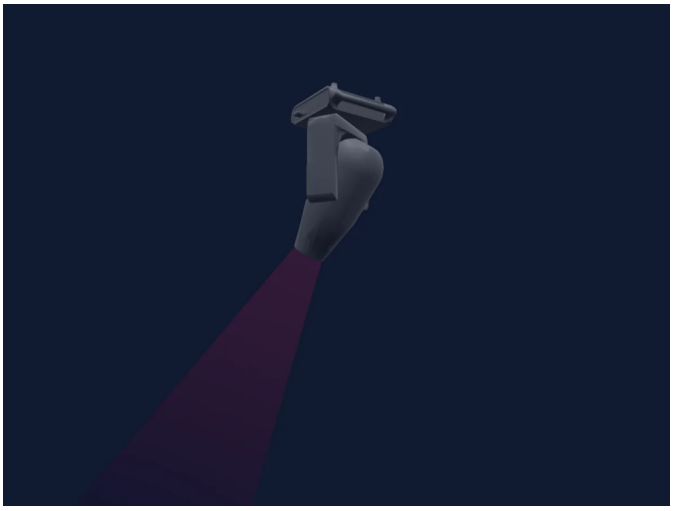
DLW

DREAM L1600P FLAG



Manufacturer	**DLW**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**37, 40, 60 channels**
Beam angle	**5-50°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**346 × 669 × 302 mm**
GDTF fixture type	**6EB3B0BD-9EB3-4209-95DC-A8…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Fixture reset

DMX modes

Mode1-37Ch	37 ch
Mode2-40Ch	40 ch
Mode3-60Ch	60 ch

Mode1-37Ch

37 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Focus	127	
9	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
10	Cyan	0	
11	Magenta	0	
12	Yellow	0	
13	C TO	0	
14	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 << 162–199 < 200–200 < 201–203 Stop 204–204 > 205–242 >> 243–243 >>> 244–247 Random fast 248–251 Random medium 252–255 Random slow

Mode1-37Ch (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 << 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
16	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
17	Gobo 2	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 << 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
18	Gobo Rotation 2	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
19	Iris	0	
20	Animation Wheel1	0	0–254 Zero 255–255 max Index

Mode1-37Ch (continued)

Ch	Function	Default	DMX values
21	Animation Wheel1Pos	0	0–9 Open 10–10 << 11–66 < 67–67 < 68–68 > 69–126 >> 127–127 >>> 128–206 Animation wheel moving forward quick fallback 207–255 Animation wheel moving backward quick go forw...
22	Blade1A	0	
23	Blade1B	0	
24	Blade2A	0	
25	Blade2B	0	
26	Blade3A	0	
27	Blade3B	0	
28	Blade4A	0	
29	Blade4B	0	
30	Shaper Rot	80	0–79 Zero 80–159 center 160–160 max Index 161–161 << 162–201 < 202–202 < 203–203 > 204–242 >> 243–243 >>> 244–255 Reserved
31	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 1 (wheel slot 2)
32	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
33	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 2 (wheel slot 3)
34	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>

Mode1-37Ch (continued)

Ch	Function	Default	DMX values
35	Control1	0	0–9 No function 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 1 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 2
36	Frost1	0	0–254 Open 255–255 Light Frost
37	Frost2	0	0–254 Open 255–255 Heavy Frost

Mode2-40Ch

40 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Focus	127	
9	Focus Fine	127	Fine byte of Focus
10	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
11	Zoom Fine	127	Fine byte of Zoom
12	Cyan	0	
13	Magenta	0	
14	Yellow	0	
15	C TO	0	

Mode2-40Ch (continued)

Ch	Function	Default	DMX values
16	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 << 162–199 << 200–200 < 201–203 Stop 204–204 > 205–242 >> 243–243 >>> 244–247 Random fast 248–251 Random medium 252–255 Random slow
17	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 <<< 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
18	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 <<< 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>

Mode2-40Ch (continued)

Ch	Function	Default	DMX values
19	Gobo 2	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 <<< 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
20	Gobo Rotation 2	0	0–126 Zero 127–127 max Index 128–128 <<< 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
21	Iris	0	
22	Animation Wheel1	0	0–254 Zero 255–255 max Index
23	Animation Wheel1Pos	0	0–9 Open 10–10 <<< 11–66 << 67–67 < 68–68 > 69–126 >> 127–127 >>> 128–206 Animation wheel moving forward quick fallback 207–255 Animation wheel moving backward quick go forw…
24	Animation Wheel1Pos Fine	0	Fine byte of Animation Wheel1Pos
25	Blade1A	0	
26	Blade1B	0	
27	Blade2A	0	
28	Blade2B	0	
29	Blade3A	0	
30	Blade3B	0	
31	Blade4A	0	
32	Blade4B	0	

Mode2-40Ch (continued)

Ch	Function	Default	DMX values
33	Shaper Rot	80	0–79 Zero 80–159 cenert 160–160 max Index 161–161 <<< 162–201 << 202–202 < 203–203 > 204–242 >> 243–243 >>> 244–255 Reserved
34	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 1 (wheel slot 2)
35	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 <<< 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
36	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 2 (wheel slot 3)
37	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 <<< 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
38	Frost1	0	0–254 Open 255–255 Light Frost
39	Frost2	0	0–254 Open 255–255 Heavy Frost
40	Control1	0	0–9 No function 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 1 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 2

Mode3-60Ch

60 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
5	Shutter / Strobe	49	0–19 Closed 20–49 Open 50–199 min Strobe 200–200 max Strobe 201–210 Open 2 211–254 Random · min Rnd 1–14.7 Hz 255–255 Random · max Rnd 15 Hz
6	Dimmer	0	0–254 Closed 255–255 Open
7	Dimmer Fine	0	Fine byte of Dimmer
8	Focus	127	
9	Focus Fine	127	Fine byte of Focus
10	Zoom	127	0–126 wide 127–254 normal 255–255 narrow
11	Zoom Fine	127	Fine byte of Zoom
12	Cyan	0	
13	Cyan Fine	0	Fine byte of Cyan
14	Magenta	0	
15	Magenta Fine	0	Fine byte of Magenta
16	Yellow	0	
17	Yellow Fine	0	Fine byte of Yellow
18	C TO	0	
19	C TO Fine	0	Fine byte of C TO
20	Color Wheel	0	0–119 Color Linear Movement 120–120 Open (wheel slot 1) 121–125 High CRI (wheel slot 2) 126–130 Pink (wheel slot 3) 131–135 Orange (wheel slot 4) 136–140 Purple (wheel slot 5) 141–145 Deep Blue (wheel slot 6) 146–150 Green (wheel slot 7) 151–155 Deep Red (wheel slot 8) 156–160 Open (wheel slot 1) 161–161 <<< 162–199 << 200–200 < 201–203 Stop 204–204 > 205–242 >> 243–243 >>> 244–247 Random fast 248–251 Random medium 252–255 Random slow
21	Color Wheel Fine	0	Fine byte of Color Wheel

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
22	Gobo	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 << 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
23	Gobo Rotation	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
24	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
25	Gobo 2	0	0–11 Open (wheel slot 1) 12–19 RG1 (wheel slot 2) 20–27 RG2 (wheel slot 3) 28–35 RG3 (wheel slot 4) 36–43 RG4 (wheel slot 5) 44–51 RG5 (wheel slot 6) 52–59 RG6 (wheel slot 7) 60–84 RG1 Shake (wheel slot 2) 85–109 RG2 Shake (wheel slot 3) 110–134 RG3 Shake (wheel slot 4) 135–159 RG4 Shake (wheel slot 5) 160–184 RG5 Shake (wheel slot 6) 185–209 RG6 Shake (wheel slot 7) 210–210 << 211–231 << 232–232 < 233–233 > 234–254 >> 255–255 >>>
26	Gobo Rotation 2	0	0–126 Zero 127–127 max Index 128–128 << 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
27	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
28	Iris	0	

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
29	Animation Wheel1	0	0–254 Zero 255–255 max Index
30	Animation Wheel1Pos	0	0–9 Open 10–10 <<< 11–66 << 67–67 < 68–68 > 69–126 >> 127–127 >>> 128–206 Animation wheel moving forward quick fallback 207–255 Animation wheel moving backward quick go forw…
31	Animation Wheel1Pos Fine	0	Fine byte of Animation Wheel1Pos
32	Blade1A	0	
33	Blade1A Fine	0	Fine byte of Blade1A
34	Blade1B	0	
35	Blade1B Fine	0	Fine byte of Blade1B
36	Blade2A	0	
37	Blade2A Fine	0	Fine byte of Blade2A
38	Blade2B	0	
39	Blade2B Fine	0	Fine byte of Blade2B
40	Blade3A	0	
41	Blade3A Fine	0	Fine byte of Blade3A
42	Blade3B	0	
43	Blade3B Fine	0	Fine byte of Blade3B
44	Blade4A	0	
45	Blade4A Fine	0	Fine byte of Blade4A
46	Blade4B	0	
47	Blade4B Fine	0	Fine byte of Blade4B
48	Shaper Rot	80	0–79 Zero 80–159 center 160–160 max Index 161–161 <<< 162–201 << 202–202 < 203–203 > 204–242 >> 243–243 >>> 244–255 Reserved
49	Shaper Rot Fine	80	Fine byte of Shaper Rot
50	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 1 (wheel slot 2)
51	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 <<< 129–189 << 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
52	Prism	0	0–254 Open (wheel slot 1) 255–255 Prism 2 (wheel slot 3)

Mode3-60Ch (continued)

Ch	Function	Default	DMX values
53	Prism Rotation	0	0–126 Zero 127–127 max Index 128–128 << 129–189 < 190–190 < 191–192 Stop 193–193 > 194–254 >> 255–255 >>>
54	Frost1	0	0–254 Open 255–255 Light Frost
55	Frost2	0	0–254 Open 255–255 Heavy Frost
56	Control1	0	0–9 No function 10–14 Reset All 15–29 Reset Specific 30–34 Reset P/T 35–49 NoFeature 1 50–54 1`2KHz 55–59 6KHz 60–64 12KHz 65–69 24KHz 70–255 NoFeature 2
57	Position MSpeed	0	
58	Color Mix MSpeed	0	
59	Focus MSpeed	0	
60	Gobo Wheel1MSpeed	0	