OGSON fixtures

Martin MAC Aura XIP



Manufacturer	**OGSON fixtures**
Type	**Moving head**
DMX modes	**4**
DMX footprint	**20, 36, 57, 93 channels**
Beam angle	**6.3-35.3°**
Pan range	**540°**
Tilt range	**220°**
Heads / cells	**21**
Size (W × H × D)	**228 × 200 × 238 mm**
GDTF fixture type	**50D338F6-6B92-4741-8C84-AA...**

Controls

Zoom · RGB colour mixing · Colour temperature · Colour wheel · Effect speed · Strobe · Dimmer · Pixel control · Pan and tilt

Safety-relevant functions

Built-in effect programmes

DMX modes

Compact	20 ch
Basic	36 ch
Extended	57 ch
Ludicrous	93 ch

Compact

20 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
5	Red Fine	255	Fine byte of Red
6	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
7	Green Fine	255	Fine byte of Green
8	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
9	Blue Fine	255	Fine byte of Blue
10	C TC	128	
11	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
12	Color Macro1	0	
13	Zoom	128	0–127 Narrow 128–254 Medium 255–255 Wide
14	Zoom Fine	0	Fine byte of Zoom
15	Pan	128	
16	Pan Fine	0	Fine byte of Pan
17	Tilt	128	
18	Tilt Fine	0	Fine byte of Tilt
19	Control1	0	
20	L EDFrequency	128	0–63 2400 Hz 64–127 2700 Hz 128–128 3000 Hz 129–254 NoFeature 255–255 24 000 Hz

Basic

36 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
5	Red Fine	255	Fine byte of Red
6	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
7	Green Fine	255	Fine byte of Green
8	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
9	Blue Fine	255	Fine byte of Blue
10	C TC	128	
11	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
12	Color Macro1	0	
13	Zoom	128	0–127 Narrow 128–254 Medium 255–255 Wide
14	Zoom Fine	0	Fine byte of Zoom
15	Pan	128	
16	Pan Fine	0	Fine byte of Pan
17	Tilt	128	
18	Tilt Fine	0	Fine byte of Tilt
19	Control1	0	
20	L EDFrequency	128	0–63 2400 Hz 64–127 2700 Hz 128–128 3000 Hz 129–254 NoFeature 255–255 24 000 Hz

Basic (continued)

Ch	Function	Default	DMX values
21	P3Mix	0	0–26 DMX Mode 27–126 DMX 127–227 Mix 228–228 Video 229–255 Video Mode

Basic (continued)

Ch	Function	Default	DMX values
22	Effect	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Basic (continued)

Ch	Function	Default	DMX values
23	Effect Speed	128	

Basic (continued)

Ch	Function	Default	DMX values
24	Effect 2	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Basic (continued)

Ch	Function	Default	DMX values
25	Effect Speed 2	128	
26	Effects Sync	36	0–0 No Sync 1–1 Fixture Offset 10deg 2–2 Fixture Offset 20deg 3–3 Fixture Offset 30deg 4–4 Fixture Offset 40deg 5–5 Fixture Offset 50deg 6–6 Fixture Offset 60deg 7–7 Fixture Offset 70deg 8–8 Fixture Offset 80deg 9–9 Fixture Offset 90deg 10–10 Fixture Offset 100deg 11–11 Fixture Offset 110deg 12–12 Fixture Offset 120deg 13–13 Fixture Offset 130deg 14–14 Fixture Offset 140deg 15–15 Fixture Offset 150deg 16–16 Fixture Offset 160deg 17–17 Fixture Offset 170deg 18–18 Fixture Offset 180deg 19–19 Fixture Offset 190deg 20–20 Fixture Offset 200deg 21–21 Fixture Offset 210deg 22–22 Fixture Offset 220deg 23–23 Fixture Offset 230deg 24–24 Fixtrue Offset 240deg 25–25 Fixture Offset 250deg 26–26 Fixture Offset 260deg 27–27 Fixture Offset 270deg 28–28 Fixture Offset 280deg 29–29 Fixture Offset 290deg 30–30 Fixture Offset 300deg 31–31 Fixture Offset 310deg 32–32 Fixture Offset 320deg 33–33 Fixture Offset 330deg 34–34 Fixture Offset 340deg 35–35 Fixture Offset 350deg 36–100 Synchronized 101–120 Random Start 121–255 Random Duration
27	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
28	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
29	Dimmer Fine	0	Fine byte of Dimmer
30	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max

Basic (continued)

Ch	Function	Default	DMX values
31	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
32	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
33	C TC	128	
34	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050

Basic (continued)

Ch	Function	Default	DMX values
35	Color Wheel 2	0	0–10 Open (wheel slot 1) 11–12 Moroccan Pink (wheel slot 2) 13–14 Pink (wheel slot 3) 15–16 Special Rose Pink (wheel slot 4) 17–18 Follies Pink (wheel slot 5) 19–20 Fuchsia Pink (wheel slot 6) 21–22 Surprise Pink (wheel slot 7) 23–24 Congo Blue (wheel slot 8) 25–26 Tokyo Blue (wheel slot 9) 27–28 Deep Blue (wheel slot 10) 29–30 Just Blue (wheel slot 11) 31–32 Medium Blue (wheel slot 12) 33–34 Double CT Blue (wheel slot 13) 35–36 Slate Blue (wheel slot 14) 37–38 Full CT Blue (wheel slot 15) 39–40 Half CT Blue (wheel slot 16) 41–42 Steel Blue (wheel slot 17) 43–44 Lighter Blue (wheel slot 18) 45–46 Light Blue (wheel slot 19) 47–48 Medium Blue Green (wheel slot 20) 49–50 Dark Green (wheel slot 21) 51–52 Primary Green (wheel slot 22) 53–54 Moss Green (wheel slot 23) 55–56 Fern Green (wheel slot 24) 57–58 Jas Green (wheel slot 25) 59–60 Lime Green (wheel slot 26) 61–62 Spring Yellow (wheel slot 27) 63–64 Deep Amber (wheel slot 28) 65–66 Chrome Orange (wheel slot 29) 67–68 Orange (wheel slot 30) 69–70 Gold Amber (wheel slot 31) 71–72 Millennium Gold (wheel slot 32) 73–74 Deep Golden Amber (wheel slot 33) 75–76 Flame Red (wheel slot 34) 77–78 Red Magenta (wheel slot 35) 79–80 Medium Lavender (wheel slot 36) 81–82 Pure White (wheel slot 37) 83–84 Pure Red (wheel slot 38) 85–86 Pure Yellow (wheel slot 39) 87–88 Pure Green (wheel slot 40) 89–90 Pure Cyan (wheel slot 41) 91–92 Pure Blue (wheel slot 42) 93–94 Pure Magenta (wheel slot 43) 95–96 Peacock Blue (wheel slot 44) 97–98 Dark Lavender (wheel slot 45) 99–100 Double CT Orange (wheel slot 46) 101–102 Full CT Orange (wheel slot 47) 103–104 Half CT Orange (wheel slot 48) 105–106 Deep Straw (wheel slot 49) 107–190 NoFeature 191–202 CW Max 203–213 CW Med 214–214 CW Min 215–219 Stop 220–230 CCW Min 231–242 CCW Med 243–243 CCW Max 244–248 Fast 249–254 Medium 255–255 Slow

Basic (continued)

Ch	Function	Default	DMX values
36	P3Mix	0	0–26 DMX Mode 27–126 DMX 127–227 Mix 228–228 Video 229–255 Video Mode

Extended

57 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
5	Red Fine	255	Fine byte of Red
6	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
7	Green Fine	255	Fine byte of Green
8	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
9	Blue Fine	255	Fine byte of Blue
10	C TC	128	
11	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
12	Color Macro1	0	
13	Zoom	128	0–127 Narrow 128–254 Medium 255–255 Wide
14	Zoom Fine	0	Fine byte of Zoom
15	Pan	128	
16	Pan Fine	0	Fine byte of Pan

Extended (continued)

Ch	Function	Default	DMX values
17	Tilt	128	
18	Tilt Fine	0	Fine byte of Tilt
19	Control1	0	
20	L EDFrequency	128	0–63 2400 Hz 64–127 2700 Hz 128–128 3000 Hz 129–254 NoFeature 255–255 24 000 Hz
21	P3Mix	0	0–26 DMX Mode 27–126 DMX 127–227 Mix 228–228 Video 229–255 Video Mode

Extended (continued)

Ch	Function	Default	DMX values
22	Effect	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Extended (continued)

Ch	Function	Default	DMX values
23	Effect Speed	128	

Extended (continued)

Ch	Function	Default	DMX values
24	Effect 2	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Extended (continued)

Ch	Function	Default	DMX values
25	Effect Speed 2	128	
26	Effects Sync	36	0–0 No Sync 1–1 Fixture Offset 10deg 2–2 Fixture Offset 20deg 3–3 Fixture Offset 30deg 4–4 Fixture Offset 40deg 5–5 Fixture Offset 50deg 6–6 Fixture Offset 60deg 7–7 Fixture Offset 70deg 8–8 Fixture Offset 80deg 9–9 Fixture Offset 90deg 10–10 Fixture Offset 100deg 11–11 Fixture Offset 110deg 12–12 Fixture Offset 120deg 13–13 Fixture Offset 130deg 14–14 Fixture Offset 140deg 15–15 Fixture Offset 150deg 16–16 Fixture Offset 160deg 17–17 Fixture Offset 170deg 18–18 Fixture Offset 180deg 19–19 Fixture Offset 190deg 20–20 Fixture Offset 200deg 21–21 Fixture Offset 210deg 22–22 Fixture Offset 220deg 23–23 Fixture Offset 230deg 24–24 Fixtrue Offset 240deg 25–25 Fixture Offset 250deg 26–26 Fixture Offset 260deg 27–27 Fixture Offset 270deg 28–28 Fixture Offset 280deg 29–29 Fixture Offset 290deg 30–30 Fixture Offset 300deg 31–31 Fixture Offset 310deg 32–32 Fixture Offset 320deg 33–33 Fixture Offset 330deg 34–34 Fixture Offset 340deg 35–35 Fixture Offset 350deg 36–100 Synchronized 101–120 Random Start 121–255 Random Duration
27	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
28	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
29	Dimmer Fine	0	Fine byte of Dimmer
30	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max

Extended (continued)

Ch	Function	Default	DMX values
31	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
32	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
33	C TC	128	
34	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
35	Color Macro2	0	
36	P3Mix	0	0–26 DMX Mode 27–126 DMX 127–227 Mix 228–228 Video 229–255 Video Mode
37	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
38	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
39	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
40	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
41	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
42	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
43	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max

Extended (continued)

Ch	Function	Default	DMX values
44	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
45	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
46	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
47	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
48	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
49	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
50	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
51	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
52	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
53	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
54	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max

Extended (continued)

Ch	Function	Default	DMX values
55	Red	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
56	Green	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
57	Blue	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max

Ludicrous

93 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	Red	255	
5	Red Fine	255	Fine byte of Red
6	Green	255	
7	Green Fine	255	Fine byte of Green
8	Blue	255	
9	Blue Fine	255	Fine byte of Blue
10	C TC	128	
11	Tint	128	
12	Color Macro1	0	
13	Zoom	128	
14	Zoom Fine	0	Fine byte of Zoom
15	Pan	128	
16	Pan Fine	0	Fine byte of Pan
17	Tilt	128	
18	Tilt Fine	0	Fine byte of Tilt
19	Control1	0	
20	L EDFrequency	128	
21	P3Mix	0	

Ludicrous (continued)

Ch	Function	Default	DMX values
22	Effect	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Ludicrous (continued)

Ch	Function	Default	DMX values
23	Effect Speed	128	

Ludicrous (continued)

Ch	Function	Default	DMX values
24	Effect 2	0	0–0 No Effect 1–1 Beam Strobe Width 2–2 Beam Blackout Strobe 3–3 Beam 2x Strobe 4–4 Beam 3x Strobe 5–5 Beam 4x Strobe 6–6 Beam Up Down Flash 7–7 Beam Up Down Flash BiColor 8–8 Beam Up Flash Down Flash 9–9 Beam Up Flash Down Flash BiColor 10–10 Beam Random Levels 11–11 Beam Movie Flicker 12–12 Beam Atomic Lighting 13–13 Beam Thunderstorm 14–16 No Function 17–17 Beam PixelMasks 18–18 Beam PixelKiller 19–19 Beam Sparkle Stars 20–20 Beam Starfield 21–21 Beam Fiberoptic 22–22 Beam Noise 23–23 Beam Build UpDown Step 24–24 Beam Build UpDown Fade 25–25 Beam Build UpDown Random Step 26–26 Beam Build UpDown Random Fade 27–27 Beam Random 1 Step 28–28 Beam Random 1 Fade 29–29 Beam Random 2 Step 30–30 Beam Random 2 Fade 31–31 Beam Random 3 Step 32–32 Beam Random 3 Fade 33–33 Beam Random 4 Step 34–34 Beam Random 4 Fade 35–35 Beam Split Static 36–36 Beam Split Rotate Step 37–37 Beam Split Rotate Fade 38–38 Beam InOut Step 39–39 Beam InOut Fade 40–40 Beam Waterdrop 41–41 Beam Radar Spin Step 42–42 Beam Radar Spin Fade 43–43 Beam Line Spin Step 44–44 Beam Line Spin Fade 45–45 Beam Cross Spin Step 46–46 Beam Cross Spin Fade 47–47 Beam Cross Circle Step 48–48 Beam Cross Circle Fade 49–49 Beam Slice Pie Step 50–50 Beam Slice Pie Fade 51–51 Beam Snake 1 Step 52–52 Beam Snake 1 Fade 53–53 Beam Snake 2 Step 54–54 Beam Snake 2 Fade 55–55 Beam Snake 3 Step 56–56 Beam Snake 3 Fade 57–57 Beam Snake 4 Step 58–58 Beam Snake 4 Fade 59–59 Beam Vertical Line Step 60–60 Beam Vertical Line Fade 61–61 Beam Vertical Bounce Step 62–62 Beam Vertical Bounce Fade 63–63 Beam Horizontal Line Step 64–64 Beam Horizontal Line Fade 65–65 Beam Horizontal Bounce Step

Ludicrous (continued)

Ch	Function	Default	DMX values
25	Effect Speed 2	128	
26	Effects Sync	36	
27	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
28	Dimmer	0	
29	Dimmer Fine	0	Fine byte of Dimmer
30	Red	255	
31	Green	255	
32	Blue	255	
33	C TC	128	
34	Tint	128	
35	Color Macro2	0	
36	P3Mix	0	
37	Red	0	
38	Green	0	
39	Blue	0	
40	Red	0	
41	Green	0	
42	Blue	0	
43	Red	0	
44	Green	0	
45	Blue	0	
46	Red	0	
47	Green	0	
48	Blue	0	
49	Red	0	
50	Green	0	
51	Blue	0	
52	Red	0	
53	Green	0	
54	Blue	0	
55	Red	0	
56	Green	0	
57	Blue	0	
58	Red	0	
59	Green	0	
60	Blue	0	
61	Red	0	
62	Green	0	
63	Blue	0	

Ludicrous (continued)

Ch	Function	Default	DMX values
64	Red	0	
65	Green	0	
66	Blue	0	
67	Red	0	
68	Green	0	
69	Blue	0	
70	Red	0	
71	Green	0	
72	Blue	0	
73	Red	0	
74	Green	0	
75	Blue	0	
76	Red	0	
77	Green	0	
78	Blue	0	
79	Red	0	
80	Green	0	
81	Blue	0	
82	Red	0	
83	Green	0	
84	Blue	0	
85	Red	0	
86	Green	0	
87	Blue	0	
88	Red	0	
89	Green	0	
90	Blue	0	
91	Red	0	
92	Green	0	
93	Blue	0	