

Channel Map

Dmx	Parameter	Defaults	Range DMX	Description
1	Intensity High	0	0-65535	16 bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	540° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Focus High	32767	0-65535	Focus control
8	Focus Low			Default value 50% Focus range
9	Zoom High	32767	0-65535	Zoom control
10	Zoom Low			Default value 50% zoom range
11	Cyan	0	0-255	Cyan Color Control 0-100% saturation
12	Yellow	0	0-255	Yellow Color Control 0-100% saturation
13	Magenta	0	0-255	Magenta Color Control 0-100% saturation
14	CTO	0	0-255	CTO Color correction Control 0-100% saturation
15	Color Wheel	0	0-255	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 Lilly 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	0-255	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) For fastest shake set color timing to 0 Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0 Reserved Values
17	Gobo Wheel 1	0	0-255	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 (Brickend 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 (Brickend 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 (Brickend 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	32767	0-65535	16-bit control of index and rotation of gobo wheel 1.
19	High Byte Low Byte		0-32756 32757-32780 32781-65535	Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
20	Gobo Wheel 1 Control	0	0-255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0 Reserved Values
21	Gobo Wheel 2 (Fixed)	0	0-255	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 (Dot) 31-35 Gobo 6 (Neurone) 36-40 Gobo 7 (Grid) 41-45 Gobo 8 (Cross bars) Reserved
22	Gobo Wheel 2 Control	0	0-255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Reserved Values Reserved Values Reserved Values Reserved Values
23	Iris	0	0-255	iris size control iris beam size open to closed iris pulse slow to fast
24	Frame 1A	0	0-255	Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
25	Frame 1B	0	0-255	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
26	Frame 2A	0	0-255	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
27	Frame 2B	0	0-255	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
28	Frame 3A	0	0-255	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
29	Frame 3B	0	0-255	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).

For future use

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30	Frame 4A	0	0 - 255	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
31	Frame 4B	0	0 - 255	Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
32	Frame Rotate	128	0 - 255	Controls Framing Shutter mechanism from +/- 90°
33	Triangular Prism	0 - 255	0 - 255	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
34 35	Prism Index/Rot High Byte Low Byte	32767	0 - 65535 0 - 32766 32767 - 32780 32781 - 65535	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
36	Frost	0	0-255	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
37	Strobe Speed	0	0 - 255	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255)
38	Strobe Control	0 - 255	0 - 255	Control Channel for strobing functions. value to 0 (Idle). 0 - 5 Open 6 - 10 Closed 11 - 15 Normal Strobe 16 - 20 Random Strobe 21 - 25 Random Sync 26 - 255 Reserved Values
39	Programmers Channel	0	0-255	*do not require 3 second Dim rule mode will change once DMX level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Note some consoles have a delay in their channel Macro action. For this a time greater then 3 second may be required (6s) 0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161 - 180 PL Curve ** 181 - 200 For Future Use 201 - 210 Auto CTR ON (Default)** 211 - 220 Auto CTR 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*
40	Focus Timing	255	0 - 255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
41	Optics Timing	255	0 - 255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
42	Color Timing	255	0 - 255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
43	Beam Timing	255	0 - 255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
44	Gobo Timing	255	0 - 255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
45	Fan Control		0 - 255	Dynamically control fan speed vs LED Output operation. Control values as follows . . . 0-4 Automatic fan/output adjustment (Default) 05 - 255 Linear control of fan speed and LED max output* DMX 5 = Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed * - Standard mode only
46	Optical Style	0 - 30	0 - 255	<b>Hybrid</b> - Full zoom range restrictions (default) <b>Spot Projection</b> - 0% - 100% Zoom Range - No other restrictions besides zoom range <b>Open Beam</b> - Open Beam locked in at 0% zoom Edge 0% - Iris limited Range of 20% - 100% (Iris never completely leaves beam to leave hard edge) - Gobo functionality disabled. Prism Fully functional 0% - 30% Edge 0% - Beam/Iris/edge functions not operational - Prism Fully functional 91 - 120 Shaft - Open Beam locked in at 0% zoom Edge 0% - Iris limited Range of 20% - 100% (Iris never completely leaves beam to leave hard edge) - Gobo functionality disabled. Prism Fully functional
47	Luminaire Control	0	0 - 255	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). Note some consoles have a delay in their channel Macro action. For this a time greater then 3 second may be required (6s) Idle (Default) Full Luminaire ReCal - Also Used to Wake fixture up from shutdown Reserved Values Reserved Values Reserved Values Reserved Values Reserved Values Display - Menu ON Display - Menu OFF ReCal Position ReCal Color ReCal Gobo ReCal Beam ReCal Optics Reserved Values Reset Fixture to Defaults Full Luminaire ReSetup. This command will dose lamp and reset all processors in future, 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

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Channel Map

Dmx	Parameter	Defaults	Range DMX	Description
1	Intensity High	0	0-65535	16 Bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	340° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Focus High	32767	0-65535	Focus control
8	Focus Low			Default value 50% Focus range
9	Zoom High	32767	0-65535	Zoom control
10	Zoom Low			Default value 50% zoom range
11	Cyan	0	0-255	Cyan Color Control 0-100% saturation
12	Yellow	0	0-255	Yellow Color Control 0-100% saturation
13	Magenta	0	0-255	Magenta Color Control 0-100% saturation
14	CTO	0	0-255	CTO Color correction Control 0-100% saturation
15	Color Wheel	0	0-255	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 Early 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	0-255	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) For fastest shake set color timing to 0 Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0 Reserved Values
17	Gobo Wheel 1	0	0-255	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 High Byte	32767	0-65535	16-bit control of index and rotation of gobo wheel 1.
19	Low Byte		0-32756 32757-32780 32781-65535	Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
20	Gobo Wheel 1 Control	0	0-255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0 Reserved Values
21	Gobo Wheel 2 (Fixed)	0	0-255	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	0-255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Reserved Values
23	Iris	0	0-255	Iris size control Iris beam size open to closed Iris pulse slow to fast
24	Frame 1A	0	0-255	Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
25	Frame 1B	0	0-255	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).

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26	Frame 2A	0	0-255	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
27	Frame 2B	0	0-255	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
28	Frame 3A	0	0-255	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
29	Frame 3B	0	0-255	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
30	Frame 4A	0	0-255	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
31	Frame 4B	0	0-255	Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
32	Frame Rotate	128	0-255	Controls Framing Shutter mechanism from +/- 90°
33	Triangular Prism	0-255	0-255	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
34 35	Prism Index/Rot High Byte Low Byte	32767	0-65535 0-32756 32757-32780 32781-65535	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
36	Frost	0	0-255	Linear control of frost mechanism from out (DMX 0) to Full in (DMX 255)
37	Strobe Speed	0	0-255	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5Hz to 30Hz
38	Strobe Control	0-255	0-255	Control Channel for strobing functions. value to 0 (Idle). Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
39	Programmers Channel	0	0-255	*Do not require 3 second Dam rule mode will change once DMX level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s) 0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161-180 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*
40	Fan Control	0-255	0-255	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
41	Optical Style	0-30	0-255	Hybrid - Full zoom range no restrictions (default) Spot Projection - 6% - 100% zoom range no other restrictions besides zoom range Open Beam - Open Beam locked in at 0% zoom-Edge 0%- Iris 0% - Beam/Iris/edge functions not operational- Prism Fully functional 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 functionality disabled. Prism Fully functional
42	Luminaire Control	0	0-255	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). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s) Idle (Default) Full Luminaire ReCal - Also Used to Wake fixture up from shutdown 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 douse 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

Channel Map

Dmx	Parameter	Defaults	Range	Description
1	Intensity High	0	0-65535	16 Bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	540° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Focus High	32767	0-65535	Focus control
8	Focus Low			Default value 50% Focus range
9	Zoom High	32767	0-65535	Zoom control
10	Zoom Low			Default value 50% zoom range
11	Cyan	0	0 - 255	Cyan Color Control 0-100% saturation
12	Yellow	0	0 - 255	Yellow Color Control 0-100% saturation
13	Magenta	0	0 - 255	Magenta Color Control 0-100% saturation
14	CTO	0	0 - 255	CTO Color correction Control 0-100% saturation
15	Color Wheel	0	0 - 255	8-bit control of Color Wheel. (spin speed slow to fast from control channel)
			0 - 15	OPEN (centred at 0)
			16 - 47	Color 1 RED (centred at 32)
			48 - 79	Color 2 Dark Blue (centred at 64)
			80 - 111	Color 3 Yellow (centred at 96)
			112 - 143	Color 4 Kelly Green (centred at 128)
			144 - 175	Color 5 Amber (centred at 160)
			176 - 207	Color 6 Congo Blue (centred at 192)
			208 - 240	Color 7 CTB (centred at 224)
			241 -255	Open
16	Color Wheel Control	0	0 - 255	Linear Movement using shortest (quickest) path.
			0 - 5	Linear Movement using normal (longest) path.
			6 - 10	Wheel Spin CW (Forward)
			11 - 15	Wheel Spin STOP
			16 - 20	Wheel Spin CCW (Reverse)
			21 - 25	Color Shake Quickest Path (Slow to Fast) For fastest shake set color timing to 0
			26 - 56	Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0
			57 - 87	Reserved Values
			88 - 255	
17	Gobo Wheel 1	0	0 - 255	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 (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

**Channel Map**

			116 - 120 121 - 255	Gobo 6 (Honeycomb Reverse) Rotate with Mega Stepping Gobo 7 (On the Rock) Rotate with Mega Stepping Reserved Values
18 19	Gobo 1 Rot/Index High Byte Low Byte	32767	0 - 65535  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 >>>
20	Gobo Wheel 1 Control	0	0 - 255  0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0 Reserved Values
21	Gobo Wheel 2	0	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 - 95 96 - 100 101 - 105 106 - 110 111 - 115 116 - 120 121 - 255	8-bit control of Gobo Wheel 2. See Channel 24 for control options.  Open - No Gobo Gobo 1 (Dichrofusion) Index Gobo 2 (Alpha Rays) Index Gobo 3 (Circle of holes) Index Gobo 4 (Vertical Bars) Index Gobo 5 (Tribal) Index Gobo 6 (Honeycomb) Index Gobo 7 (Droplets) Index Open - No Gobo Gobo 1 (Dichrofusion) Rotate Gobo 2 (Alpha Rays) Rotate Gobo 3 (Circle of holes) Rotate Gobo 4 (Vertical Bars) Rotate Gobo 5 (Tribal) Rotate Gobo 6 (Honeycomb) Rotate Gobo 7 (Droplets) Rotate Open - No Gobo Gobo 1 (Dichrofusion) Rotate with Mega Stepping Gobo 2 (Alpha Rays) Rotate with Mega Stepping Gobo 3 (Circle of holes) Rotate with Mega Stepping Gobo 4 (Vertical Bars) Rotate with Mega Stepping Gobo 5 (Tribal) Rotate with Mega Stepping Gobo 6 (Honeycomb) Rotate with Mega Stepping Gobo 7 (Droplets) Rotate with Mega Stepping Reserved Values
22 23	Gobo 2 Rot/Index High Byte Low Byte	32767	0 - 65535  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	0 - 255  0 - 5 6 - 10	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.

**Channel Map**

Channel	Name	Start	End	Function
				<p>Reserved Values</p> <p>21 - 50 Wheel Spin Forward (Fast to Slow)</p> <p>51 - 60 Wheel Spin STOP</p> <p>61 - 90 Wheel Spin Reverse (Slow to Fast)</p> <p>91 - 120 Gobo Shake Quickest Path (Slow to Fast) For fastest shake set gobo timing to 0</p> <p>121 - 150 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0</p> <p>151 - 180 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0</p> <p>181 - 210 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0</p> <p>211 - 255 Reserved Values</p>
25	Gobo Wheel 3 (Fixed)	0	0-255	<p>8-bit control of Gobo Wheel 3. for movement options see channel 26</p> <p>0 - 5 Open - No Gobo</p> <p>6 - 10 6-10 Gobo 1 (Leafy Breakup)</p> <p>11 - 15 11-15 Gobo 2 (Medium Circle)</p> <p>16 - 20 16-20 Gobo 3 Swirl (Lattice)</p> <p>21 - 25 21-25 Gobo 4 (Radial Breakup)</p> <p>26 - 30 26-30 Gobo 5 (Dust)</p> <p>31 - 35 31-35 Gobo 6 (Neurons)</p> <p>36 - 40 36-40 Gobo 7 (Grid)</p> <p>41 - 45 41-45 Gobo 8 (Cross bars)</p> <p>46 - 255 Reserved</p>
26	Gobo Wheel 3 Control	0	0 - 255	<p>Used as a control channel for different movement options for Gobo Wheel 3 (Channel 25).</p> <p>0 - 5 Gobo Selection using shortest (quickest) path.</p> <p>6 - 10 Gobo Selection using normal (longest) path.</p> <p>11 - 20 Reserved Values</p> <p>21 - 50 Wheel Spin Forward (Fast to Slow)</p> <p>51 - 60 Wheel Spin STOP</p> <p>61 - 90 Wheel Spin Reverse (Slow to Fast)</p> <p>91 - 120 Gobo Shake Quickest Path (Slow to Fast) For fastest shake set gobo timing to 0</p> <p>121 - 150 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0</p> <p>151 - 180 Reserved Values</p> <p>181 - 210 Reserved Values</p> <p>211 - 255 Reserved Values</p>
27	Iris	0	0-255	<p>Iris size control</p> <p>0 - 200 Iris beam size open to closed</p> <p>201 - 255 Iris pulse slow to fast</p>
28	Triangular Prism	0	0 - 255	<p>Controls Prism mechanism with following values.</p> <p>0 - 5 Open</p> <p>6 - 10 Index</p> <p>11 - 15 Rotate Normal</p> <p>16 - 20 Rotate with Mega Stepping</p> <p>21 - 255 Reserved Values</p>
29 30	Prism Index/Rot High Byte Low Byte	0 - 65535	0-65535	<p>16-bit control of prism rotation and index.</p> <p>0 - 32756 Rotate Fast to Slow &lt;&lt;&lt;</p> <p>32757 - 32780 Rotation STOP</p> <p>32781 - 65535 Rotate Slow to Fast &gt;&gt;&gt;</p>
31	Frost	0	0-255	<p>Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)</p>
32	Strobe Speed	0	0 - 255	<p>Controls strobe rate from slowest (DMX 0) to fastest (DMX 255)</p> <p>0.5hz to 30hz</p>
33	Strobe Control	0 - 255	0 - 255	<p>Control Channel for strobing functions.</p>

**For future use**

**Channel Map**

			0-5 Open 6-10 Closed 11-15 Normal Strobe 16-20 Random Strobe 21-25 Random Sync 26-255 Reserved Values	
34	Programmers Channel	0	0-255  0-40 Idle 41-80 Linear** 81-120 S-Curve** 121-160 Square Curve (Default)** 161-180 161-181 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*	*do not require 3 second Dam rule mode will change once DMX level I reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)
35	Focus Timing	255	0-255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
36	Optics Timing	255	0-255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
37	Color Timing	255	0-255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
38	Beam Timing	255	0-255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
39	Gobo Timing	255	0-255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
40	Fan Control	0	0-255  0-4 Automatic fan/output adjustment (Default) 5-255 Linear control of fan speed and LED max output. DMX 4 =Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed	Dynamically control fan speed vs LED Output operation. Control values as follows . . .
41	Optical Style	0	0-255 31-60 61-90 91-120	Hybrid - full zoom range no restrictions (default) Spot Projection - 6%-100% Zoom-Range No other restrictions besides zoom range Open Beam - Open Beam locked in at 100% zoom - Edge 0% (Hard Edged) - Iris 0% - Beam/Iris/edge functions not operational - Prism Fully functional Shaft - Open Beam locked in at 0% zoom-Edge 0%- Iris limited to range of 26%-100% (iris never completely leaves beam to keep hard edge)- Gobo functionality disabled. Prism Fully functional
42	Luminaire Control	0	0-255  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	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). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)

For future use

For future use



# VL2600 Spot 16bit Enhanced (Default Mode)

## Channel Map

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

**VL2600 Spot 16bit  
Channel Map**

Dmx	Parameter	Defaults	Range DMX	Description
1	Intensity High	0	0-65535	16 Bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	540° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Focus High	32767	0-65535	Focus control Default value 50% Focus range
8	Focus Low			
9	Zoom High	32767	0-65535	Zoom control Default value 50% zoom range
10	Zoom Low			
11	Cyan	0	0 - 255	Cyan Color Control 0-100% saturation
12	Yellow	0	0 - 255	Yellow Color Control 0-100% saturation
13	Magenta	0	0 - 255	Magenta Color Control 0-100% saturation
14	CTO	0	0 - 255	CTO Color correction Control 0-100% saturation
15	Color Wheel	0	0 - 255 0 - 15 16 - 47 48 - 79 80 - 111 112 - 143 144 - 175 176 - 207 208 - 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	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	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) For fastest shake set color timing to 0 Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0 Reserved Values
17	Gobo Wheel 1	0	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 - 95 96 - 100 101 - 105 106 - 110 111 - 115 116 - 120 121 - 255	8-bit control of Gobo Wheel 1. See Channel 21 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 High Byte Low Byte	32767	0 - 65535	16-bit control of index and rotation of gobo wheel 1.  Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
19			0 - 32756 32757 - 32780 32781 - 65535	
20	Gobo Wheel 1 Control	0	0 - 255 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	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) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0 Reserved Values
21	Gobo Wheel 2	0	0 - 255	8-bit control of Gobo Wheel 2. See Channel 24 for control options.

**VL2600 Spot 16bit Channel Map**

			<p>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</p>	<p>Open - No Gobo Gobo 1 (Dichrofusion) Index Gobo 2 (Alpha Rays) Index Gobo 3 (Circle of holes) Index Gobo 4 (Vertical Bars) Index Gobo 5 (Tribal) Index Gobo 6 (Honeycomb) Index Gobo 7 (Droplets) Index Open - No Gobo Gobo 1 (Dichrofusion) Rotate Gobo 2 (Alpha Rays) Rotate Gobo 3 (Circle of holes) Rotate Gobo 4 (Vertical Bars) Rotate Gobo 5 (Tribal) Rotate Gobo 6 (Honeycomb) Rotate Gobo 7 (Droplets) Rotate Open - No Gobo Gobo 1 (Dichrofusion) Rotate with Mega Stepping Gobo 2 (Alpha Rays) Rotate with Mega Stepping Gobo 3 (Circle of holes) Rotate with Mega Stepping Gobo 4 (Vertical Bars) Rotate with Mega Stepping Gobo 5 (Tribal) Rotate with Mega Stepping Gobo 6 (Honeycomb) Rotate with Mega Stepping Gobo 7 (Droplets) Rotate with Mega Stepping Reserved Values</p>
22 23	Gobo 2 Rot/Index High Byte Low Byte	32767	<p>0 - 65535</p> <p>0 - 32756 32757 - 32780 32781 - 65535</p>	<p>16-bit control of index and rotation of gobo wheel 1.</p> <p>Rotate Fast to Slow &lt;&lt;&lt; Rotation STOP Rotate Slow to Fast &gt;&gt;&gt;</p>
24	Gobo Wheel 2 Control	0	<p>0 - 255</p> <p>0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255</p>	<p>Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21).</p> <p>Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Twist Quickest Path (Slow to Fast) For fastest twist set gobo timing to 0 Gobo Twist Normal Path (Slow to Fast) For fastest twist set gobo timing to 0 Reserved Values</p>
25	Gobo Wheel 3 (Fixed)	0	<p>0-255</p> <p>0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 30 31 - 35 36 - 40 41 - 45 46 - 255</p>	<p>8-bit control of Gobo Wheel 3. for movement options see channel 26</p> <p>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</p>
26	Gobo Wheel 3 Control	0	<p>0 - 255</p> <p>0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255</p>	<p>Used as a control channel for different movement options for Gobo Wheel 3 (Channel 25).</p> <p>Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) For fastest shake set gobo timing to 0 Gobo Shake Normal Path (Slow to Fast) For fastest shake set gobo timing to 0 Reserved Values Reserved Values Reserved Values</p>
27	Iris	0	<p>0-255</p> <p>0 - 200 201 - 255</p>	<p>Iris size control Iris beam size open to closed Iris pulse slow to fast</p> <p style="border: 1px solid red; padding: 2px; display: inline-block;"><b>For future use</b></p>
28	Triangular Prism	0	<p>0 - 255</p> <p>0 - 5 6 - 10 11 - 15 16 - 20 21 - 255</p>	<p>Controls Prism mechanism with following values.</p> <p>Open Index Rotate Normal Rotate with Mega Stepping Reserved Values</p>
29 30	Prism Index/Rot High Byte Low Byte	0 - 65535	<p>0-65535</p> <p>0 - 32756</p>	<p>16-bit control of prism rotation and index.</p> <p>Rotate Fast to Slow &lt;&lt;&lt;</p>

**VL2600 Spot 16bit  
Channel Map**

			32757 - 32780 32781 - 65535	Rotation STOP Rotate Slow to Fast >>>
31	Frost	0	0-255	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
32	Strobe Speed	0	0 - 255	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5hz to 30hz
33	Strobe Control	0 - 255	0 - 255  0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 255	Control Channel for strobing functions.  Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
34	Programmers Channel	0	0-255  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 Dam rule mode will change once DMX level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)  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*
35	Fan Control	0	0 - 255  0-4 5-255	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 4 =Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed
36	Optical Style	0	0 - 255 31 - 60 61 - 90 91 - 120	<b>Hybrid</b> - full zoom range no restrictions (default) <b>Spot Projection</b> - 6%-100% Zoom Range No other restrictions besides zoom range  <b>Open Beam</b> - Open Beam locked in hard zoom - Edge 0% (Hard Edged) - Iris 0% - Beam/Iris/edge functions not operational- Prism Fully functional  <b>Shaft</b> - Open Beam locked in at 0% zoom-Edge 0%- Iris limited Range of 26%-100% (Iris never completely leaves beam to keep hard edge)- Gobo Functionality disabled. Prism Fully functional
37	Luminaire Control	0	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). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)  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 douse 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 Wash 16bit Enhanced  
(Default Mode)  
Channel Map**

Dmx	Parameter	Defaults	Range DMX	Description
1	Intensity High	0	0-65535	16 Bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	540° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Zoom High	32767	0-65535	Zoom control
8	Zoom Low			Default value 50% zoom range
9	Cyan	0	0 - 255	Cyan Color Control 0-100% saturation
10	Yellow	0	0 - 255	Yellow Color Control 0-100% saturation
11	Magenta	0	0 - 255	Magenta Color Control 0-100% saturation
12	CTO	0	0 - 255	CTO Color correction Control 0-100% saturation
13	Color Wheel	0	0 - 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
14	Color Wheel Control	0	0 - 255	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) For fastest shake set color timing to 0 Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0 Reserved Values
15	Frame 1A	0	0-255	Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
16	Frame 1B	0	0 - 255	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
17	Frame 2A	0	0 - 255	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
18	Frame 2B	0	0 - 255	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
19	Frame 3A	0	0 - 255	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
20	Frame 3B	0	0 - 255	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
21	Frame 4A	0	0 - 255	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
22	Frame 4B			Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
23	Frame Rotate	128	0 - 255	Controls Framing Shutter mechanism from +/- 90°
24	Beam softening	0	0-255	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
25	Strobe Speed	0	0 - 255	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5hz to 30hz
26	Strobe Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 255	0 - 255	Control Channel for strobing functions. Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
27	Programmers Channel	0	0-255	*do not require 3 second Dam rule mode will change once DMX level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)  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**

(Default Mode)

Channel Map

28	Focus Timing	255	0 - 255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
29	Optics Timing	255	0 - 255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
30	Color Timing	255	0 - 255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
31	Fan Control	0	0 - 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 4 =Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed
32	Luminaire Control	0	0 - 255	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). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)  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	Defaults	Range DMX	Description
1	Intensity High	0	0-65535	16 Bit control of Dimming
2	Intensity Low			
3	Pan High	32767	0-65535	540° Total Pan Rotation
4	Pan Low			
5	Tilt High	32767	0-65535	270° Total Tilt
6	Tilt Low			
7	Zoom High	32767	0-65535	Zoom control
8	Zoom Low			Default value 50% zoom range
9	Cyan	0	0 - 255	Cyan Color Control 0-100% saturation
10	Yellow	0	0 - 255	Yellow Color Control 0-100% saturation
11	Magenta	0	0 - 255	Magenta Color Control 0-100% saturation
12	CTO	0	0 - 255	CTO Color correction Control 0-100% saturation
13	Color Wheel	0	0 - 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
14	Color Wheel Control	0	0 - 255	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 Quickest Path (Slow to Fast) For fastest shake set color timing to 0 57 - 87 Color Shake Normal Path (Slow to Fast) For fastest shake set color timing to 0 88 - 255 Reserved Values
15	Frame 1A	0	0-255	Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
16	Frame 1B	0	0 - 255	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
17	Frame 2A	0	0 - 255	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
18	Frame 2B	0	0 - 255	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
19	Frame 3A	0	0 - 255	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
20	Frame 3B	0	0 - 255	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
21	Frame 4A	0	0 - 255	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
22	Frame 4B			Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
23	Frame Rotate	128	0 - 255	Controls Framing Shutter mechanism from +/- 90°
24	Beam softening	0	0-255	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
25	Strobe Speed	0	0 - 255	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5hz to 30hz
26	Strobe Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 255	0 - 255	Control Channel for strobing functions. Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
27	Programmers Channel	0	0-255	*do not require 3 second Dam rule mode will change once DMX level 1 reached **Set discrete value of desired effect, wait >3 seconds, then set value to 0 (idle). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)  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*
28	Fan Control	0	0 - 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 4 =Highest Constant Fan Speed

For future use

**VL2600 Wash 16bit  
Channel Map**

29	Luminaire Control	0	0 - 255	DMX 255 = Lowest Constant Fan Speed
				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). Note some consoles have a delay in their channel Marco action. For this a time greater then 3 second may be required (6s)
			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 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