








## DMX List

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Number	DMX Value	Function
1	000 - 255	<b>CYAN</b> Linear Cyan colour movement from white to full (Color Mixing → CMY) Linear Cyan colour movement full to white (Color Mixing → RGB)
2	000 - 255	<b>MAGENTA</b> Linear Magenta colour movement from white to full (Color Mixing → CMY) Linear Magenta colour movement full to white (Color Mixing → RGB)
3	000 - 255	<b>YELLOW</b> Linear Yellow colour movement from white to full (Color Mixing → CMY) Linear Yellow colour movement full to white (Color Mixing → RGB)
4	000 - 255	<b>CTO</b> Linear CTO filter movement from white to full
5	000 - 009 010 - 018 019 - 027 028 - 036 037 - 045 046 - 054 055 - 063 064 - 072 073 - 081 082 - 090 091 - 099 100 - 108 109 - 117 118 - 127 128 - 255	<b>COLOR WHEEL</b> Empty position Empty + Dark Red Dark Red Dark Red + Brilliant Blue Brilliant Blue Brilliant Blue + Green Green Green + H.M. Green H.M. Green H.M. Green + Light Orange Light Orange Light Orange + Navy Blue Navy Blue Navy Blue + Empty position Continuous CW Colour Wheel rotation at linearly variable speed from slow to fast
6	000 - 003 004 - 103 104 - 107 108 - 207 208 - 212 213 - 225 226 - 238 239 - 251 252 - 255	<b>STROBE EFFECT</b> Light OFF Strobe at linearly variable frequency from low (1Hz) to high (25Hz) Light ON Pulsation at linearly variable speed from slow to fast Light ON Random Strobe at low frequency Random Strobe at medium frequency Random Strobe at high frequency Light ON
7	000 - 255	<b>DIMMER</b> Light output linearly increase from no-light to maximum brightness
8	000 - 255	<b>DIMMER FINE</b> Fine Dimmer positioning
9	000 - 127 128 - 131 132 - 171 172 - 211 212 - 251 252 - 255	<b>IRIS</b> Iris linearly open from minimum to maximum aperture Maximum aperture Iris pulsation from slow to fast speed Iris pulsation from slow to fast speed with fast opening Iris pulsation from slow to fast speed with fast closing Maximum aperture

Number	DMX Value	Function
10		<b>ROTATING GOBO CHANGE</b>
	000 - 008	Empty position
	009 - 017	Gobo 1 (Small Dots) 
	018 - 026	Gobo 2 (Plumens) 
	027 - 035	Gobo 3 (Clouds V2 ) 
	036 - 044	Gobo 4 (Half Circle) 
	045 - 053	Gobo 5 (Oak Tree) 
	054 - 062	Gobo 6 (Water Lines) 
	063 - 071	Gobo 7 (Broken Circle) 
	072 - 113 114 - 117 118 - 159 160 - 173 174 - 187 188 - 200 201 - 214 215 - 227 228 - 241 242 - 255	Continuous CCW gobo wheel rotation at linearly variable speed from fast to slow Stop rotation Continuous CW gobo wheel rotation at linearly variable speed from slow to fast Gobo 1 shakes at variable speed from slow to fast Gobo 2 shakes at variable speed from slow to fast Gobo 3 shakes at variable speed from slow to fast Gobo 4 shakes at variable speed from slow to fast Gobo 5 shakes at variable speed from slow to fast Gobo 6 shakes at variable speed from slow to fast Gobo 7 shakes at variable speed from slow to fast
11		<b>GOBO ROTATION</b>
	000 - 021	Gobo indexing: 0° to 90° range
	021 - 042	Gobo indexing: 90° to 180° range
	042 - 063	Gobo indexing: 180° to 270° range
	063 - 084	Gobo indexing: 270° to 360° range
	084 - 105	Gobo indexing: 360° to 450° range
	105 - 127	Gobo indexing: 450° to 540° range
	128 - 190	Continuous CW gobo rotation at linearly variable speed from fast to slow
	191 - 192	Stop rotation
	193 - 255	Continuous CCW gobo rotation at linearly variable speed from slow to fast

<b>Number</b>	<b>DMX Value</b>	<b>Function</b>
<b>12</b>	000 - 255	<b>FINE GOBO ROTATION</b> Fine CCW Gobo Indexing
<b>13</b>	000 - 127 128 - 255	<b>PRISM INSERTION</b> Prism Excluded 4 facet Prism inserted
<b>14</b>	000 - 021 021 - 042 042 - 063 063 - 084 084 - 105 105 - 127 128 - 190 191 - 192 193 - 255	<b>PRISM ROTATION</b> Prism indexing: 0° to 90° range Prism indexing: 90° to 180° range Prism indexing: 180° to 270° range Prism indexing: 270° to 360° range Prism indexing: 360° to 450° range Prism indexing: 450° to 540° range Continuous CW prism rotation at linearly variable speed from fast to slow Stop rotation Continuous CCW prism rotation at linearly variable speed from slow to fast
<b>15</b>	000 - 007 008 - 255	<b>ANIMATION WHEEL INSERTION</b> Animation Disc Out Animation Disc Linear Insertion
<b>16</b>	000 - 127 128 - 132 133 - 255	<b>ANIMATION WHEEL ROTATION</b> Continuous animation disc CCW rotation at linearly variable speed from fast to slow Stop rotation Continuous animation disc CW rotation at linearly variable speed from slow to fast
<b>17</b>	000 - 255	<b>FROST</b> Frost Linear Insertion
<b>18</b>	000 - 255	<b>FOCUS</b> Focus moves linearly from distant to near position
<b>19</b>	000 - 255	<b>ZOOM</b> Zoom linearly moves from wide to narrow beam

<b>Number</b>	<b>DMX Value</b>	<b>Function</b>
<b>20</b>	000 - 255	<b>BLADE 1 MOVEMENT</b> Blade moves linearly into the light beam
<b>21</b>	000 - 127 128 129 - 255	<b>BLADE 1 SWIVELLING</b> Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
<b>22</b>	000 - 255	<b>BLADE 2 MOVEMENT</b> Blade moves linearly into the light beam
<b>23</b>	000 - 127 128 129 - 255	<b>BLADE 2 SWIVELLING</b> Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
<b>24</b>	000 - 255	<b>BLADE 3 MOVEMENT</b> Blade moves linearly into the light beam
<b>25</b>	000 - 127 128 129 - 255	<b>BLADE 3 SWIVELLING</b> Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
<b>26</b>	000 - 255	<b>BLADE 4 MOVEMENT</b> Blade moves linearly into the light beam
<b>27</b>	000 - 127 128 129 - 255	<b>BLADE 4 SWIVELLING</b> Swivelling from -25 degrees to 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees
<b>28</b>	000 - 255	<b>FRAME ROTATION</b> Frame CW linearly rotate

<b>Number</b>	<b>DMX Value</b>	<b>Function</b>
<b>29</b>		<b>FRAME MACRO EFFECTS</b>
	000 - 003	Macro OFF
	004 - 011	Macro 1
	012 - 018	Macro 2
	019 - 025	Macro 3
	026 - 032	Macro 4
	033 - 039	Macro 5
	040 - 047	Macro 6
	048 - 054	Macro 7
	055 - 061	Macro 8
	062 - 068	Macro 9
	069 - 075	Macro 10
	076 - 082	Macro 11
	083 - 090	Macro 12
	091 - 097	Macro 13
	098 - 104	Macro 14
	105 - 111	Macro 15
	112 - 118	Macro 16
	119 - 125	Macro 17
	126 - 133	Macro 18
	134 - 140	Macro 19
	141 - 147	Macro 20
	148 - 154	Macro 21
	155 - 161	Macro 22
	162 - 168	Macro 23
	169 - 176	Macro 24
	177 - 183	Macro 25
	184 - 190	Macro 26
	191 - 197	Macro 27
	198 - 204	Macro 28
	205 - 211	Macro 29
	212 - 219	Macro 30
	220 - 226	Macro 31
	227 - 233	Macro 32
	234 - 240	Macro 33
241 - 247	Macro 34	
248 - 255	Macro 35	
<b>30</b>	000 - 255	<b>FRAME MACRO SPEED</b> Macro Speed from Slow to Fast
<b>31</b>	000 - 255	<b>PAN</b> Pan CCW movement/positioning from 0° to 540° (default setting)
<b>32</b>	000 - 255	<b>PAN FINE</b> Fine CCW Pan positioning
<b>33</b>	000 - 255	<b>TILT</b> Tilt CW movement/positioning from 0° to 270° (default setting)
<b>34</b>	000 - 255	<b>TILT FINE</b> Fine CW Tilt positioning

Number	DMX Value	Function
35	000 - 025	<b>RESET</b> Unused range
	026 - 076	Effects reset procedure (No Pan/Tilt)
	077 - 127	Pan / Tilt reset procedure.
	128 - 255	All effects reset procedure.
		<b>IMPORTANT:</b> The function is activate staying on the selected range for 5 seconds.
36	000 - 010	<b>FUNCTION</b> Unused range
	011 - 020	Led Frequency 600Hz
	021 - 030	Led Frequency 1200Hz
	031 - 040	Led Frequency 2000Hz
	041 - 050	Led Frequency 4000Hz
	051 - 060	Led Frequency 8000Hz
	061 - 070	Led Frequency 16000Hz
	071 - 080	Led Frequency 25000Hz
	081 - 090	Fan Mode Auto (Default)
	091 - 095	Fan Mode SLN
	096 - 100	Fan Mode Theatre
	101 - 110	Fan Mode Constant
	111 - 120	Pan/Tilt Slow speed
	121 - 130	Pan/Tilt Medium speed
	131 - 140	Pan/Tilt Fast speed (Default)
	141 - 150	CMY Normal Speed
	151 - 160	CMY Fast Speed (Default)
	161 - 170	Display OFF (Default)
	171 - 180	Display ON
	181 - 190	Dimmer curve 1 (Default)
191 - 200	Dimmer curve 2	
201 - 210	Dimmer curve 3	
211 - 220	Dimmer curve 4	
221 - 255	Not used	
		<b>IMPORTANT:</b> The functions are activated/selected staying in the necessary range for 3 seconds

### IMPORTANT NOTES

To preserve the LED engine is recommend to set the Dimmer channel @ 0 bit few minutes before turning off the fixture.

To prevent accidental breakage of the effects, which could collide with each others during transport, before switching the projector OFF, check that all the Channels have been excluded (DMX level @ 0 bit).