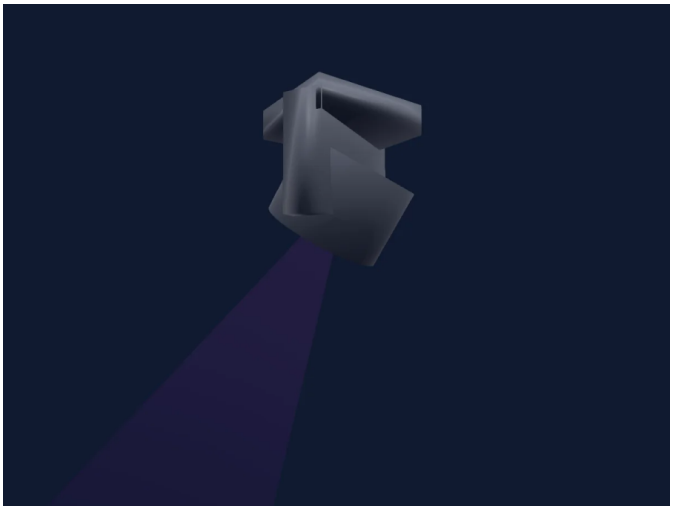
OGSON fixtures

# Clay Paky B-Eye K25



| | |
|---|---|
| Manufacturer | **OGSON fixtures** |
| 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 | **0BEAABEF-F8F0-49B2-9757-42…** |

## 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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| 10 | Color Macro1 | 0 | |
| 11 | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| 12 | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |
| **20** | Zoom | 255 | 0–127 narrow<br>128–254 mid<br>255–255 wide |

### Standard (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **21** | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |
| **11** | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |
| **20** | Zoom | 255 | 0–127 narrow<br>128–254 mid<br>255–255 wide |

### Standard + pixel eng RGBW (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 21 | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| 10 | Color Macro1 | 0 | |
| 11 | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| 12 | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |
| **20** | Zoom | 255 | 0–127 narrow<br>128–254 mid<br>255–255 wide |

### Standard + pixel engine RGB (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 21 | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| 10 | Color Macro1 | 0 | |
| 11 | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| 12 | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |
| **20** | Zoom | 255 | 0–127 narrow<br>128–254 mid<br>255–255 wide |

### Standard + frequency (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **21** | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |
| **11** | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

## Standard + frequency + pixel eng RGB (continued)

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

### Standard + frequency + pixel eng RGB (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **21** | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |
| **11** | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

## Standard + frequency + pixel eng RGBW (continued)

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

### Standard + frequency + pixel eng RGBW (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **21** | Beam Shaper | 0 | 0–9 Lens < 1<br>10–20 Lens < 2<br>21–30 Lens < 3<br>31–40 Lens < 4<br>41–51 Lens < 5<br>52–61 Lens < 6<br>62–72 Lens < ><br>73–83 Lens > 1<br>84–94 Lens > 2<br>95–104 Lens > 3<br>105–115 Lens > 4<br>116–126 Lens > 5<br>127–127 Lens > 6<br>128–158 <<<<br>159–189 <<<br>190–190 <<br>191–192 ><<br>193–223 ><br>224–254 >><br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |
| **11** | Shutter / Strobe | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

## Shapes (continued)

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

## Shapes (continued)

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

## Shapes (continued)

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

## Shapes (continued)

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

### Shapes (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>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<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |

## Shapes + pixel eng RGB (continued)

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

## Shapes + pixel eng RGB (continued)

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

## Shapes + pixel eng RGB (continued)

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

### Shapes + pixel eng RGB (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>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<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |

## Shapes + pixel eng RGB alternative (continued)

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

## Shapes + pixel eng RGB alternative (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 22 | Gobo | 0 | 0–7 Open (wheel slot 1)<br>8–8 Pixel 1 (wheel slot 2)<br>9–9 Ring 1 (wheel slot 3)<br>10–10 Ring 2 (wheel slot 4)<br>11–11 Ring 3 (wheel slot 5)<br>12–12 Pixel 1+Ring 1 (wheel slot 6)<br>13–13 Pixel 1+Ring 2 (wheel slot 7)<br>14–14 Pixel 1+Ring 3 (wheel slot 8)<br>15–15 Single ring (Ramp -/+) (wheel slot 9)<br>16–16 Filled rings (ramp -/+) (wheel slot 10)<br>17–17 Open/Close 1 (wheel slot 11)<br>18–18 Open/Close 2 (wheel slot 12)<br>19–19 Random pixels 1 (wheel slot 13)<br>20–20 Random pixels 2 (wheel slot 14)<br>21–21 Rainbow 1 (Variable speed) (wheel slot 15)<br>22–22 Rainbow 2 (Fixed speed with variable color offset) (w…<br>23–23 Fan (wheel slot 17)<br>24–24 Bar 1 (wheel slot 18)<br>25–25 Half moon (wheel slot 19)<br>26–26 Triangle (wheel slot 20)<br>27–27 Segment 1 (wheel slot 21)<br>28–28 Arc 1 (wheel slot 22)<br>29–29 Arc 2 (wheel slot 23)<br>30–30 Bar 2 (Variable size) (wheel slot 24)<br>31–31 Random explosion (wheel slot 25)<br>32–32 Segment 2 (wheel slot 26)<br>33–33 x Bump (wheel slot 27)<br>34–34 Image (wheel slot 28)<br>35–35 Bumping section (wheel slot 29)<br>36–36 Ramp by 6 (wheel slot 30)<br>37–37 Ramp by 4 (wheel slot 31)<br>38–38 Left/Right scrolling bar (wheel slot 32)<br>39–39 Up/Down scrolling bar (wheel slot 33)<br>40–40 Bar 3 (wheel slot 34)<br>41–41 Vertical arc 1 (wheel slot 35)<br>42–42 Vertical arc 2 (wheel slot 36)<br>43–43 Horizontal arc 1 (wheel slot 37)<br>44–44 Horizontal arc 2 (wheel slot 38)<br>45–45 Mirrored pixel (wheel slot 39)<br>46–46 Pixel animation 1 (wheel slot 40)<br>47–47 Pixel animation 2 (wheel slot 41)<br>48–48 Pixel animation 3 (wheel slot 42)<br>49–49 Pixel animation 4 (wheel slot 43)<br>50–50 Pixel animation 5 (wheel slot 44)<br>51–51 Semi arc (Ramp /+) (wheel slot 45)<br>52–52 Bumping arc section (wheel slot 46)<br>53–53 Pixel animation 6 (wheel slot 47)<br>54–54 Vertical ramp by 2 (wheel slot 48)<br>55–55 Following pixel by 2 (wheel slot 49)<br>56–56 Syncopation (wheel slot 50)<br>57–57 Bumping 1 (wheel slot 51)<br>58–58 Bumping 2 (wheel slot 52)<br>59–59 Bumping 3 (wheel slot 53)<br>60–60 Vertical pixel scrolling (wheel slot 54)<br>61–61 Random vertical section (wheel slot 55)<br>62–62 Random central section (wheel slot 56)<br>63–63 Random ring 2 (wheel slot 57)<br>64–64 Random ring 3 (wheel slot 58)<br>65–65 Random ring 1+3 (wheel slot 59)<br>66–66 Random ring 2+3 (wheel slot 60)<br>67–67 Single pixel ring 1 (wheel slot 61)<br>68–68 Single pixel ring 2 (wheel slot 62)<br>69–69 Single pixel ring 3 (wheel slot 63)<br>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<br>7–13 pos 2<br>14–20 pos 3<br>21–27 pos 4<br>28–34 pos 5<br>35–41 pos 6<br>42–48 pos 7<br>49–55 pos 8<br>56–62 pos 9<br>63–63 pos 10<br>64–111 <<<<br>112–157 <<<br>158–158 <<br>159–160 ><<br>161–207 ><br>208–254 >><br>255–255 >>> |
| **24** | Shape Fade | 0 | 0–15 Snap<br>16–113 gamma 05<br>114–244 gamma 1<br>245–245 gamma 2<br>246–255 automatic gamma |
| **25** | Red | 255 | |
| **26** | Green | 255 | |
| **27** | Blue | 255 | |
| **28** | White | 255 | |
| **29** | Dimmer Shape | 255 | 0–254 Closed<br>255–255 Open |
| **30** | Dimmer | 255 | 0–254 Closed<br>255–255 Open |
| **31** | Shape Transition | 0 | 0–4 No fade<br>5–72 100 ms<br>73–112 500 ms<br>113–170 1 s<br>171–215 2 s<br>216–254 3 s<br>255–255 4 s |
| **32** | Shape Offset | 0 | |
| **33** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

### Shapes + pixel eng RGB alternative (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>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<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |

## Shapes + pixel eng RGBW (continued)

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

## Shapes + pixel eng RGBW (continued)

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

## Shapes + pixel eng RGBW (continued)

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

### Shapes + pixel eng RGBW (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |

## Shapes alternative (continued)

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

## Shapes alternative (continued)

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

## Shapes alternative (continued)

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

## Shapes alternative (continued)

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

### Shapes alternative (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |

## Shapes + frequency (continued)

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

## Shapes + frequency (continued)

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

## Shapes + frequency (continued)

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

## Shapes + frequency (continued)

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

### Shapes + frequency (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>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<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |

## Shapes + frequency + pixel eng RGB (continued)

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

## Shapes + frequency + pixel eng RGB (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 22 | Gobo | 0 | 0–7 Open (wheel slot 1)<br>8–8 Pixel 1 (wheel slot 2)<br>9–9 Ring 1 (wheel slot 3)<br>10–10 Ring 2 (wheel slot 4)<br>11–11 Ring 3 (wheel slot 5)<br>12–12 Pixel 1+Ring 1 (wheel slot 6)<br>13–13 Pixel 1+Ring 2 (wheel slot 7)<br>14–14 Pixel 1+Ring 3 (wheel slot 8)<br>15–15 Single ring (Ramp -/+) (wheel slot 9)<br>16–16 Filled rings (ramp -/+) (wheel slot 10)<br>17–17 Open/Close 1 (wheel slot 11)<br>18–18 Open/Close 2 (wheel slot 12)<br>19–19 Random pixels 1 (wheel slot 13)<br>20–20 Random pixels 2 (wheel slot 14)<br>21–21 Rainbow 1 (Variable speed) (wheel slot 15)<br>22–22 Rainbow 2 (Fixed speed with variable color offset) (w…<br>23–23 Fan (wheel slot 17)<br>24–24 Bar 1 (wheel slot 18)<br>25–25 Half moon (wheel slot 19)<br>26–26 Triangle (wheel slot 20)<br>27–27 Segment 1 (wheel slot 21)<br>28–28 Arc 1 (wheel slot 22)<br>29–29 Arc 2 (wheel slot 23)<br>30–30 Bar 2 (Variable size) (wheel slot 24)<br>31–31 Random explosion (wheel slot 25)<br>32–32 Segment 2 (wheel slot 26)<br>33–33 x Bump (wheel slot 27)<br>34–34 Image (wheel slot 28)<br>35–35 Bumping section (wheel slot 29)<br>36–36 Ramp by 6 (wheel slot 30)<br>37–37 Ramp by 4 (wheel slot 31)<br>38–38 Left/Right scrolling bar (wheel slot 32)<br>39–39 Up/Down scrolling bar (wheel slot 33)<br>40–40 Bar 3 (wheel slot 34)<br>41–41 Vertical arc 1 (wheel slot 35)<br>42–42 Vertical arc 2 (wheel slot 36)<br>43–43 Horizontal arc 1 (wheel slot 37)<br>44–44 Horizontal arc 2 (wheel slot 38)<br>45–45 Mirrored pixel (wheel slot 39)<br>46–46 Pixel animation 1 (wheel slot 40)<br>47–47 Pixel animation 2 (wheel slot 41)<br>48–48 Pixel animation 3 (wheel slot 42)<br>49–49 Pixel animation 4 (wheel slot 43)<br>50–50 Pixel animation 5 (wheel slot 44)<br>51–51 Semi arc (Ramp /+) (wheel slot 45)<br>52–52 Bumping arc section (wheel slot 46)<br>53–53 Pixel animation 6 (wheel slot 47)<br>54–54 Vertical ramp by 2 (wheel slot 48)<br>55–55 Following pixel by 2 (wheel slot 49)<br>56–56 Syncopation (wheel slot 50)<br>57–57 Bumping 1 (wheel slot 51)<br>58–58 Bumping 2 (wheel slot 52)<br>59–59 Bumping 3 (wheel slot 53)<br>60–60 Vertical pixel scrolling (wheel slot 54)<br>61–61 Random vertical section (wheel slot 55)<br>62–62 Random central section (wheel slot 56)<br>63–63 Random ring 2 (wheel slot 57)<br>64–64 Random ring 3 (wheel slot 58)<br>65–65 Random ring 1+3 (wheel slot 59)<br>66–66 Random ring 2+3 (wheel slot 60)<br>67–67 Single pixel ring 1 (wheel slot 61)<br>68–68 Single pixel ring 2 (wheel slot 62)<br>69–69 Single pixel ring 3 (wheel slot 63)<br>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<br>7–13 pos 2<br>14–20 pos 3<br>21–27 pos 4<br>28–34 pos 5<br>35–41 pos 6<br>42–48 pos 7<br>49–55 pos 8<br>56–62 pos 9<br>63–63 pos 10<br>64–111 <<<<br>112–157 <<<br>158–158 <<br>159–160 ><<br>161–207 ><br>208–254 >><br>255–255 >>> |
| **24** | Shape Fade | 0 | 0–15 Snap<br>16–113 gamma 05<br>114–244 gamma 1<br>245–245 gamma 2<br>246–255 automatic gamma |
| **25** | Red | 255 | |
| **26** | Green | 255 | |
| **27** | Blue | 255 | |
| **28** | White | 255 | |
| **29** | Dimmer | 255 | 0–254 Closed<br>255–255 Open |
| **30** | Dimmer Background | 0 | 0–254 Closed<br>255–255 Open |
| **31** | Shape Transition | 0 | 0–4 No fade<br>5–72 100 ms<br>73–112 500 ms<br>113–170 1 s<br>171–215 2 s<br>216–254 3 s<br>255–255 4 s |
| **32** | Shape Offset | 0 | |
| **33** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

### Shapes + frequency + pixel eng RGB (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>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<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **12** | Dimmer | 0 | 0–254 Closed<br>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<br>12–24 P/T fast<br>25–37 P/T normal<br>38–42 Curve 1<br>43–47 Curve 2<br>48–52 Curve 3<br>53–57 Curve 4<br>58–62 RGBW gamma curve 1<br>63–67 RGBW gamma curve 2<br>68–72 RGBW gamma curve 3<br>73–77 Halogen lamp simulation off<br>78–82 Halogen lamp simulation type 1 (750w)<br>83–87 Halogen lamp simulation type 2 (1000 w)<br>88–92 Halogen lamp simulation type 3 (1200 w)<br>93–97 Halogen lamp simulation type 4 (2000 w)<br>98–102 Halogen lamp simulation type 5 (2500 w)<br>103–105 Pixelmap enabled<br>106–163 No function<br>164–164 1000Hz<br>165–165 1500Hz<br>166–166 2400Hz<br>167–167 3700Hz<br>168–168 5600Hz<br>169–169 9400Hz<br>170–170 15100Hz<br>171–171 21400Hz<br>172–172 31000Hz<br>173–173 43700Hz<br>174–176 Display On/Off<br>177–178 Emulation K10/K20 OFF<br>179–180 Emulation K10/K20 ON<br>181–182 Standard<br>183–184 Silent<br>185–186 Theather<br>187–250 No function<br>251–255 Reset to Default |
| **19** | Control1 | 0 | 0–25 No function<br>26–76 Zoom reset<br>77–127 P/T reset<br>128–255 Complete reset |

## Shapes + frequency + pixel eng RGBW (continued)

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

## Shapes + frequency + pixel eng RGBW (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| 22 | Gobo | 0 | 0–7 Open (wheel slot 1)<br>8–8 Pixel 1 (wheel slot 2)<br>9–9 Ring 1 (wheel slot 3)<br>10–10 Ring 2 (wheel slot 4)<br>11–11 Ring 3 (wheel slot 5)<br>12–12 Pixel 1+Ring 1 (wheel slot 6)<br>13–13 Pixel 1+Ring 2 (wheel slot 7)<br>14–14 Pixel 1+Ring 3 (wheel slot 8)<br>15–15 Single ring (Ramp -/+) (wheel slot 9)<br>16–16 Filled rings (ramp -/+) (wheel slot 10)<br>17–17 Open/Close 1 (wheel slot 11)<br>18–18 Open/Close 2 (wheel slot 12)<br>19–19 Random pixels 1 (wheel slot 13)<br>20–20 Random pixels 2 (wheel slot 14)<br>21–21 Rainbow 1 (Variable speed) (wheel slot 15)<br>22–22 Rainbow 2 (Fixed speed with variable color offset) (w…<br>23–23 Fan (wheel slot 17)<br>24–24 Bar 1 (wheel slot 18)<br>25–25 Half moon (wheel slot 19)<br>26–26 Triangle (wheel slot 20)<br>27–27 Segment 1 (wheel slot 21)<br>28–28 Arc 1 (wheel slot 22)<br>29–29 Arc 2 (wheel slot 23)<br>30–30 Bar 2 (Variable size) (wheel slot 24)<br>31–31 Random explosion (wheel slot 25)<br>32–32 Segment 2 (wheel slot 26)<br>33–33 x Bump (wheel slot 27)<br>34–34 Image (wheel slot 28)<br>35–35 Bumping section (wheel slot 29)<br>36–36 Ramp by 6 (wheel slot 30)<br>37–37 Ramp by 4 (wheel slot 31)<br>38–38 Left/Right scrolling bar (wheel slot 32)<br>39–39 Up/Down scrolling bar (wheel slot 33)<br>40–40 Bar 3 (wheel slot 34)<br>41–41 Vertical arc 1 (wheel slot 35)<br>42–42 Vertical arc 2 (wheel slot 36)<br>43–43 Horizontal arc 1 (wheel slot 37)<br>44–44 Horizontal arc 2 (wheel slot 38)<br>45–45 Mirrored pixel (wheel slot 39)<br>46–46 Pixel animation 1 (wheel slot 40)<br>47–47 Pixel animation 2 (wheel slot 41)<br>48–48 Pixel animation 3 (wheel slot 42)<br>49–49 Pixel animation 4 (wheel slot 43)<br>50–50 Pixel animation 5 (wheel slot 44)<br>51–51 Semi arc (Ramp /+) (wheel slot 45)<br>52–52 Bumping arc section (wheel slot 46)<br>53–53 Pixel animation 6 (wheel slot 47)<br>54–54 Vertical ramp by 2 (wheel slot 48)<br>55–55 Following pixel by 2 (wheel slot 49)<br>56–56 Syncopation (wheel slot 50)<br>57–57 Bumping 1 (wheel slot 51)<br>58–58 Bumping 2 (wheel slot 52)<br>59–59 Bumping 3 (wheel slot 53)<br>60–60 Vertical pixel scrolling (wheel slot 54)<br>61–61 Random vertical section (wheel slot 55)<br>62–62 Random central section (wheel slot 56)<br>63–63 Random ring 2 (wheel slot 57)<br>64–64 Random ring 3 (wheel slot 58)<br>65–65 Random ring 1+3 (wheel slot 59)<br>66–66 Random ring 2+3 (wheel slot 60)<br>67–67 Single pixel ring 1 (wheel slot 61)<br>68–68 Single pixel ring 2 (wheel slot 62)<br>69–69 Single pixel ring 3 (wheel slot 63)<br>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<br>7–13 pos 2<br>14–20 pos 3<br>21–27 pos 4<br>28–34 pos 5<br>35–41 pos 6<br>42–48 pos 7<br>49–55 pos 8<br>56–62 pos 9<br>63–63 pos 10<br>64–111 <<<br>112–157 <<br>158–158 <<br>159–160 ><<br>161–207 ><br>208–254 >><br>255–255 >>> |
| **24** | Shape Fade | 0 | 0–15 Snap<br>16–113 gamma 05<br>114–244 gamma 1<br>245–245 gamma 2<br>246–255 automatic gamma |
| **25** | Red | 255 | |
| **26** | Green | 255 | |
| **27** | Blue | 255 | |
| **28** | White | 255 | |
| **29** | Dimmer | 255 | 0–254 Closed<br>255–255 Open |
| **30** | Dimmer Background | 0 | 0–254 Closed<br>255–255 Open |
| **31** | Shape Transition | 0 | 0–4 No fade<br>5–72 100 ms<br>73–112 500 ms<br>113–170 1 s<br>171–215 2 s<br>216–254 3 s<br>255–255 4 s |
| **32** | Shape Offset | 0 | |
| **33** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |

### Shapes + frequency + pixel eng RGBW (continued)

| Ch | Function | Default | DMX values |
|---|---|---|---|
| **34** | Shutter / Strobe 2 | 255 | 0–3 Closed<br>4–24 Strobe · str > 0.5–5.45 Hz<br>25–101 Strobe · str >> 5.7–24.5 Hz<br>102–103 Strobe · str >>> 24.8–25 Hz<br>104–107 Open<br>108–120 pulse ><br>121–179 pulse >><br>180–207 pulse >>><br>208–212 Open<br>213–224 Random · rnd > 1–3.61 Hz<br>225–239 Random · rnd >> 3.84–7.16 Hz<br>240–251 Random · rnd >>> 7.39–10 Hz<br>252–255 Open |
| **35** | Gobo 2 | 0 | 0–8 No selection (wheel slot 1)<br>9–9 Pixel 1 (wheel slot 2)<br>10–10 Ring 2 (wheel slot 3)<br>11–11 Ring 3 (wheel slot 4)<br>12–12 Ring 4 (wheel slot 5)<br>13–13 Pixel 1 + Ring 2 (wheel slot 6)<br>14–14 Pixel 1 + Ring 2 + Ring 3 (wheel slot 7)<br>15–15 Pixel 1 + Ring 2 + Ring 3 + Ring 4 (wheel slot 8)<br>16–16 Ring 2 + Ring 3 + Ring 4 (wheel slot 9)<br>17–17 Ring 3 + Ring 4 (wheel slot 10)<br>18–18 Pixel 1 + Ring 4 (wheel slot 11)<br>19–19 Ring 2 + Ring 3 (wheel slot 12)<br>20–20 Pixel 1 + Ring 3 (wheel slot 13)<br>21–21 Ring 2 + Ring 4 (wheel slot 14)<br>22–22 Pixel 1 + Ring 3 + Ring 4 (wheel slot 15)<br>23–254 Pixel 1 + Ring 2 + Ring 4 (wheel slot 16)<br>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<br>10–53 8000 K<br>54–98 7000 K<br>99–116 6000 K<br>117–143 5600 K<br>144–187 5000 K<br>188–223 4000 K<br>224–254 3200 K<br>255–255 2500 K |
| **10** | Color Macro1 | 0 | |

## Shapes + ring (continued)

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

## Shapes + ring (continued)

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

## Shapes + ring (continued)

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

## Shapes + ring (continued)

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

## Shapes + ring (continued)

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