

DMX CHARTS

DMX Chart Summary

Channel	12 CH	14 CH	16 CH	19 CH
1	Shutter	Shutter	Shutter	Shutter
2	Dimmer	Dimmer	Dimmer	Dimmer
3	Color 1	Color 1	Color 1	Dimmer fine
4	Color 2	Color 2	Color 2	Color 1
5	Rotating gobo wheel	Rotating gobo wheel	Rotating gobo wheel	Color 2
6	Gobo rotation	Gobo rotation	Gobo rotation	Rotating gobo wheel
7	Prism rotation	Prism	Prism rotation	Gobo rotation
8	Frost	RPrism	Frost	Gobo fine
9	Focus	Frost	Focus	Prism
10	Zoom	Focus	Zoom	RPrism
11	Animation wheel	Zoom	Animation	RPrism fine
12	Control	Animation	Animation rotation	Frost
13		Animation rotation	Show	Focus
14		Control	Chase	Focus fine
15			Scene	Zoom
16			Record scenes	Zoom fine
17				Animation
18				Animation rotation
19				Control

12 CH	14 CH	16 CH	19 CH	Function	DMX Value	Default
1	1	1	1	SHUTTER Shutter closed No function (shutter open) Shutter effect slow to fast No function (shutter open) Pulse-effect in sequences No function (shutter open) Random Shutter effect slow to fast No function (shutter open)	000÷031 032÷063 064÷095 096÷127 128÷159 160÷191 192÷223 224÷255	255
2	2	2	2	DIMMER Linear from 0% to 100%	000 ÷ 255	000
-	-	-	3	DIMMER FINE Linear from 0% to 100%	000 ÷ 255	000
3	3	3	4	COLOR 1 Open Position 1 Position 2 Position 3 Position 4 Position 5 Position 6 Position 7 Position 8 Position 9 Position 10 Position 11 Position 12 Position 13 Position 14 Position 15 Fast to Slow(Forward Spin) Stop (Stop Rotation) Slow to Fast(Revers Spin) Positing from Position 1 to Position 15	000÷003 004÷007 008÷011 012÷015 016÷019 020÷023 024÷027 028÷031 032÷035 036÷039 040÷043 044÷047 048÷051 052÷055 056÷059 060÷063 064÷094 095÷096 097÷127 128÷255	000
4	4	4	5	COLOR 2 Open Position 1 Position 2 Position 3 Position 4 Position 5 Position 6 Position 7 Position 8 Position 9 Position 10 Position 11 Position 12 Position 13 Position 14 Position 15 Fast to Slow(Forward Spin) Stop (Stop Rotation) Slow to Fast(Revers Spin) Positing from Position 1 to Position 15	000÷003 004÷007 008÷011 012÷015 016÷019 020÷023 024÷027 028÷031 032÷035 036÷039 040÷043 044÷047 048÷051 052÷055 056÷059 060÷063 064÷094 095÷096 097÷127 128÷255	000

12 CH	14 CH	16 CH	19 CH	Function	DMX Value	Default
5	5	5	6	ROTATING GOBO WHEEL Open Position 1 Position 2 Position 3 Position 4 Position 5 Position 6 Position 7 Position 1 Shaking slow to fast Position 2 Shaking slow to fast Position 3 Shaking slow to fast Position 4 Shaking slow to fast Position 5 Shaking slow to fast Position 6 Shaking slow to fast Position 7 Shaking slow to fast Fast to Slow(Forward Spin) Stop (Stop Rotation) Slow to Fast(Revers Spin)	000÷005 006÷010 011÷015 016÷020 021÷025 026÷030 031÷035 036÷040 041÷055 056÷070 071÷085 086÷100 101÷115 116÷130 131÷145 146÷199 200÷201 202÷255	000
6	6	6	7	GOBO ROTATION Positioning from 0-360 degrees (Indexing) Fast to Slow Stop Slow to Fast	000÷191 192÷221 222÷225 226÷255	000
-	-	-	8	GOBO ROTATION FINE	000 ÷ 255	000
7	-	7	-	PRISM ROTATION Prism Off Index Fast to Slow Stop Slow to Fast	000÷000 001÷127 128÷189 190÷193 194÷255	000
-	7	6	9	PRISM Prism Off Indexed Rotation	000÷020 021÷127 128÷255	000
-	8	6	10	R PRISM Index Fast to Slow Stop Slow to Fast	000÷255 000÷127 128÷128 129÷255	000
-	-	-	11	R PRISM FINE	000 ÷ 255	000
8	9	8	12	FROST Linear insertion from 0% to 100%	000 ÷ 255	000
9	10	9	13	FOCUS Lineary from in to out	000 ÷ 255	128
-	-	-	14	FOCUS FINE	000 ÷ 255	128
10	11	10	15	ZOOM Linear from Narrow to Wide	000 ÷ 255	128
-	-	-	16	ZOOM FINE	000 ÷ 255	128
11	-	-	-	ANIMATION WHEEL Open/No Function Forward stop to fastest Stop Reverse stop to fastest	000÷003 004÷127 128÷131 132÷255	000
-	12	11	17	ANIMATION Effect Off Linear insertion	000÷007 008÷255	000

12 CH	14 CH	16 CH	19 CH	Function	DMX Value	Default
-	13	12	18	ANIMATION ROTATION Positioning 0°~360° Slowest to fastest (Forward Spin) Stop Fastest to Slowest (Reverse Spin)	000÷191 192÷221 222÷225 226÷255	000
12	14	-	19	CONTROL No Function DMX Fault Hold DMX Fault Stand Alone No Function Enable blackout while color change (Hold 3 Second) Disable blackout while color change (Hold 3 Second) Enable blackout while gobo change (Hold 3 Second) Disable blackout while gobo change (Hold 3 Second) Color1 Reset (Hold 3 Second) Color2 Reset (Hold 3 Second) Gobo1 Reset (Hold 3 Second) Prism Reset (Hold 3 Second) Focus Reset (Hold 3 Second) Zoom Reset (Hold 3 Second) Frost Reset (Hold 3 Second) Effect Reset (Hold 3 Second) Adv. Gobo Index ON Adv. Gobo Index OFF Adv. Focus Index ON Adv. Focus Index OFF Adv. Zoom Index ON Adv. Zoom Index OFF Warm Up Low Temp ON Warm Up Low Temp OFF Warm Up Low Temp VALUE No function Reset all (Hold 3 Second) No function	000÷001 002÷003 004÷005 006÷059 060÷069 070÷079 080÷089 090÷099 100÷109 110÷119 120÷129 130÷139 140÷149 150÷159 160÷169 170÷179 180÷181 182÷183 184÷185 186÷187 188÷189 190÷191 192÷193 194÷195 196÷197 198÷199 200÷209 210÷255	000
-	-	13	-	SHOW No Function Show 1 Show 2 Show 3	000÷063 064÷127 128÷191 192÷255	000
-	-	14	-	CHASE No Function Chase 1 Chase 2 Chase 3 Chase 4 Chase 5 Chase 6 Chase 7 Chase 8	000÷028 029÷056 057÷085 086÷113 114÷141 142÷170 171÷198 199÷226 227÷255	000

12 CH	14 CH	16 CH	19 CH	Function		DMX Value	Default
-	-	15	-	SCENE			128
				No Function		000÷007	
				Scene 1		008÷015	
				Scene 2		016÷023	
				Scene 3		024÷030	
				Scene 4		031÷038	
				Scene 5		039÷046	
				Scene 6		047÷054	
				Scene 7		055÷061	
				Scene 8		062÷069	
				Scene 9		070÷077	
				Scene 10		078÷085	
				Scene 11		086÷092	
				Scene 12		093÷100	
				Scene 13		101÷108	
				Scene 14		109÷115	
				Scene 15		116÷123	
				Scene 16		124÷131	
				Scene 17		132÷139	
				Scene 18		140÷146	
				Scene 19		147÷154	
				Scene 20		155÷162	
				Scene 21		163÷170	
				Scene 22		171÷177	
				Scene 23		178÷185	
				Scene 24		186÷193	
				Scene 25		194÷200	
				Scene 26		201÷208	
				Scene 27		209÷216	
				Scene 28		217÷224	
				Scene 29		225÷231	
				Scene 30		232÷239	
				Scene 31		240÷247	
				Scene 32		248÷255	
-	-	16	-	RECORD SCENES	This function is valid only when the value of channel 15 is 8-255; the record function is 129-255 and can be saved once every time for 3 seconds		000
No Function				000÷010			
Edit Scene Mode				011÷128			
Record Scene Mode (Hold 3S and Save)				129÷255			