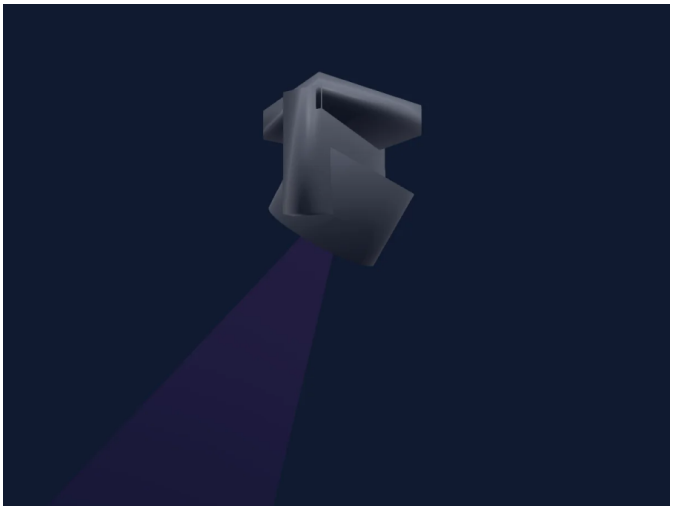
Black Light Design

Clay Paky B-Eye K25



Manufacturer	**Black Light Design**
Type	**Moving head**
DMX modes	**15**
DMX footprint	**21, 22, 35, 36, 43 channels**
Beam angle	**4-60°**
Pan range	**540°**
Tilt range	**200°**
Heads / cells	**3**
Size (W × H × D)	**386 × 255 × 386 mm**
GDTF fixture type	**690018D0-8299-47E0-903E-751…**

Controls

Zoom · Extra LED colours · RGB colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pixel control · Pan and tilt · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset · Service functions

DMX modes

Standard	21 ch
Standard + pixel eng RGBW	21 ch
Standard + pixel engine RGB	21 ch
Standard + frequency	22 ch
Standard + frequency + pixel eng RGB	22 ch
Standard + frequency + pixel eng RGBW	22 ch
Shapes	35 ch
Shapes + pixel eng RGB	35 ch
Shapes + pixel eng RGB alternative	35 ch
Shapes + pixel eng RGBW	35 ch
Shapes alternative	35 ch
Shapes + frequency	36 ch
Shapes + frequency + pixel eng RGB	36 ch
Shapes + frequency + pixel eng RGBW	36 ch
Shapes + ring	43 ch

Standard

21 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt

Standard (continued)

Ch	Function	Default	DMX values
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 << 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Standard + pixel eng RGBW

21 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open

Standard + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Standard + pixel engine RGB

21 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open

Standard + pixel engine RGB (continued)

Ch	Function	Default	DMX values
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard + pixel engine RGB (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Standard + frequency

22 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open

Standard + frequency (continued)

Ch	Function	Default	DMX values
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard + frequency (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>
22	L EDFrequency	0	

Standard + frequency + pixel eng RGB

22 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Standard + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>
22	L EDFrequency	0	

Standard + frequency + pixel eng RGBW

22 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Standard + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Standard + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 1 10–20 Lens < 2 21–30 Lens < 3 31–40 Lens < 4 41–51 Lens < 5 52–61 Lens < 6 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>
22	L EDFrequency	0	

Shapes

35 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes (continued)

Ch	Function	Default	DMX values
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide

Shapes (continued)

Ch	Function	Default	DMX values
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens 0 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 STOP 193–223 > 224–254 >> 255–255 >>>

Shapes (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)

Shapes + pixel eng RGB

35 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + pixel eng RGB (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + pixel eng RGB (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + pixel eng RGB (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + pixel eng RGB (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + pixel eng RGB (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)

Shapes + pixel eng RGB alternative

35 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + pixel eng RGB alternative (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + pixel eng RGB alternative (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + pixel eng RGB alternative (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + pixel eng RGB alternative (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer Shape	255	0–254 Closed 255–255 Open
30	Dimmer	255	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + pixel eng RGB alternative (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)

Shapes + pixel eng RGBW

35 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)

Shapes alternative

35 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes alternative (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes alternative (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes alternative (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes alternative (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer Shape	255	0–254 Closed 255–255 Open
30	Dimmer	255	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes alternative (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)

Shapes + frequency

36 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + frequency (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + frequency (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + frequency (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + frequency (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + frequency (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)
36	L EDFrequency	0	

Shapes + frequency + pixel eng RGB

36 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + frequency + pixel eng RGB (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)
36	L EDFrequency	0	

Shapes + frequency + pixel eng RGBW

36 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 << 112–157 < 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + frequency + pixel eng RGBW (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)
36	L EDFrequency	0	

Shapes + ring

43 channels

Ch	Function	Default	DMX values
1	Red	255	
2	Red Fine	255	Fine byte of Red
3	Green	255	
4	Green Fine	255	Fine byte of Green
5	Blue	255	
6	Blue Fine	255	Fine byte of Blue
7	White	255	
8	White Fine	255	Fine byte of White
9	C TO	0	0–9 CTO OFF 10–53 8000 K 54–98 7000 K 99–116 6000 K 117–143 5600 K 144–187 5000 K 188–223 4000 K 224–254 3200 K 255–255 2500 K
10	Color Macro1	0	

Shapes + ring (continued)

Ch	Function	Default	DMX values
11	Shutter / Strobe	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
12	Dimmer	0	0–254 Closed 255–255 Open
13	Dimmer Fine	0	Fine byte of Dimmer
14	Pan	128	
15	Pan Fine	0	Fine byte of Pan
16	Tilt	128	
17	Tilt Fine	0	Fine byte of Tilt
18	Control2	0	0–11 No function 12–24 P/T fast 25–37 P/T normal 38–42 Curve 1 43–47 Curve 2 48–52 Curve 3 53–57 Curve 4 58–62 RGBW gamma curve 1 63–67 RGBW gamma curve 2 68–72 RGBW gamma curve 3 73–77 Halogen lamp simulation off 78–82 Halogen lamp simulation type 1 (750w) 83–87 Halogen lamp simulation type 2 (1000 w) 88–92 Halogen lamp simulation type 3 (1200 w) 93–97 Halogen lamp simulation type 4 (2000 w) 98–102 Halogen lamp simulation type 5 (2500 w) 103–105 Pixelmap enabled 106–163 No function 164–164 1000Hz 165–165 1500Hz 166–166 2400Hz 167–167 3700Hz 168–168 5600Hz 169–169 9400Hz 170–170 15100Hz 171–171 21400Hz 172–172 31000Hz 173–173 43700Hz 174–176 Display On/Off 177–178 Emulation K10/K20 OFF 179–180 Emulation K10/K20 ON 181–182 Standard 183–184 Silent 185–186 Theather 187–250 No function 251–255 Reset to Default
19	Control1	0	0–25 No function 26–76 Zoom reset 77–127 P/T reset 128–255 Complete reset

Shapes + ring (continued)

Ch	Function	Default	DMX values
20	Zoom	255	0–127 narrow 128–254 mid 255–255 wide
21	Beam Shaper	0	0–9 Lens < 6 10–20 Lens < 5 21–30 Lens < 4 31–40 Lens < 3 41–51 Lens < 2 52–61 Lens < 1 62–72 Lens < > 73–83 Lens > 1 84–94 Lens > 2 95–104 Lens > 3 105–115 Lens > 4 116–126 Lens > 5 127–127 Lens > 6 128–158 <<< 159–189 << 190–190 < 191–192 >< 193–223 > 224–254 >> 255–255 >>>

Shapes + ring (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–7 Open (wheel slot 1) 8–8 Pixel 1 (wheel slot 2) 9–9 Ring 1 (wheel slot 3) 10–10 Ring 2 (wheel slot 4) 11–11 Ring 3 (wheel slot 5) 12–12 Pixel 1+Ring 1 (wheel slot 6) 13–13 Pixel 1+Ring 2 (wheel slot 7) 14–14 Pixel 1+Ring 3 (wheel slot 8) 15–15 Single ring (Ramp -/+) (wheel slot 9) 16–16 Filled rings (ramp -/+) (wheel slot 10) 17–17 Open/Close 1 (wheel slot 11) 18–18 Open/Close 2 (wheel slot 12) 19–19 Random pixels 1 (wheel slot 13) 20–20 Random pixels 2 (wheel slot 14) 21–21 Rainbow 1 (Variable speed) (wheel slot 15) 22–22 Rainbow 2 (Fixed speed with variable color offset) (w… 23–23 Fan (wheel slot 17) 24–24 Bar 1 (wheel slot 18) 25–25 Half moon (wheel slot 19) 26–26 Triangle (wheel slot 20) 27–27 Segment 1 (wheel slot 21) 28–28 Arc 1 (wheel slot 22) 29–29 Arc 2 (wheel slot 23) 30–30 Bar 2 (Variable size) (wheel slot 24) 31–31 Random explosion (wheel slot 25) 32–32 Segment 2 (wheel slot 26) 33–33 x Bump (wheel slot 27) 34–34 Image (wheel slot 28) 35–35 Bumping section (wheel slot 29) 36–36 Ramp by 6 (wheel slot 30) 37–37 Ramp by 4 (wheel slot 31) 38–38 Left/Right scrolling bar (wheel slot 32) 39–39 Up/Down scrolling bar (wheel slot 33) 40–40 Bar 3 (wheel slot 34) 41–41 Vertical arc 1 (wheel slot 35) 42–42 Vertical arc 2 (wheel slot 36) 43–43 Horizontal arc 1 (wheel slot 37) 44–44 Horizontal arc 2 (wheel slot 38) 45–45 Mirrored pixel (wheel slot 39) 46–46 Pixel animation 1 (wheel slot 40) 47–47 Pixel animation 2 (wheel slot 41) 48–48 Pixel animation 3 (wheel slot 42) 49–49 Pixel animation 4 (wheel slot 43) 50–50 Pixel animation 5 (wheel slot 44) 51–51 Semi arc (Ramp /+) (wheel slot 45) 52–52 Bumping arc section (wheel slot 46) 53–53 Pixel animation 6 (wheel slot 47) 54–54 Vertical ramp by 2 (wheel slot 48) 55–55 Following pixel by 2 (wheel slot 49) 56–56 Syncopation (wheel slot 50) 57–57 Bumping 1 (wheel slot 51) 58–58 Bumping 2 (wheel slot 52) 59–59 Bumping 3 (wheel slot 53) 60–60 Vertical pixel scrolling (wheel slot 54) 61–61 Random vertical section (wheel slot 55) 62–62 Random central section (wheel slot 56) 63–63 Random ring 2 (wheel slot 57) 64–64 Random ring 3 (wheel slot 58) 65–65 Random ring 1+3 (wheel slot 59) 66–66 Random ring 2+3 (wheel slot 60) 67–67 Single pixel ring 1 (wheel slot 61) 68–68 Single pixel ring 2 (wheel slot 62) 69–69 Single pixel ring 3 (wheel slot 63) 70–70 Spiral (wheel slot 64)

Shapes + ring (continued)

Ch	Function	Default	DMX values
23	Gobo Rotation	0	0–6 pos 1 7–13 pos 2 14–20 pos 3 21–27 pos 4 28–34 pos 5 35–41 pos 6 42–48 pos 7 49–55 pos 8 56–62 pos 9 63–63 pos 10 64–111 <<< 112–157 << 158–158 < 159–160 >< 161–207 > 208–254 >> 255–255 >>>
24	Shape Fade	0	0–15 Snap 16–113 gamma 05 114–244 gamma 1 245–245 gamma 2 246–255 automatic gamma
25	Red	255	
26	Green	255	
27	Blue	255	
28	White	255	
29	Dimmer	255	0–254 Closed 255–255 Open
30	Dimmer Background	0	0–254 Closed 255–255 Open
31	Shape Transition	0	0–4 No fade 5–72 100 ms 73–112 500 ms 113–170 1 s 171–215 2 s 216–254 3 s 255–255 4 s
32	Shape Offset	0	
33	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open

Shapes + ring (continued)

Ch	Function	Default	DMX values
34	Shutter / Strobe 2	255	0–3 Closed 4–24 Strobe · str > 0.5–5.45 Hz 25–101 Strobe · str >> 5.7–24.5 Hz 102–103 Strobe · str >>> 24.8–25 Hz 104–107 Open 108–120 pulse > 121–179 pulse >> 180–207 pulse >>> 208–212 Open 213–224 Random · rnd > 1–3.61 Hz 225–239 Random · rnd >> 3.84–7.16 Hz 240–251 Random · rnd >>> 7.39–10 Hz 252–255 Open
35	Gobo 2	0	0–8 No selection (wheel slot 1) 9–9 Pixel 1 (wheel slot 2) 10–10 Ring 2 (wheel slot 3) 11–11 Ring 3 (wheel slot 4) 12–12 Ring 4 (wheel slot 5) 13–13 Pixel 1 + Ring 2 (wheel slot 6) 14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7) 15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8) 16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9) 17–17 Ring 3 + Ring 4 (wheel slot 10) 18–18 Pixel 1 + Ring 4 (wheel slot 11) 19–19 Ring 2 + Ring 3 (wheel slot 12) 20–20 Pixel 1 + Ring 3 (wheel slot 13) 21–21 Ring 2 + Ring 4 (wheel slot 14) 22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15) 23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16) 255–255 Mirror effect (wheel slot 17)
36	L EDFrequency	0	
37	Dimmer	0	0–254 Closed 255–255 Open
38	Shutter / Strobe	0	
39	Red	0	
40	Green	0	
41	Blue	0	
42	Gobo 3	0	
43	Gobo Rotation 3	0	