OGSON fixtures

Martin MAC Viper XIP



Manufacturer	**OGSON fixtures**
Type	**Profile spot**
DMX modes	**4**
DMX footprint	**48, 54, 64, 70 channels**
Beam angle	**5.7-51°**
Pan range	**540°**
Tilt range	**268°**
Size (W × H × D)	**330 × 594 × 282 mm**
GDTF fixture type	**C6734EA4-D80A-496F-81D2-17…**

Controls

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

Safety-relevant functions

Built-in effect programmes

DMX modes

Compact	48 ch
Basic	54 ch
Extended	64 ch
Ludicrous	70 ch

Compact

48 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 0.25–2.52 Hz 233–254 Strobe Random · Medium 2.63–4.89 Hz 255–255 Strobe Random · Fast 5 Hz
2	Dimmer	0	0–254 Closed 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	Cyan	0	
5	Cyan Fine	0	Fine byte of Cyan
6	Magenta	0	
7	Magenta Fine	0	Fine byte of Magenta
8	Yellow	0	
9	Yellow Fine	0	Fine byte of Yellow
10	C TO	0	
11	C TO Fine	0	Fine byte of C TO
12	C TC	128	
13	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050

Compact (continued)

Ch	Function	Default	DMX values
14	Color Wheel	0	0–0 Open (wheel slot 1) 1–1 Spectral Enhancement (wheel slot 2) 2–2 CTB (wheel slot 3) 3–3 Orange (wheel slot 4) 4–4 Navy Blue (wheel slot 5) 5–5 Dark Red (wheel slot 6) 6–23 No Function 1 24–24 Open (wheel slot 1) 25–40 Split 1 (wheel slot 1) 41–41 Spectral Enhancement (wheel slot 2) 42–57 Split 2 (wheel slot 2) 58–58 CTB (wheel slot 3) 59–74 Split 3 (wheel slot 3) 75–75 Orange (wheel slot 4) 76–91 Split 4 (wheel slot 4) 92–92 Navy Blue (wheel slot 5) 93–108 Split 5 (wheel slot 5) 109–109 Dark Red (wheel slot 6) 110–125 Split 6 (wheel slot 6) 126–126 Open (wheel slot 1) 127–127 No Function 2 128–137 Open (wheel slot 1) 138–147 Spectral Enhancement (wheel slot 2) 148–157 CTB (wheel slot 3) 158–167 Orange (wheel slot 4) 168–177 Navy Blue (wheel slot 5) 178–187 Dark Red (wheel slot 6) 188–191 No Function 3 192–202 CW Max 203–213 CW Med 214–214 CW Min 215–216 Stop 217–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max

Compact (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
16	Gobo Rotation	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
17	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Compact (continued)

Ch	Function	Default	DMX values
18	Gobo 2	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
19	Gobo Rotation 2	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
20	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
21	Animation System1	0	0–0 Open (wheel slot 1) 1–1 Horizontal (wheel slot 2) 2–2 Diagonal (wheel slot 2) 3–3 Vertical (wheel slot 2) 4–23 No Function 1 24–24 Open (wheel slot 1) 25–74 Inserting (wheel slot 2) 75–75 Horizontal (wheel slot 2) 76–126 Diagonal (wheel slot 2) 127–127 Vertical (wheel slot 2) 128–148 Horizontal (wheel slot 2) 149–169 Diagonal (wheel slot 2) 170–190 Vertical (wheel slot 2) 191–191 No Function 2 192–192 Stop (wheel slot 2) 193–193 Min (wheel slot 2) 194–238 Med (wheel slot 2) 239–239 Max (wheel slot 2) 240–240 Stop (wheel slot 2) 241–241 Min (wheel slot 2) 242–254 Med (wheel slot 2) 255–255 Max (wheel slot 2)

Compact (continued)

Ch	Function	Default	DMX values
22	Animation System1Pos	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
23	Animation System1Pos Fine	0	Fine byte of Animation System1Pos
24	Frost1	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
25	Frost2	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
26	Prism	0	0–0 Open (wheel slot 1) 1–1 Prism (wheel slot 2) 2–127 No Function 1 128–191 Prism (wheel slot 2) 192–255 No Function 2
27	Prism Rotation	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
28	Prism Rotation Fine	0	Fine byte of Prism Rotation
29	Iris	0	0–47 Open 48–95 25% 96–143 50% 144–190 75% 191–191 Closed 192–192 Stop 193–207 Min 208–222 Med 223–223 Max 224–224 Stop 225–239 Min 240–254 Med 255–255 Max
30	Zoom	128	0–127 Wide 128–254 Medium 255–255 Narrow
31	Zoom Fine	0	Fine byte of Zoom
32	Focus	128	0–127 Far 128–254 Medium 255–255 Near

Compact (continued)

Ch	Function	Default	DMX values
33	Focus Fine	0	Fine byte of Focus
34	Blade1A	0	0–127 Min 128–254 Med 255–255 Max
35	Blade1Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
36	Blade2A	0	0–127 Min 128–254 Med 255–255 Max
37	Blade2Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
38	Blade3A	0	0–127 Min 128–254 Med 255–255 Max
39	Blade3Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
40	Blade4A	0	0–127 Min 128–254 Med 255–255 Max
41	Blade4Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
42	Shaper Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
43	Pan	128	
44	Pan Fine	0	Fine byte of Pan
45	Tilt	128	
46	Tilt Fine	0	Fine byte of Tilt
47	Control1	0	
48	L EDFrequency	128	0–0 Hybrid 1–127 -2% 128–253 0% 254–254 +2% 255–255 No Function

Basic

54 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 0.25–2.52 Hz 233–254 Strobe Random · Medium 2.63–4.89 Hz 255–255 Strobe Random · Fast 5 Hz
2	Dimmer	0	0–254 Closed 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer

Basic (continued)

Ch	Function	Default	DMX values
4	Cyan	0	
5	Cyan Fine	0	Fine byte of Cyan
6	Magenta	0	
7	Magenta Fine	0	Fine byte of Magenta
8	Yellow	0	
9	Yellow Fine	0	Fine byte of Yellow
10	C TO	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
11	C TO Fine	0	Fine byte of C TO
12	C TC	128	
13	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
14	Color Wheel	0	0–0 Open (wheel slot 1) 1–1 Spectral Enhancement (wheel slot 2) 2–2 CTB (wheel slot 3) 3–3 Orange (wheel slot 4) 4–4 Navy Blue (wheel slot 5) 5–5 Dark Red (wheel slot 6) 6–23 No Function 1 24–24 Open (wheel slot 1) 25–40 Split 1 (wheel slot 1) 41–41 Spectral Enhancement (wheel slot 2) 42–57 Split 2 (wheel slot 2) 58–58 CTB (wheel slot 3) 59–74 Split 3 (wheel slot 3) 75–75 Orange (wheel slot 4) 76–91 Split 4 (wheel slot 4) 92–92 Navy Blue (wheel slot 5) 93–108 Split 5 (wheel slot 5) 109–109 Dark Red (wheel slot 6) 110–125 Split 6 (wheel slot 6) 126–126 Open (wheel slot 1) 127–127 No Function 2 128–137 Open (wheel slot 1) 138–147 Spectral Enhancement (wheel slot 2) 148–157 CTB (wheel slot 3) 158–167 Orange (wheel slot 4) 168–177 Navy Blue (wheel slot 5) 178–187 Dark Red (wheel slot 6) 188–191 No Function 3 192–202 CW Max 203–213 CW Med 214–214 CW Min 215–216 Stop 217–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max

Basic (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
16	Gobo Rotation	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
17	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Basic (continued)

Ch	Function	Default	DMX values
18	Gobo 2	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
19	Gobo Rotation 2	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
20	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
21	Animation System1	0	0–0 Open (wheel slot 1) 1–1 Horizontal (wheel slot 2) 2–2 Diagonal (wheel slot 2) 3–3 Vertical (wheel slot 2) 4–23 No Function 1 24–24 Open (wheel slot 1) 25–74 Inserting (wheel slot 2) 75–75 Horizontal (wheel slot 2) 76–126 Diagonal (wheel slot 2) 127–127 Vertical (wheel slot 2) 128–148 Horizontal (wheel slot 2) 149–169 Diagonal (wheel slot 2) 170–190 Vertical (wheel slot 2) 191–191 No Function 2 192–192 Stop (wheel slot 2) 193–193 Min (wheel slot 2) 194–238 Med (wheel slot 2) 239–239 Max (wheel slot 2) 240–240 Stop (wheel slot 2) 241–241 Min (wheel slot 2) 242–254 Med (wheel slot 2) 255–255 Max (wheel slot 2)

Basic (continued)

Ch	Function	Default	DMX values
22	Animation System1Pos	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
23	Animation System1Pos Fine	0	Fine byte of Animation System1Pos
24	Frost1	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
25	Frost2	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
26	Prism	0	0–0 Open (wheel slot 1) 1–1 Prism (wheel slot 2) 2–127 No Function 1 128–191 Prism (wheel slot 2) 192–255 No Function 2
27	Prism Rotation	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
28	Prism Rotation Fine	0	Fine byte of Prism Rotation
29	Iris	0	0–47 Open 48–95 25% 96–143 50% 144–190 75% 191–191 Closed 192–192 Stop 193–207 Min 208–222 Med 223–223 Max 224–224 Stop 225–239 Min 240–254 Med 255–255 Max
30	Zoom	128	0–127 Wide 128–254 Medium 255–255 Narrow
31	Zoom Fine	0	Fine byte of Zoom
32	Focus	128	0–127 Far 128–254 Medium 255–255 Near

Basic (continued)

Ch	Function	Default	DMX values
33	Focus Fine	0	Fine byte of Focus
34	Blade1A	0	0–127 Min 128–254 Med 255–255 Max
35	Blade1Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
36	Blade2A	0	0–127 Min 128–254 Med 255–255 Max
37	Blade2Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
38	Blade3A	0	0–127 Min 128–254 Med 255–255 Max
39	Blade3Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
40	Blade4A	0	0–127 Min 128–254 Med 255–255 Max
41	Blade4Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
42	Shaper Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
43	Pan	128	
44	Pan Fine	0	Fine byte of Pan
45	Tilt	128	
46	Tilt Fine	0	Fine byte of Tilt
47	Control1	0	
48	L EDFrequency	128	0–0 Hybrid 1–127 -2% 128–253 0% 254–254 +2% 255–255 No Function
49	P3	27	0–26 DMX Mode 27–27 DMX 28–227 Mix 228–228 Video 229–255 Video Mode

Basic (continued)

Ch	Function	Default	DMX values
50	Effect	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Basic (continued)

Ch	Function	Default	DMX values
51	Effect Speed	192	0–63 Rev Max 64–125 Rev Med 126–126 Rev Min 127–129 Stop 130–191 Fwd Min 192–254 Fwd Med 255–255 Fwd Max

Basic (continued)

Ch	Function	Default	DMX values
52	Effect 2	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Basic (continued)

Ch	Function	Default	DMX values
53	Effect Speed 2	192	0–63 Rev Max 64–125 Rev Med 126–126 Rev Min 127–129 Stop 130–191 Fwd Min 192–254 Fwd Med 255–255 Fwd Max
54	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

Extended

64 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 0.25–2.52 Hz 233–254 Strobe Random · Medium 2.63–4.89 Hz 255–255 Strobe Random · Fast 5 Hz
2	Dimmer	0	0–254 Closed 255–255 Open

Extended (continued)

Ch	Function	Default	DMX values
3	Dimmer Fine	0	Fine byte of Dimmer
4	Cyan	0	
5	Cyan Fine	0	Fine byte of Cyan
6	Magenta	0	
7	Magenta Fine	0	Fine byte of Magenta
8	Yellow	0	
9	Yellow Fine	0	Fine byte of Yellow
10	C TO	0	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
11	C TO Fine	0	Fine byte of C TO
12	C TC	114	
13	Tint	128	0–62 -050 63–126 -025 127–190 0 191–254 +025 255–255 +050
14	Color Wheel	0	0–0 Open (wheel slot 1) 1–1 Spectral Enhancement (wheel slot 2) 2–2 CTB (wheel slot 3) 3–3 Orange (wheel slot 4) 4–4 Navy Blue (wheel slot 5) 5–5 Dark Red (wheel slot 6) 6–23 No Function 1 24–24 Open (wheel slot 1) 25–40 Split 1 (wheel slot 1) 41–41 Spectral Enhancement (wheel slot 2) 42–57 Split 2 (wheel slot 2) 58–58 CTB (wheel slot 3) 59–74 Split 3 (wheel slot 3) 75–75 Orange (wheel slot 4) 76–91 Split 4 (wheel slot 4) 92–92 Navy Blue (wheel slot 5) 93–108 Split 5 (wheel slot 5) 109–109 Dark Red (wheel slot 6) 110–125 Split 6 (wheel slot 6) 126–126 Open (wheel slot 1) 127–127 No Function 2 128–137 Open (wheel slot 1) 138–147 Spectral Enhancement (wheel slot 2) 148–157 CTB (wheel slot 3) 158–167 Orange (wheel slot 4) 168–177 Navy Blue (wheel slot 5) 178–187 Dark Red (wheel slot 6) 188–191 No Function 3 192–202 CW Max 203–213 CW Med 214–214 CW Min 215–216 Stop 217–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max

Extended (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
16	Gobo Rotation	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
17	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended (continued)

Ch	Function	Default	DMX values
18	Gobo 2	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
19	Gobo Rotation 2	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
20	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
21	Animation System1	0	0–0 Open (wheel slot 1) 1–1 Horizontal (wheel slot 2) 2–2 Diagonal (wheel slot 2) 3–3 Vertical (wheel slot 2) 4–23 No Function 1 24–24 Open (wheel slot 1) 25–74 Inserting (wheel slot 2) 75–75 Horizontal (wheel slot 2) 76–126 Diagonal (wheel slot 2) 127–127 Vertical (wheel slot 2) 128–148 Horizontal (wheel slot 2) 149–169 Diagonal (wheel slot 2) 170–190 Vertical (wheel slot 2) 191–191 No Function 2 192–192 Stop (wheel slot 2) 193–193 Min (wheel slot 2) 194–238 Med (wheel slot 2) 239–239 Max (wheel slot 2) 240–240 Stop (wheel slot 2) 241–241 Min (wheel slot 2) 242–254 Med (wheel slot 2) 255–255 Max (wheel slot 2)

Extended (continued)

Ch	Function	Default	DMX values
22	Animation System1Pos	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
23	Animation System1Pos Fine	0	Fine byte of Animation System1Pos
24	Frost1	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
25	Frost2	0	0–63 Open 64–127 25% 128–191 50% 192–254 75% 255–255 Full
26	Prism	0	0–0 Open (wheel slot 1) 1–1 Prism (wheel slot 2) 2–127 No Function 1 128–191 Prism (wheel slot 2) 192–255 No Function 2
27	Prism Rotation	64	0–31 -180 deg 32–62 -90 deg 63–94 0 deg 95–126 90 deg 127–127 180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
28	Prism Rotation Fine	0	Fine byte of Prism Rotation
29	Iris	0	0–47 Open 48–95 25% 96–143 50% 144–190 75% 191–191 Closed 192–207 Stop 208–222 Med 223–223 Max 224–239 Stop 240–254 Med 255–255 Max
30	Iris Fine	0	Fine byte of Iris
31	Zoom	128	0–127 Wide 128–254 Medium 255–255 Narrow
32	Zoom Fine	0	Fine byte of Zoom
33	Focus	128	0–127 Far 128–254 Medium 255–255 Near

Extended (continued)

Ch	Function	Default	DMX values
34	Focus Fine	0	Fine byte of Focus
35	Blade1A	0	0–127 Min 128–254 Med 255–255 Max
36	Blade1A Fine	0	Fine byte of Blade1A
37	Blade1Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
38	Blade1Rot Fine	0	Fine byte of Blade1Rot
39	Blade2A	0	0–127 Min 128–254 Med 255–255 Max
40	Blade2A Fine	0	Fine byte of Blade2A
41	Blade2Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
42	Blade2Rot Fine	0	Fine byte of Blade2Rot
43	Blade3A	0	0–127 Min 128–254 Med 255–255 Max
44	Blade3A Fine	0	Fine byte of Blade3A
45	Blade3Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
46	Blade3Rot Fine	0	Fine byte of Blade3Rot
47	Blade4A	0	0–127 Min 128–254 Med 255–255 Max
48	Blade4A Fine	0	Fine byte of Blade4A
49	Blade4Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
50	Blade4Rot Fine	0	Fine byte of Blade4Rot
51	Shaper Rot	128	0–127 CCW Max 128–254 Parallel 255–255 CW Max
52	Shaper Rot Fine	0	Fine byte of Shaper Rot
53	Pan	128	
54	Pan Fine	0	Fine byte of Pan
55	Tilt	128	
56	Tilt Fine	0	Fine byte of Tilt
57	Control1	0	
58	L EDFrequency	128	0–0 Hybrid 1–127 -2% 128–253 0% 254–254 +2% 255–255 No Function
59	P3	27	0–26 DMX Mode 27–27 DMX 28–227 Mix 228–228 Video 229–255 Video Mode

Extended (continued)

Ch	Function	Default	DMX values
60	Effect	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Extended (continued)

Ch	Function	Default	DMX values
61	Effect Speed	192	0–63 Rev Max 64–125 Rev Med 126–126 Rev Min 127–129 Stop 130–191 Fwd Min 192–254 Fwd Med 255–255 Fwd Max

Extended (continued)

Ch	Function	Default	DMX values
62	Effect 2	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Extended (continued)

Ch	Function	Default	DMX values
63	Effect Speed 2	192	0–63 Rev Max 64–125 Rev Med 126–126 Rev Min 127–129 Stop 130–191 Fwd Min 192–254 Fwd Med 255–255 Fwd Max
64	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

Ludicrous

70 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 0.25–2.52 Hz 233–254 Strobe Random · Medium 2.63–4.89 Hz 255–255 Strobe Random · Fast 5 Hz
2	Dimmer	0	

Ludicrous (continued)

Ch	Function	Default	DMX values
3	Dimmer Fine	0	Fine byte of Dimmer
4	Cyan	0	
5	Cyan Fine	0	Fine byte of Cyan
6	Magenta	0	
7	Magenta Fine	0	Fine byte of Magenta
8	Yellow	0	
9	Yellow Fine	0	Fine byte of Yellow
10	C TO	0	
11	C TO Fine	0	Fine byte of C TO
12	C TC	128	
13	Tint	128	
14	Color Wheel	0	0–0 Open (wheel slot 1) 1–1 Spectral Enhancement (wheel slot 2) 2–2 CTB (wheel slot 3) 3–3 Orange (wheel slot 4) 4–4 Navy Blue (wheel slot 5) 5–5 Dark Red (wheel slot 6) 6–23 No Function 1 24–24 Open (wheel slot 1) 25–40 Split 1 (wheel slot 1) 41–41 Spectral Enhancement (wheel slot 2) 42–57 Split 2 (wheel slot 2) 58–58 CTB (wheel slot 3) 59–74 Split 3 (wheel slot 3) 75–75 Orange (wheel slot 4) 76–91 Split 4 (wheel slot 4) 92–92 Navy Blue (wheel slot 5) 93–108 Split 5 (wheel slot 5) 109–109 Dark Red (wheel slot 6) 110–125 Split 6 (wheel slot 6) 126–126 Open (wheel slot 1) 127–127 No Function 2 128–137 Open (wheel slot 1) 138–147 Spectral Enhancement (wheel slot 2) 148–157 CTB (wheel slot 3) 158–167 Orange (wheel slot 4) 168–177 Navy Blue (wheel slot 5) 178–187 Dark Red (wheel slot 6) 188–191 No Function 3 192–202 CW Max 203–213 CW Med 214–214 CW Min 215–216 Stop 217–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max

Ludicrous (continued)

Ch	Function	Default	DMX values
15	Gobo	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
16	Gobo Rotation	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
17	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Ludicrous (continued)

Ch	Function	Default	DMX values
18	Gobo 2	0	0–0 Open (wheel slot 1) 1–1 Gobo 1 (wheel slot 2) 2–2 Gobo 2 (wheel slot 3) 3–3 Gobo 3 (wheel slot 4) 4–4 Gobo 4 (wheel slot 5) 5–5 Gobo 5 (wheel slot 6) 6–6 Gobo 6 (wheel slot 7) 7–7 Gobo 7 (wheel slot 8) 8–127 No Function 1 128–136 Gobo 1 (wheel slot 2) 137–145 Gobo 2 (wheel slot 3) 146–154 Gobo 3 (wheel slot 4) 155–163 Gobo 4 (wheel slot 5) 164–172 Gobo 5 (wheel slot 6) 173–181 Gobo 6 (wheel slot 7) 182–190 Gobo 7 (wheel slot 8) 191–191 No Function 2 192–202 CW Max 203–214 CW Med 215–215 CW Min 216–227 CCW Min 228–238 CCW Med 239–239 CCW Max 240–240 Stop 241–247 Min 248–254 Med 255–255 Max
19	Gobo Rotation 2	64	0–31 180 deg 32–62 90 deg 63–94 0 deg 95–126 -90 deg 127–127 -180 deg 128–158 CW Max 159–190 CW Med 191–191 CW Min 192–223 CCW Min 224–254 CCW Med 255–255 CCW Max
20	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
21	Animation System1	0	
22	Animation System1Pos	64	
23	Animation System1Pos Fine	0	Fine byte of Animation System1Pos
24	Frost1	0	
25	Frost2	0	
26	Prism	0	0–0 Open (wheel slot 1) 1–1 Prism (wheel slot 2) 2–127 No Function 1 128–191 Prism (wheel slot 2) 192–255 No Function 2
27	Prism Rotation	64	
28	Prism Rotation Fine	0	Fine byte of Prism Rotation
29	Iris	0	
30	Iris Fine	0	Fine byte of Iris
31	Zoom	128	
32	Zoom Fine	0	Fine byte of Zoom
33	Focus	128	
34	Focus Fine	0	Fine byte of Focus

Ludicrous (continued)

Ch	Function	Default	DMX values
35	Blade1A	0	
36	Blade1A Fine	0	Fine byte of Blade1A
37	Blade1Rot	128	
38	Blade1Rot Fine	0	Fine byte of Blade1Rot
39	Blade2A	0	
40	Blade2A Fine	0	Fine byte of Blade2A
41	Blade2Rot	128	
42	Blade2Rot Fine	0	Fine byte of Blade2Rot
43	Blade3A	0	
44	Blade3A Fine	0	Fine byte of Blade3A
45	Blade3Rot	128	
46	Blade3Rot Fine	0	Fine byte of Blade3Rot
47	Blade4A	0	
48	Blade4A Fine	0	Fine byte of Blade4A
49	Blade4Rot	128	
50	Blade4Rot Fine	0	Fine byte of Blade4Rot
51	Shaper Rot	128	
52	Shaper Rot Fine	0	Fine byte of Shaper Rot
53	Pan	128	
54	Pan Fine	0	Fine byte of Pan
55	Tilt	128	
56	Tilt Fine	0	Fine byte of Tilt
57	Control1	0	
58	L EDFrequency	128	
59	P3	27	

Ludicrous (continued)

Ch	Function	Default	DMX values
60	Effect	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Ludicrous (continued)

Ch	Function	Default	DMX values
61	Effect Speed	192	

Ludicrous (continued)

Ch	Function	Default	DMX values
62	Effect 2	0	0–0 No Effect 1–1 Strobe Pulse Width 2–2 Wave 3–3 Step 4–4 Pulse 5–5 Blackout Strobe 6–6 2x Strobe 7–7 3x Strobe 8–8 4x Strobe 9–9 Up Down Flash 10–10 Up Flash Down Flash 11–11 Random Levels 12–12 Electric Arc 13–13 Atomic Lighting 14–14 Thunderstorm 15–15 Welding 16–31 No Function 32–32 Stop Motion 33–33 Movie Flicker 34–34 Random Dimmers 35–35 Shakey Dimmers 36–36 Negative Pulse 37–37 Positive Pulse 38–38 Radar Wave 39–39 Radar Step 40–40 Radar Pulse 41–41 OddEven Wave 42–42 OddEven Step 43–43 OddEven Pulse 44–44 5 Step Wave 45–45 5 Step Step 46–46 5 Step Pulse 47–63 No Function 1 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step 78–78 Random Mix Pulse 79–79 Random Subtle Wave 80–80 RedWhiteBlue Fade 81–81 RedWhiteBlue Snap 82–82 Full Bumps 83–83 All Bumps 84–84 Split Bumps 85–85 Random Split Bumps 86–86 Color Shaker 87–87 Fire 88–88 Water 89–89 Ice 90–90 Hot and Cold 91–91 Warm and Fuzzy 92–95 No Function 2 96–96 Iris Wave 97–97 Iris Step

Ludicrous (continued)

Ch	Function	Default	DMX values
63	Effect Speed 2	192	
64	Effects Sync	36	
65	Dimmer	255	
66	Dimmer	255	
67	Dimmer	255	
68	Dimmer	255	
69	Dimmer	255	
70	Dimmer	255	