90	91		
Position Feedback: OFF	92	93	snap	(3s hold) Will enable position Feedback
Position Feedback: ON	94	95	snap	(3s hold) (DEFAULT) Will disable Position Feedback
	96	97		
Tilt invert OFF	98	99	snap	(3s hold) (DEFAULT)
Tilt invert ON	100	101	snap	(3s hold)
	102	103		
	104	105		
Tilt Disable: Off	106	107	snap	(3s hold) (DEFAULT) Normal Pan-performance
Tilt Disable: Reset Disabled	108	109	snap	(3s hold) Pan will not do Reset / Pan-Control possible / Motor with current
Tilt Disable: Current Disabled	110	111	snap	(3s hold) Pan Motor without current
	112	113		
	114	115		
	116	117		
	118	119		

	120	121		
	122	123		
	124	125		
	126	127		
	128	129		
Performance: Fast	130	131	snap	(3s Hold)
Performance: Normal	132	133	snap	(3s Hold) (DEFAULT)
Performance: Smooth	134	135	snap	(3s Hold)
	136	137		
White Point 8000K	138	139	snap	RGB-Mode Only (3s hold)
White Point 6500K	140	141	snap	RGB-Mode Only (3s hold) (Default)
White Point 5600K	142	143	snap	RGB-Mode Only (3s hold)
White Point 4200K	144	145	snap	RGB-Mode Only (3s hold)
White Point 3200K	146	147	snap	RGB-Mode Only (3s hold)
	148	149		
Sub Fixture Mode: Normal	150	151	snap	(3s hold) (DEFAULT)
Sub Fixture Mode: Independent	152	153	snap	(3s hold)
	154	155		
	156	157		
	158	159		
	160	161		
	162	163		
	164	165		
Color Mode: RGB [1]	166	167	snap	(3s hold) (DEFAULT)
Color Mode: RGBL [2]	168	169	snap	(3s hold)
Color Mode: x;y [3]	170	171	snap	(3s hold)
	172	173		
	174	175		
	176	177		
	178	179		
	180	181		
iQ.Gamut: FULL	182	183		(3s hold) (DEFAULT)

iQ.Gamut: Rec.2020	184	185		(3s hold)
iQ.Gamut: REC.706	186	187		(3s hold)
	188	189		
Hibernation: OFF	190	191	snap	(3s hold) (DEFAULT) Fixture will perform a Reset
Hibernation: ON	192	193	snap	(3s hold)
	194	195		
	196	197		
	198	199		
	200	201		
	202	203		
	204	205		
	206	207		
	208	209		
	210	211		
	212	213		
	214	215		
PWM Optimal (O)	216	217	snap	(Default) (3s hold)
PWM High1 (H1)	218	219	snap	(3s hold)
PWM High2 (H2)	220	221	snap	(3s hold)
PWM Max (M)	222	223	snap	(3s hold)
	224	225		
	226	227		
	228	229		
Save as User Setting Preset 1	230	231	snap	(3s hold)
Save as User Setting Preset 2	232	233	snap	(3s hold)
Save as User Setting Preset 3	234	235	snap	(3s hold)
	236	237		
Load User Setting Preset 1	238	239	snap	(3s hold)
Load User Setting Preset 2	240	241	snap	(3s hold)
Load User Setting Preset 3	242	243	snap	(3s hold)
Load Settings Default	244	245	snap	(3s hold)

ColorWheel

	246	247		
	248	249		
Reset Tilt	250	251	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.
Reset HEAD	252	253	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.
Reset ALL	254	255	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot
Color Wheel	DMX Value		Slot Style	Note / (x;y)
Open	0	9	snap	Selected White Point
Filter 004 (Medium Bastard Amber)	10	12	snap	0,37 0,335
Filter 019 (Fire)	13	15	snap	0,664 0,31
Filter 025 (Sunset Red)	16	18	snap	0,566 0,359
Filter 026 (Bright Red)	19	21	snap	0,712 0,281
Filter 036 (Medium Pink)	22	24	snap	0,36 0,268
Filter 049 (Medium Purple)	25	27	snap	0,283 0,101
Filter 058 (Lavender)	28	30	snap	0,212 0,099
Filter 068 (Sky Blue)	31	33	snap	0,151 0,128
Filter 088 (Lime Green)	34	36	snap	0,356 0,511
Filter 089 (Moss Green)	37	39	snap	0,259 0,547
Filter 090 (Dark Yellow Green)	40	42	snap	0,184 0,641
Filter 102 (Light Amber)	43	45	snap	0,434 0,44
Filter 103 (Straw)	46	48	snap	0,336 0,359
Filter 106 (Primary Red)	49	51	snap	0,699 0,285
Filter 111 (Dark Pink)	52	54	snap	0,389 0,215
Filter 115 (Peacock Blue)	55	57	snap	0,134 0,296
Filter 117 (Steel Blue)	58	60	snap	0,223 0,278
Filter 118 (Light Blue)	61	63	snap	0,149 0,113
Filter 121 (Filter Green)	64	66	snap	0,302 0,534
Filter 122 (Fern Green)	67	69	snap	0,234 0,543
Filter 124 (Dark Green)	70	72	snap	0,123 0,586
Filter 126 (Mauve)	73	75	snap	0,287 0,082

Filter 128 (Bright Pink)	76	78	snap	0,401	0,151
Filter 131 (Marine Blue)	79	81	snap	0,199	0,305
Filter 132 (Medium Blue)	82	84	snap	0,137	0,11
Filter 134 (Golden Amber)	85	87	snap	0,501	0,371
Filter 135 (Deep Golden Amber)	88	90	snap	0,667	0,326
Filter 136 (Pale Lavender)	91	93	snap	0,288	0,254
Filter 137 (Special Lavender)	94	96	snap	0,231	0,175
Filter 138 (Pale Green)	97	99	snap	0,331	0,433
Filter 140 (Summer Blue)	100	102	snap	0,201	0,245
Filter 141 (Bright Blue)	103	105	snap	0,129	0,159
Filter 143 (Pale Navy Blue)	106	108	snap	0,17	0,205
Filter 147 (Apricot)	109	111	snap	0,446	0,381
Filter 148 (Bright Rose)	112	114	snap	0,482	0,238
Filter 152 (Pale Gold)	115	117	snap	0,37	0,332
Filter 154 (Pale Rose)	118	120	snap	0,35	0,318
Filter 157 (Pink)	121	123	snap	0,457	0,272
Filter 162 (Bastard Amber)	124	126	snap	0,348	0,328
Filter 164 (Flame Red)	127	129	snap	0,659	0,302
Filter 165 (Daylight Blue)	130	132	snap	0,159	0,158
Filter 169 (Lilac Tint)	133	135	snap	0,294	0,281
Filter 170 (Deep Lavender)	136	138	snap	0,278	0,211
Filter 172 (Lagoon Blue)	139	141	snap	0,141	0,22
Filter 180 (Dark Lavender)	142	144	snap	0,191	0,072
Filter 182 (Light Red)	145	147	snap	0,67	0,313
Filter 194 (Surprise Pink)	148	150	snap	0,24	0,183
Filter 197 (Alice Blue)	151	153	snap	0,164	0,118
Filter 201 (Full C.T. Blue)	154	156	snap	0,228	0,233
Filter 202 (Half C.T. Blue)	157	159	snap	0,261	0,273
Filter 203 (Quarter C.T. Blue)	160	162	snap	0,285	0,294
Filter 204 (Full C.T. Orange)	163	165	snap	0,437	0,392
Filter 206 (Quarter C.T. Orange)	166	168	snap	0,346	0,34
Filter 219 (Fluorescent Green)	169	171	snap	0,219	0,334

Filter 247 (Filter Minus Green)	172	174	snap	0,325	0,279
Filter 248 (Half Minus Green)	175	177	snap	0,317	0,297
Filter 281 (Three Quarter C.T. Blue)	178	180	snap	0,239	0,258
Filter 285 (Three Quarter C.T. Orange)	181	183	snap	0,4	0,387
Filter 352 (Glacier Blue)	184	186	snap	0,171	0,19
Filter 353 (Lighter Blue)	187	189	snap	0,193	0,246
Filter 507 (Madge)	190	192	snap	0,662	0,337
Filter 778 (Millennium Gold)	193	195	snap	0,606	0,382
Filter 793 (Vanity Fair)	196	198	snap	0,419	0,17
Filter 798 (Chrysalis Pink)	199	201	snap	0,191	0,061
HSI Spin Stop - at first Color	202	204	snap	HSI Spin stop at first color	
HSI Spin slow..fast	205	252	fade	HSI Spin slow..fast	
HSI Spin Stop - at current Color	253	255	snap	HSI Spin stop at current color	

Magenta-Green-Shift

Magenta-Green-Shift	DMX Value		Slot Style	Note
Off - (no correction)	0	9	snap	neutral / no effect
full plus Magenta +100% (-0,1 Duv)	10	10	fade	
plus Magenta +99% .. + 1%	11	124		
neutral / no effect	125	140	snap	neutral / no effect
plus green +1% .. +99%	141	254	fade	
full plus green +100% (+ 0,1 Duv)	255	255		

CQC (Color Quality Control) / Saturation

CQC - Color Quality Control	DMX Value		Slot Style	Note
High Quality (HQ) (saturated color)	0	9	snap	White point is mixed with RGBL with focus on best Color Rendering Quality
cross fade	10	127	fade	If color is mixed, the cross fade will unsaturated the color
High Quality (HQ) (unsaturated color)	118	127	snap	fully unsaturated color with High Quality white Spectrum
High Output (HO) (unsaturated color)	128	137	snap	fully unsaturated color with High Output white Spectrum

cross fade	138	245	fade	will saturate the color
High Output (HO) (saturated color)	246	255	snap	White point is mixed with RGBL with focus on highest Output

CTC (Color Temperature Control)

CTC	DMX Value		Slot Style	Note
Open	0	9	Snap	Selected White Point
10000K	11	11	Snap	Fade through Color temperatures of 1000K to 2500K step less (interpolation)
9999..2501K	12	254	fade	
2500K	255	255	snap	

Tungsten (Tungsten Simulation Channel)

Tungsten	DMX Value		Slot Style	Note
Off	0	9	Snap	Selected White Point / No Red Shift or Delay while dimming
Tungsten ACL 250W/28V	10	19	Snap	Uses the color temperature of the selected reference light source and dims it with the time delay and red shift behavior of it . Tungsten simulation has higher priority than colormix, CTC and color wheel.
Tungsten Blinder 650W/120V	20	29	Snap	
Tungsten 750W/80V	30	39	Snap	
Tungsten 1000W/240V	40	49	Snap	
Tungsten 1200W/240V	50	59	Snap	
Tungsten 2000W/230V	60	69	Snap	
Tungsten 2500W/230V	70	79	Snap	
Tungsten 5000W/230V	80	89	Snap	
Not used (= Off)	90	120	--	
Off	120	139	Snap	
FX Tungsten ACL 250W/28V	140	149	Snap	Uses currently set color temperature and dims it with the time delay and red shift behavior of the selected reference light source. If color wheel or CTO is enabled, the effect will combine it.
FX Tungsten Blinder 650W/120V	150	159	Snap	
FX Tungsten 750W/80V	160	169	Snap	

FX Tungsten 1000W/240V	170	179	Snap
FX Tungsten 1200W/240V	180	189	Snap
FX Tungsten 2000W/230V	190	199	Snap
FX Tungsten 2500W/230V	200	209	Snap
FX Tungsten 5000W/230V	210	219	Snap
Not used (= Off)	220	255	

Main Color Control

 Colormix of subfixtures are always in Color Mix Mode RGB [1].

Colors	DMX Value		Slot Style
[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	0	65535	fade
[1] RGB - Red fine [2] RGBL - Red fine [3] x;y - x fine			
[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	0	65535	fade
[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine			
[1] RGB - Blue coarse [2] RGBL - Blue coarse	0	65535	fade

[3] x;y - not used			
[1] RGB - Blue fine			
[2] RGBL - Blue fine			
[3] x;y - not used			
[1] RGB - not used	0	65535	fade
[2] RGBL - Lime coarse			
[3] x;y - not used			
[1] RGB - not used			
[2] RGBL - Lime fine			
[3] x;y - not used			

8 bit	$DMX\ x = \frac{x\ coordinate * 255}{0.8}$ $DMX\ y = \frac{y\ coordinate * 255}{0.8}$
16 bit	$DMX\ x = \frac{x\ coordinate * 65535}{0.8}$ $DMX\ y = \frac{y\ coordinate * 65535}{0.8}$

Pixel Color Control

Subfixture Color Control are always in Color Mix Mode RGB [1].

Colors	DMX Value		Slot Style	Note
[1] RGB - Red	0	255	fade	0% .. 100%
[1] RGB - Green	0	255	fade	0% .. 100%
[1] RGB - Blue	0	255	fade	0% .. 100%

Pattern Select

Pattern Select	Pattern Editor	DMX			Controller Default	Notes
Idle	1	0	9	snap	0	All Pixel
Static Pattern 01	2	10	11	snap		
Static Pattern 02	3	12	13	snap		

Dynamic Pattern 40	100	206	207	snap	Beam Shaper
Dynamic Pattern 41	101	208	209	snap	Beam Shaper
Dynamic Pattern 42	102	210	211	snap	Beam Shaper
Dynamic Pattern 43	103	212	213	snap	Beam Shaper
Dynamic Pattern 44	104	214	215	snap	Beam Shaper
Dynamic Pattern 45	105	216	217	snap	Beam Shaper
Dynamic Pattern 46	106	218	219	snap	Beam Shaper
Dynamic Pattern 47	107	220	221	snap	Beam Shaper
Dynamic Pattern 48	108	222	223	snap	Beam Shaper
Dynamic Pattern 49	109	224	225	snap	Beam Shaper
Dynamic Pattern 50	110	226	227	snap	Beam Shaper
Special Pattern 01	X	228	229	snap	Tüll Pattern
Special Pattern 02	X	230	231	snap	Tüll Pattern
Special Pattern 03	X	232	233	snap	Tüll Pattern
Special Pattern 04	X	234	235	snap	Tüll Pattern
Special Pattern 05	X	236	237	snap	Tüll Pattern
Special Pattern 06	X	238	239	snap	Tüll Pattern
Special Pattern 07	X	240	241	snap	Tüll Pattern
Special Pattern 08	X	242	243	snap	Tüll Pattern
Special Pattern 09	X	244	245	snap	Tüll Pattern
Special Pattern 10	X	246	247	snap	Tüll Pattern
Special Pattern 11	X	248	249	snap	Tüll Pattern
Random Pixel	X	250	255	snap	Random Pixel Pattern

Pattern Step/Speed

Pattern Step/Speed	DMX Value		Slot Style
Stop (First Pattern Step)	0	2	snap
CW fast - slow (run Pattern Step 1..n)	3	63	fade
Stop at current position	64	66	snap
CCW slow - fast (run Pattern Step n..1)	67	127	fade
Pattern Step 01	128	129	snap
Pattern Step 02	130	131	snap
Pattern Step 03	132	133	snap

Pattern Step 04	134	135	snap
Pattern Step 05	136	137	snap
Pattern Step 06	138	139	snap
Pattern Step 07	140	141	snap
Pattern Step 08	142	143	snap
Pattern Step 09	144	145	snap
Pattern Step 10	146	147	snap
Pattern Step 11	148	149	snap
Pattern Step 12	150	151	snap
Pattern Step 13	152	153	snap
Pattern Step 14	154	155	snap
Pattern Step 15	156	157	snap
Pattern Step 16	158	159	snap
Pattern Step 17	160	161	snap
Pattern Step 18	162	163	snap
Pattern Step 19	164	165	snap
Pattern Step 20	166	167	snap
Pattern Step 21	168	169	snap
Pattern Step 22	170	171	snap
Pattern Step 23	172	173	snap
Pattern Step 24	174	175	snap
Pattern Step 25	176	177	snap
Pattern Step 26	178	179	snap
Pattern Step 27	180	181	snap
Pattern Step 28	182	183	snap
Pattern Step 29	184	185	snap
Pattern Step 30	186	187	snap
Pattern Step 31	188	189	snap
Pattern Step 32	190	191	snap
Pattern Step 33	192	193	snap
Pattern Step 34	194	195	snap
Pattern Step 35	196	197	snap

Pattern Step 36	198	199	snap
Pattern Step 37	200	201	snap
Pattern Step 38	202	203	snap
Pattern Step 39	204	205	snap
Pattern Step 40	206	207	snap
Pattern Step 41	208	209	snap
Pattern Step 42	210	211	snap
Pattern Step 43	212	213	snap
Pattern Step 44	214	215	snap
Pattern Step 45	216	217	snap
Pattern Step 46	218	219	snap
Pattern Step 47	220	221	snap
Pattern Step 48	222	223	snap
Pattern Step 49	224	225	snap
Pattern Step 50	226	227	snap
Pattern Step 51	228	229	snap
Pattern Step 52	230	231	snap
Pattern Step 53	232	233	snap
Pattern Step 54	234	235	snap
Pattern Step 55	236	237	snap
Pattern Step 56	238	239	snap
Pattern Step 57	240	241	snap
Pattern Step 58	242	243	snap
Pattern Step 59	244	245	snap
Pattern Step 60	246	247	snap
Pattern Step 61	248	249	snap
Pattern Step 62	250	251	snap
Pattern Step 63	252	253	snap
Pattern Step 64	254	255	snap

Pattern Step Crossfade

Pattern Step Crossfade (Fade time between Pattern Steps)	DMX Value		Slot Style	Note
Off (no Crossfade = Snap)	0	9	snap	
XFade - Snap .. min. XFade .. max. XFade (Fade in and fade out time is identically)	10	127	fade	
Off (no Crossfade = Snap)	128	137	snap	
XFade with Tail - Snap .. min. XFade with Tail .. max. XFade with Tail (Fade-In time is shorter than Fade out time - this creates a shadow effect)	138	255	fade	

Pattern Transition

Pattern Transition (Fade performance between Pattern)	DMX Value		Slot Style	
Off (Snap between different Patterns)	0	9	snap	Pattern A to Pattern B will snap
Normal Transition (snap .. fade 5s)	10	63	fade	Pattern A to Pattern B will crossfade 0-5s
Off (Snap between different Patterns)	64	73	snap	Pattern A to Pattern B will snap
FOB Transition / Fade over Blackout (snap .. fade 5s)	74	127	fade	Pattern A to Pattern B will crossfade over Blackout 0-5s
Off (Snap between different Patterns)	128	137	snap	Pattern A to Pattern B will snap
FOF Transition / Fade over Full (snap .. fade 5s)	138	191	fade	Pattern A to Pattern B will crossfade over Full 0-5s
Off - reserved for additional feature	192	201		
No Transition Time - reserved for additional feature	202	255		

Fixture Quantity

Fixture Quantity	DMX Value		Slot Style	Description
Off	0	0	snap	
1 Fixture in total	1	1	snap	Total number of fixtures on which the Pattern effect should run on
2 Fixture in total	2	2	snap	
...	3	254	snap	
255 Fixture in total	255	255	snap	

Fixture Position

Fixture Position	DMX Value		Slot Style	Description
Off	0	0	snap	
Fixture is on 1st Position	1	1	snap	Fixture position on which the Pattern effect should run on
Fixture is on 2nd Position	2	2	snap	
...	3	254	snap	
Fixture is on 255st Position	255	255	snap	

Mix Priority

Feature				Description
Main & Sub (HTP)	0	9	snap	the highest color value of main- or subfixture defines the resulting color value of the color.
Main Only	10	19	snap	The color value of the sub fixture will be ignored. The resulting color value is the values of the main color value.
Sub Only	20	29	snap	The color value of the main fixture will be ignored. The resulting color value is the values of the sub color value.
Main + Sub additive	30	39	snap	The color value of the subfixture will be added to the color value of the main color value. The resulting color value is the sum of both values.
Main - Sub subtractive	40	49	snap	The color value of the sub fixture will be subtracted from the color value of the main color value.
Sub - Main subtractive	50	59	snap	The color value of the main fixture will be subtracted from the color value of the sub color value.
TrueColor Main over Sub Snap	60	69	snap	Color Output from the Sub fixture Moduls stays in the background. Color Output from the Main fixture Module has higher priority and will not mix with the Sub color. As soon the color output value of the main module is >0 the Sub color will black out and the Main color will appear.
TrueColor Sub over Main Snap	70	79	snap	Color Output from the Main fixture Modul stays in the background. Color Output from the Sub fixture Modules has higher priority and will not mix with the main color. As soon the color output value of the sub moduls is >0 the main color will black out and the sub color will appear.

TrueColor Main over Sub Crossfade	80	89	snap	Color Output from the Sub fixture Modules stays in the background and the Color Output from the Main fixture Modul has higher priority. If you fade in a Main color, the Sub color will crossfade to the Main color.
TrueColor Sub over Main Crossfade	90	99	snap	Color Output from the Main fixture Modul stays in the background and the Color Output from the Sub fixture Modules has higher priority. If you fade in a Main color, the Sub color will crossfade to the Main color.
Not Used	100	127		Not used = Main & Sub (HTP)
Main only	128	130	snap	
Crossfade	fade	smooth fading
Main & Sub (HTP)	191	192	snap	
Crossfade	fade	smooth fading
Sub only	253	255	snap	