OGSON fixtures

Robe MegaPointe



Manufacturer	**OGSON fixtures**
Type	**Moving head**
DMX modes	**2**
DMX footprint	**34, 39 channels**
Beam angle	**3-42°**
Pan range	**540°**
Tilt range	**265°**
Size (W × H × D)	**285 × 453 × 254 mm**
GDTF fixture type	**24813A18-2E4B-43CF-98DC-78…**

Controls

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

Safety-relevant functions

Lamp on and off · Fixture reset · Service functions · Built-in effect programmes

DMX modes

Mode 2 - Reduced 8 - bit	34 ch
Mode 1 - Standard 16 - bit	39 ch

Mode 2 - Reduced 8 - bit

34 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–0 Standard mode 1–1 Max Speed Mode 2–254 Pan/Tilt Speed/Time 255–255 Min Speed Mode
6	Control1	0	0–9 No function 10–14 DMX input: Wired DMX 15–19 DMX input: Wireless DMX 20–24 Graphic display On 25–29 Graphic display Off 30–34 High CRI (CRI=90+) 35–39 Standard CRI (CRI=80) 40–44 Eco mode (Lamp power 380W) 45–49 Standard mode (Lamp power 470W) 50–54 Close proximity mode On 55–59 Close proximity mode Off 60–64 Fans mode: Auto 65–69 Fans mode: High 70–74 Dimmer curve: Square law 75–79 Dimmer curve: Linear 80–84 Autofocus On 85–89 Autofocus Off 90–94 Pan/Tilt speed mode 95–99 Pan/Tilt time mode 100–101 Blackout while pan/tilt moving 102–103 Disabled blackout while pan/tilt moving 104–105 Blackout while prism wheel 1 (wheel 2) moving 106–107 Disabled blackout while prism wheel 1 (wheel 2) m... 108–119 Reserved 120–124 Parking position On 125–129 Parking position Off 130–139 Lamp On 140–149 Pan/Tilt reset 150–159 Colour system reset 160–169 Gobo wheels reset 170–179 Dimmer/Shutter/Hot Spot reset 180–189 Zoom/focus/frost/prism wheels reset 190–199 Effect wheel reset 200–209 Total reset 210–229 Reserved 230–239 Lamp Off 240–244 RoboSpot enabled 245–249 RoboSpot disabled - except handle faders and pan... 250–255 RoboSpot fully disabled except pan/tilt
7	Cyan	0	
8	Magenta	0	
9	Yellow	0	

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
10	Color Wheel	0	0–8 Open/White - Positioning (wheel slot 1) 9–18 Deep Red - Positioning (wheel slot 2) 19–26 Deep Blue - Positioning (wheel slot 3) 27–36 Yellow - Positioning (wheel slot 4) 37–46 Light green - Positioning (wheel slot 5) 47–54 Magenta - Positioning (wheel slot 6) 55–63 Lavender - Positioning (wheel slot 7) 64–72 Pink - Positioning (wheel slot 8) 73–81 Dark green - Positioning (wheel slot 9) 82–90 CTO 2700K - Positioning (wheel slot 10) 91–100 Blue - Positioning (wheel slot 11) 101–109 Orange - Positioning (wheel slot 12) 110–118 CTO 3200K - Positioning (wheel slot 13) 119–127 UV (Kongo blue) - Positioning (wheel slot 14) 128–129 Open/White (1) - Positioning (wheel slot 1) 130–134 Deep Red - Indexing (wheel slot 2) 135–138 Deep Blue - Indexing (wheel slot 3) 139–143 Yellow - Indexing (wheel slot 4) 144–147 Light green - Indexing (wheel slot 5) 148–152 Magenta - Indexing (wheel slot 6) 153–157 Lavender - Indexing (wheel slot 7) 158–161 Pink - Indexing (wheel slot 8) 162–166 Dark green - Indexing (wheel slot 9) 167–171 CTO 2700K - Indexing (wheel slot 10) 172–176 Blue - Indexing (wheel slot 11) 177–180 Orange - Indexing (wheel slot 12) 181–185 CTO 3200K - Indexing (wheel slot 13) 186–189 UV (Kongo blue) - Indexing (wheel slot 14) 190–191 Fast to slow 1/9 192–194 Fast to slow 2/9 195–197 Fast to slow 3/9 198–201 Fast to slow 4/9 202–204 Fast to slow 5/9 205–206 Fast to slow 6/9 207–209 Fast to slow 7/9 210–211 Fast to slow 8/9 212–215 Fast to slow 9/9 216–217 No rotation middle 218–220 Slow to fast 1/9 221–222 Slow to fast 2/9 223–225 Slow to fast 3/9 226–227 Slow to fast 4/9 228–231 Slow to fast 5/9 232–234 Slow to fast 6/9 235–237 Slow to fast 7/9 238–240 Slow to fast 8/9 241–243 Slow to fast 9/9 244–249 Random colour selection by audio control 250–254 fast 255–255 slow
11	Color Macro1	0	
12	Effect Speed	0	
13	Color Wheel Select MSpeed	0	0–0 Function is off 1–254 slow 255–255 fast
14	Focus MSpeed	0	0–0 Function is off 1–254 slow 255–255 fast

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
15	Animation Wheel1	0	0–19 Open (wheel slot 1) 20–126 Proportional indexing min (wheel slot 1) 127–127 Proportional indexing max (wheel slot 1) 128–169 Ramping from open to full position max (wheel slo... 170–170 Ramping from open to full position min (wheel slo... 171–212 Ramping from open to half position max (wheel sl... 213–213 Ramping from open to half position min (wheel sl... 214–254 Ramp from half position to full position max (whe... 255–255 Ramp from half position to full position min (whee...
16	Animation Wheel1Pos	128	0–0 No rotation 1–24 Fast to slow 1/7 25–49 Fast to slow 2/7 50–74 Fast to slow 3/7 75–99 Fast to slow 4/7 100–119 Fast to slow 5/7 120–124 Fast to slow 6/7 125–127 Fast to slow 7/7 128–128 No rotation middle 129–131 Slow to fast 1/7 132–136 Slow to fast 2/7 137–156 Slow to fast 3/7 157–181 Slow to fast 4/7 182–206 Slow to fast 5/7 207–232 Slow to fast 6/7 233–255 Slow to fast 7/7
17	Animation Wheel1Select Effects	0	0–3 No animation 4–5 Animation Macro 1 (Focus=159 DMX at 5 m) 6–7 Animation Macro 2 (Focus=154 DMX at 5 m) 8–9 Animation Macro 3 (Focus=154 DMX at 5 m) 10–11 Animation Macro 4 (Focus=157 DMX at 5 m) 12–13 Animation Macro 5 (Focus=157 DMX at 5 m) 14–15 Animation Macro 6 (Focus=166DMX at 5 m) 16–17 Animation Macro 7 (Focus=145 DMX at 5 m) 18–19 Animation Macro 8 (Focus=162 DMX at 5 m) 20–21 Animation Macro 9 (Focus=162 DMX at 5 m) 22–23 Animation Macro 10 (Focus=162 DMX at 5m) 24–25 Animation Macro 1 (Focus=159 DMX at 5 m) 26–27 Animation Macro 2 (Focus=154 DMX at 5 m) 28–29 Animation Macro 3 (Focus=154 DMX at 5 m) 30–31 Animation Macro 4 (Focus=157 DMX at 5 m) 32–33 Animation Macro 5 (Focus=157 DMX at 5 m) 34–35 Animation Macro 6 (Focus=166DMX at 5 m) 36–37 Animation Macro 7 (Focus=145 DMX at 5 m) 38–39 Animation Macro 8 (Focus=162 DMX at 5 m) 40–41 Animation Macro 9 (Focus=162 DMX at 5 m) 42–43 Animation Macro 10 (Focus=162 DMX at 5m) 44–255 Raw DMX

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
18	Gobo	0	0–3 Open/Hole (wheel slot 1) 4–9 Gobo 1 (wheel slot 2) 10–15 Gobo 2 (wheel slot 3) 16–21 Gobo 3 (wheel slot 4) 22–27 Gobo 4 (wheel slot 5) 28–33 Gobo 5 (wheel slot 6) 34–39 Gobo 6 (wheel slot 7) 40–45 Gobo 7 (wheel slot 8) 46–51 Gobo 8 (wheel slot 9) 52–57 Gobo 9 (wheel slot 10) 58–63 Gobo 10 (wheel slot 11) 64–69 Beam reducer 1 (wheel slot 12) 70–75 Beam reducer 2 (wheel slot 13) 76–81 Beam reducer 3 (wheel slot 14) 82–87 Beam reducer 4 (wheel slot 15) 88–95 Gobo 1 (wheel slot 2) 96–103 Gobo 2 (wheel slot 3) 104–111 Gobo 3 (wheel slot 4) 112–119 Gobo 4 (wheel slot 5) 120–127 Gobo 5 (wheel slot 6) 128–135 Gobo 6 (wheel slot 7) 136–143 Gobo 7 (wheel slot 8) 144–151 Gobo 8 (wheel slot 9) 152–159 Gobo 9 (wheel slot 10) 160–167 Gobo 10 (wheel slot 11) 168–175 Beam reducer 1 (wheel slot 12) 176–183 Beam reducer 2 (wheel slot 13) 184–191 Beam reducer 3 (wheel slot 14) 192–199 Beam reducer 4 (wheel slot 15) 200–201 Open/hole (wheel slot 1) 202–220 Fast to slow - Fast 221–222 Fast to slow - Slow 223–240 Slow to fast - Slow 241–243 Slow to fast - Fast 244–249 Random gobo selection by audio control 250–250 Auto random gobo selection fast 251–254 Auto random gobo selection from fast to slow 255–255 Auto random gobo selection slow

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
19	Gobo 2	0	0–0 Open/Hole (wheel slot 1) 1–4 Hole (flat field) (wheel slot 1) 5–7 Gobo 1 (wheel slot 2) 8–10 Gobo 2 (wheel slot 3) 11–13 Gobo 3 (wheel slot 4) 14–16 Gobo 4 (wheel slot 5) 17–19 Gobo 5 (wheel slot 6) 20–22 Gobo 6 (wheel slot 7) 23–25 Gobo 7 (wheel slot 8) 26–28 Gobo 8 (wheel slot 9) 29–31 Gobo 9 (wheel slot 10) 32–34 Gobo 1 - Rotation (wheel slot 2) 35–37 Gobo 2 - Rotation (wheel slot 3) 38–40 Gobo 3 - Rotation (wheel slot 4) 41–43 Gobo 4 - Rotation (wheel slot 5) 44–46 Gobo 5 - Rotation (wheel slot 6) 47–49 Gobo 6 - Rotation (wheel slot 7) 50–52 Gobo 7 - Rotation (wheel slot 8) 53–55 Gobo 8 - Rotation (wheel slot 9) 56–59 Gobo 9 - Rotation (wheel slot 10) 60–67 Gobo 1 - Shaking Index (wheel slot 1) 68–75 Gobo 2 - Shaking Index (wheel slot 2) 76–83 Gobo 3 - Shaking Index (wheel slot 3) 84–91 Gobo 4 - Shaking Index (wheel slot 4) 92–99 Gobo 5 - Shaking Index (wheel slot 5) 100–107 Gobo 6 - Shaking Index (wheel slot 6) 108–115 Gobo 7 - Shaking Index (wheel slot 7) 116–123 Gobo 8 - Shaking Index (wheel slot 8) 124–129 Gobo 9 - Shaking Index (wheel slot 9) 130–137 Gobo 1 - Shaking Rotation (wheel slot 1) 138–145 Gobo 2 - Shaking Rotation (wheel slot 2) 146–153 Gobo 3 - Shaking Rotation (wheel slot 3) 154–161 Gobo 4 - Shaking Rotation (wheel slot 4) 162–169 Gobo 5 - Shaking Rotation (wheel slot 5) 170–177 Gobo 6 - Shaking Rotation (wheel slot 6) 178–185 Gobo 7 - Shaking Rotation (wheel slot 7) 186–193 Gobo 8 - Shaking Rotation (wheel slot 8) 194–199 Gobo 9 - Shaking Rotation (wheel slot 9) 200–201 Open/Hole 202–220 Fast to slow- Fast 221–222 Fast to slow - Slow 223–242 Slow to fast - Slow 243–243 Slow to fast - Fast 244–249 Random gobo selection by audio control 250–250 Auto random gobo selection fast 251–254 Auto random gobo selection from fast to slow 255–255 Auto random gobo selection slow
20	Gobo Rotation 2	128	0–0 min 1–123 Fast to slow - Fast 124–127 Fast to slow - Slow 128–128 center 129–231 max 232–255 Slow to fast - Fast
21	Prism	0	0–3 Open position/hole (wheel slot 1) 4–7 Prism 1 - 6 - facet linear (wheel slot 2) 8–11 Prism 2 - cylindrical (wheel slot 3) 12–15 Prism 3 - 8 - facet 12Deg circular (wheel slot 4) 16–19 Prism 1 - 6 - facet linear (wheel slot 2) 20–23 Prism 2 - cylindrical (wheel slot 3) 24–27 Prism 3 - 8 - facet 12Deg circular (wheel slot 4) 28–255 Raw DMX

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
22	Prism Rotation	128	0–0 min 1–124 Fast to slow - Fast 125–127 Fast to slow - Slow 128–128 center 129–232 max 233–255 Slow to fast - Fast
23	Prism	0	0–3 Open position/hole (wheel slot 1) 4–7 Prism 1 - 6 - facet linear (wheel slot 2) 8–11 Prism 2 - 32 - facet circular (wheel slot 3) 12–15 Prism 3 - 8 - facet 18Deg circular (wheel slot 4) 16–19 Prism 1 - 6 - facet linear (wheel slot 2) 20–23 Prism 2 - 32 - facet circular (wheel slot 3) 24–27 Prism 3 - 8 - facet 18Deg circular (wheel slot 4) 28–255 Raw DMX
24	Prism Rotation	128	0–0 min 1–124 Fast to slow - Fast 125–127 Fast to slow - Slow 128–128 center 129–232 max 233–255 Slow to fast - Fast
25	Effect	0	0–3 Open position/hole 4–5 Pattern 1 6–7 Pattern 2 8–9 Pattern 3 10–11 Pattern 4 12–13 Pattern 5 14–15 Pattern 6 16–17 Pattern 7 18–19 Pattern 8 20–21 Pattern 9 22–23 Pattern 10 24–25 Pattern 11 26–27 Pattern 12 28–29 Pattern 1 rotate 30–31 Pattern 2 rotate 32–33 Pattern 3 rotate 34–35 Pattern 4 rotate 36–37 Pattern 5 rotate 38–39 Pattern 6 rotate 40–41 Pattern 7 rotate 42–43 Pattern 8 rotate 44–45 Pattern 9 rotate 46–47 Pattern 10 rotate 48–49 Pattern 11 rotate 50–51 Pattern 12 rotate 52–53 Pattern 13 dynamic 54–55 Pattern 14 dynamic 56–57 Pattern 15 dynamic 58–59 Pattern 16 dynamic 60–61 Pattern 17 dynamic 62–63 Pattern 18 dynamic 64–65 Pattern 19 dynamic 66–67 Pattern 20 dynamic 68–255 Raw DMX
26	Effects1Pos	128	0–0 Effects indexing min 1–127 Forwards effects rotation fast 128–128 Effects indexing center 129–255 Effects indexing max

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
27	Beam Shaper	0	0–3 Open position/hole 4–7 Beam shaper 1 8–11 Beam shaper 2 12–15 Beam shaper 3 16–19 Beam shaper 4 20–23 Beam shaper 1 24–27 Beam shaper 2 28–31 Beam shaper 3 32–35 Beam shaper 4 36–255 Reserved
28	Beam Shaper Pos	128	0–0 min 1–24 Fast to slow 1/7 25–49 Fast to slow 2/7 50–74 Fast to slow 3/7 75–99 Fast to slow 4/7 100–119 Fast to slow 5/7 120–124 Fast to slow 6/7 125–127 Fast to slow 7/7 128–128 center 129–131 max 132–136 Slow to fast 2/7 137–156 Slow to fast 3/7 157–181 Slow to fast 4/7 182–206 Slow to fast 5/7 207–232 Slow to fast 6/7 233–255 Slow to fast 7/7
29	Frost1	0	0–0 Open 1–50 Light Frost from 0% to 100% - Light frost 51–53 100% Light Frost - Light frost 54–63 Pulse closing from slow to fast - Light frost 64–73 Pulse opening from fast to slow - Light frost 74–83 Ramping from fast to slow - Light frost 84–86 Open 87–136 Medium Frost from 0% to 100% - Medium frost 137–139 100% Medium Frost - Medium frost 140–149 Pulse closing from slow to fast - Medium frost 150–159 Pulse opening from fast to slow - Medium frost 160–169 Ramping from fast to slow - Medium frost 170–172 Open - Medium frost 173–222 Medium Frost from 0% to 100% (Light Frost insert… 223–225 100% Medium Frost (Light Frost inserted) - Mediu… 226–235 Pulse closing from slow to fast - Medium frost 236–245 Pulse opening from fast to slow - Medium frost 246–255 Ramping from fast to slow - Medium frost
30	Zoom	128	
31	Focus	128	
32	Reflector Adjust	0	0–0 Automatic Hot - Spot control 1–254 min 255–255 max

Mode 2 - Reduced 8 - bit (continued)

Ch	Function	Default	DMX values
33	Shutter / Strobe	32	0–31 Closed 32–63 Open 64–78 Strobe · Slow to fast 1/12 0.3–9.2 Hz 79–94 Strobe · Slow to fast 6/12 9.83–19.4 Hz 95–95 Strobe · Slow to fast 11/12 20 Hz 96–127 open 128–134 StrobePulseOpen · Slow to fast 1/7 0.1–0.26 Hz 135–140 StrobePulseOpen · Slow to fast 4/7 0.287–0.42 Hz 141–143 StrobePulseOpen · Slow to fast 7/7 0.447–0.5 Hz 144–149 StrobePulseClose · Fast to slow 1/7 0.5–0.367 Hz 150–155 StrobePulseClose · Fast to slow 4/7 0.34–0.207 Hz 156–159 StrobePulseClose · Fast to slow 7/7 0.18–0.1 Hz 160–191 open 192–223 Random strobe from slow to fast 224–255 open
34	Dimmer	0	0–254 Closed 255–255 Open

Mode 1 - Standard 16 - bit

39 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	1	0–0 Standard mode 1–1 Max Speed Mode 2–254 Time from min to Max Speed from max to min 255–255 Min Speed Mode

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
6	Control1	0	0–9 No function 10–14 DMX input: Wired DMX 15–19 DMX input: Wireless DMX 20–24 Graphic display On 25–29 Graphic display Off 30–34 High CRI (CRI=90+) 35–39 Standard CRI (CRI=80) 40–44 Eco mode (Lamp power 380W) 45–49 Standard mode (Lamp power 470W) 50–54 Close proximity mode On 55–59 Close proximity mode Off 60–64 Fans mode: Auto 65–69 Fans mode: High 70–74 Dimmer curve: Square law 75–79 Dimmer curve: Linear 80–84 Autofocus On 85–89 Autofocus Off 90–94 Pan/Tilt speed mode 95–99 Pan/Tilt time mode 100–101 Blackout while pan/tilt moving 102–103 Disabled blackout while pan/tilt moving 104–105 Blackout while prism wheel 1 (wheel 2) moving 106–107 Disabled blackout while prism wheel 1 (wheel 2) m… 108–119 Reserved 120–124 Parking position On 125–129 Parking position Off 130–139 Lamp On 140–149 Pan/Tilt reset 150–159 Colour system reset 160–169 Gobo wheels reset 170–179 Dimmer/Shutter/Hot Spot reset 180–189 Zoom/focus/frost/prism wheels reset 190–199 Effect wheel reset 200–209 Total reset 210–229 Reserved 230–239 Lamp Off 240–244 RoboSpot enabled 245–249 RoboSpot disabled - except handle faders and pan… 250–255 RoboSpot fully disabled except pan/tilt
7	Cyan	0	
8	Magenta	0	
9	Yellow	0	

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
10	Color Wheel	0	0–8 Open/White - Positioning (wheel slot 1) 9–18 Deep Red - Positioning (wheel slot 2) 19–26 Deep Blue - Positioning (wheel slot 3) 27–36 Yellow - Positioning (wheel slot 4) 37–46 Light green - Positioning (wheel slot 5) 47–54 Magenta - Positioning (wheel slot 6) 55–63 Lavender - Positioning (wheel slot 7) 64–72 Pink - Positioning (wheel slot 8) 73–81 Dark green - Positioning (wheel slot 9) 82–90 CTO 2700K - Positioning (wheel slot 10) 91–100 Blue - Positioning (wheel slot 11) 101–109 Orange - Positioning (wheel slot 12) 110–118 CTO 3200K - Positioning (wheel slot 13) 119–127 UV (Kongo blue) - Positioning (wheel slot 14) 128–129 Open/White (1) - Positioning (wheel slot 1) 130–134 Deep Red - Indexing (wheel slot 2) 135–138 Deep Blue - Indexing (wheel slot 3) 139–143 Yellow - Indexing (wheel slot 4) 144–147 Light green - Indexing (wheel slot 5) 148–152 Magenta - Indexing (wheel slot 6) 153–157 Lavender - Indexing (wheel slot 7) 158–161 Pink - Indexing (wheel slot 8) 162–166 Dark green - Indexing (wheel slot 9) 167–171 CTO 2700K - Indexing (wheel slot 10) 172–176 Blue - Indexing (wheel slot 11) 177–180 Orange - Indexing (wheel slot 12) 181–185 CTO 3200K - Indexing (wheel slot 13) 186–189 UV (Kongo blue) - Indexing (wheel slot 14) 190–191 Fast to slow 1/9 192–194 Fast to slow 2/9 195–197 Fast to slow 3/9 198–201 Fast to slow 4/9 202–204 Fast to slow 5/9 205–206 Fast to slow 6/9 207–209 Fast to slow 7/9 210–211 Fast to slow 8/9 212–215 Fast to slow 9/9 216–217 No rotation middle 218–220 Slow to fast 1/9 221–222 Slow to fast 2/9 223–225 Slow to fast 3/9 226–227 Slow to fast 4/9 228–231 Slow to fast 5/9 232–234 Slow to fast 6/9 235–237 Slow to fast 7/9 238–240 Slow to fast 8/9 241–243 Slow to fast 9/9 244–249 Random colour selection by audio control 250–254 fast 255–255 slow
11	Color Wheel Fine	0	Fine byte of Color Wheel
12	Color Macro1	0	
13	Effect Speed	0	
14	Color Wheel Select MSpeed	0	0–0 Function is off 1–254 slow 255–255 fast
15	Focus MSpeed	0	0–0 Function is off 1–254 slow 255–255 fast

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
16	Animation Wheel1	0	0–19 Open (wheel slot 1) 20–126 Proportional indexing min (wheel slot 2) 127–127 Proportional indexing max (wheel slot 2) 128–169 Ramping from open to full position max (wheel slo... 170–170 Ramping from open to full position min (wheel slo... 171–212 Ramping from open to half position max (wheel sl... 213–213 Ramping from open to half position min (wheel sl... 214–254 Ramp from half position to full position max (whe... 255–255 Ramp from half position to full position min (whee...
17	Animation Wheel1Pos	128	0–0 No rotation 1–24 <<<<<< 25–73 <<<<< 74–98 <<<< 99–118 <<< 119–123 << 124–126 < 127–127 < 128–128 > 129–131 > 132–136 >> 137–156 >>> 157–181 >>>> 182–206 >>>>> 207–254 >>>>>> 255–255 >>>>>>>
18	Animation Wheel1Select Effects	0	0–3 No animation 4–5 Animation Macro 1 (Focus=159 DMX at 5 m) 6–7 Animation Macro 2 (Focus=154 DMX at 5 m) 8–9 Animation Macro 3 (Focus=154 DMX at 5 m) 10–11 Animation Macro 4 (Focus=157 DMX at 5 m) 12–13 Animation Macro 5 (Focus=157 DMX at 5 m) 14–15 Animation Macro 6 (Focus=166DMX at 5 m) 16–17 Animation Macro 7 (Focus=145 DMX at 5 m) 18–19 Animation Macro 8 (Focus=162 DMX at 5 m) 20–21 Animation Macro 9 (Focus=162 DMX at 5 m) 22–23 Animation Macro 10 (Focus=162 DMX at 5m) 24–25 Animation Macro 1 (Focus=159 DMX at 5 m) 26–27 Animation Macro 2 (Focus=154 DMX at 5 m) 28–29 Animation Macro 3 (Focus=154 DMX at 5 m) 30–31 Animation Macro 4 (Focus=157 DMX at 5 m) 32–33 Animation Macro 5 (Focus=157 DMX at 5 m) 34–35 Animation Macro 6 (Focus=166DMX at 5 m) 36–37 Animation Macro 7 (Focus=145 DMX at 5 m) 38–39 Animation Macro 8 (Focus=162 DMX at 5 m) 40–41 Animation Macro 9 (Focus=162 DMX at 5 m) 42–43 Animation Macro 10 (Focus=162 DMX at 5m) 44–255 Raw DMX

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
19	Gobo	0	0–3 Open/Hole (wheel slot 1) 4–9 Gobo 1 (wheel slot 2) 10–15 Gobo 2 (wheel slot 3) 16–21 Gobo 3 (wheel slot 4) 22–27 Gobo 4 (wheel slot 5) 28–33 Gobo 5 (wheel slot 6) 34–39 Gobo 6 (wheel slot 7) 40–45 Gobo 7 (wheel slot 8) 46–51 Gobo 8 (wheel slot 9) 52–57 Gobo 9 (wheel slot 10) 58–63 Gobo 10 (wheel slot 11) 64–69 Beam reducer 1 (wheel slot 12) 70–75 Beam reducer 2 (wheel slot 13) 76–81 Beam reducer 3 (wheel slot 14) 82–87 Beam reducer 4 (wheel slot 15) 88–95 Gobo 1 (wheel slot 2) 96–103 Gobo 2 (wheel slot 3) 104–111 Gobo 3 (wheel slot 4) 112–119 Gobo 4 (wheel slot 5) 120–127 Gobo 5 (wheel slot 6) 128–135 Gobo 6 (wheel slot 7) 136–143 Gobo 7 (wheel slot 8) 144–151 Gobo 8 (wheel slot 9) 152–159 Gobo 9 (wheel slot 10) 160–167 Gobo 10 (wheel slot 11) 168–175 Beam reducer 1 (wheel slot 12) 176–183 Beam reducer 2 (wheel slot 13) 184–191 Beam reducer 3 (wheel slot 14) 192–199 Beam reducer 4 (wheel slot 15) 200–201 Open/hole (wheel slot 1) 202–220 Fast to slow - Fast 221–222 Fast to slow - Slow 223–240 Slow to fast - Slow 241–243 Slow to fast - Fast 244–249 Random gobo selection by audio control 250–250 Auto random gobo selection fast 251–254 Auto random gobo selection from fast to slow 255–255 Auto random gobo selection slow

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
20	Gobo 2	0	0–0 Open/Hole (wheel slot 1) 1–4 Hole (flat field) (wheel slot 1) 5–7 Gobo 1 (wheel slot 2) 8–10 Gobo 2 (wheel slot 3) 11–13 Gobo 3 (wheel slot 4) 14–16 Gobo 4 (wheel slot 5) 17–19 Gobo 5 (wheel slot 6) 20–22 Gobo 6 (wheel slot 7) 23–25 Gobo 7 (wheel slot 8) 26–28 Gobo 8 (wheel slot 9) 29–31 Gobo 9 (wheel slot 10) 32–34 Gobo 1 - Rotation (wheel slot 2) 35–37 Gobo 2 - Rotation (wheel slot 3) 38–40 Gobo 3 - Rotation (wheel slot 4) 41–43 Gobo 4 - Rotation (wheel slot 5) 44–46 Gobo 5 - Rotation (wheel slot 6) 47–49 Gobo 6 - Rotation (wheel slot 7) 50–52 Gobo 7 - Rotation (wheel slot 8) 53–55 Gobo 8 - Rotation (wheel slot 9) 56–59 Gobo 9 - Rotation (wheel slot 10) 60–67 Gobo 1 - Shaking Index (wheel slot 1) 68–75 Gobo 2 - Shaking Index (wheel slot 2) 76–83 Gobo 3 - Shaking Index (wheel slot 3) 84–91 Gobo 4 - Shaking Index (wheel slot 4) 92–99 Gobo 5 - Shaking Index (wheel slot 5) 100–107 Gobo 6 - Shaking Index (wheel slot 6) 108–115 Gobo 7 - Shaking Index (wheel slot 7) 116–123 Gobo 8 - Shaking Index (wheel slot 8) 124–129 Gobo 9 - Shaking Index (wheel slot 9) 130–137 Gobo 1 - Shaking Rotation (wheel slot 1) 138–145 Gobo 2 - Shaking Rotation (wheel slot 2) 146–153 Gobo 3 - Shaking Rotation (wheel slot 3) 154–161 Gobo 4 - Shaking Rotation (wheel slot 4) 162–169 Gobo 5 - Shaking Rotation (wheel slot 5) 170–177 Gobo 6 - Shaking Rotation (wheel slot 6) 178–185 Gobo 7 - Shaking Rotation (wheel slot 7) 186–193 Gobo 8 - Shaking Rotation (wheel slot 8) 194–199 Gobo 9 - Shaking Rotation (wheel slot 9) 200–201 Open/Hole 202–215 <<< 216–220 << 221–222 < 223–228 > 229–242 >> 243–243 >>> 244–249 Random gobo selection by audio control 250–250 Auto random gobo selection fast 251–254 Auto random gobo selection from fast to slow 255–255 Auto random gobo selection slow
21	Gobo Rotation 2	128	0–1 min 2–62 <<< 63–121 << 122–127 < 128–129 center 130–190 > 191–254 >> 255–255 >>>
22	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
23	Prism	0	0–3 Open position/hole (wheel slot 1) 4–7 Prism 1 - 6 - facet linear (wheel slot 2) 8–11 Prism 2 - cylindrical (wheel slot 3) 12–15 Prism 3 - 8 - facet 12Deg circular (wheel slot 4) 16–19 Prism 1 - 6 - facet linear (wheel slot 2) 20–23 Prism 2 - cylindrical (wheel slot 3) 24–27 Prism 3 - 8 - facet 12Deg circular (wheel slot 4) 28–255 Raw DMX
24	Prism Rotation	128	0–0 min 1–74 << 75–126 < 127–127 << 128–128 center 129–156 > 157–254 >> 255–255 max
25	Prism	0	0–3 Open position/hole (wheel slot 1) 4–7 Prism 1 - 6 - facet linear (wheel slot 2) 8–11 Prism 2 - 32 - facet circular (wheel slot 3) 12–15 Prism 3 - 8 - facet 18Deg circular (wheel slot 4) 16–19 Prism 1 - 6 - facet linear (wheel slot 2) 20–23 Prism 2 - 32 - facet circular (wheel slot 3) 24–27 Prism 3 - 8 - facet 18Deg circular (wheel slot 4) 28–255 Raw DMX
26	Prism Rotation	128	0–0 min 1–74 << 75–126 << 127–127 < 128–128 center 129–180 > 181–254 >> 255–255 max

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
27	Effect	0	0–3 Open position/hole 4–5 Pattern 1 6–7 Pattern 2 8–9 Pattern 3 10–11 Pattern 4 12–13 Pattern 5 14–15 Pattern 6 16–17 Pattern 7 18–19 Pattern 8 20–21 Pattern 9 22–23 Pattern 10 24–25 Pattern 11 26–27 Pattern 12 28–29 Pattern 1 rotate 30–31 Pattern 2 rotate 32–33 Pattern 3 rotate 34–35 Pattern 4 rotate 36–37 Pattern 5 rotate 38–39 Pattern 6 rotate 40–41 Pattern 7 rotate 42–43 Pattern 8 rotate 44–45 Pattern 9 rotate 46–47 Pattern 10 rotate 48–49 Pattern 11 rotate 50–51 Pattern 12 rotate 52–53 Pattern 13 dynamic 54–55 Pattern 14 dynamic 56–57 Pattern 15 dynamic 58–59 Pattern 16 dynamic 60–61 Pattern 17 dynamic 62–63 Pattern 18 dynamic 64–65 Pattern 19 dynamic 66–67 Pattern 20 dynamic 68–255 Raw DMX
28	Effects1Pos	128	0–0 Effects indexing min 1–127 Forwards effects rotation fast 128–128 Effects indexing center 129–255 Effects indexing max
29	Beam Shaper	0	0–3 Open position/hole 4–7 Beam shaper 1 8–11 Beam shaper 2 12–15 Beam shaper 3 16–19 Beam shaper 4 20–23 Beam shaper 1 24–27 Beam shaper 2 28–31 Beam shaper 3 32–35 Beam shaper 4 36–255 Reserved
30	Beam Shaper Pos	128	0–0 min 1–74 << 75–126 < 127–127 < 128–128 center 129–180 max 181–254 >> 255–255 >>>

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
31	Frost1	0	0–0 Open 1–50 Light Frost from 0% to 100% - Light frost 51–53 100% Light Frost - Light frost 54–63 Pulse closing from slow to fast - Light frost 64–73 Pulse opening from fast to slow - Light frost 74–83 Ramping from fast to slow - Light frost 84–86 Open 87–136 Medium Frost from 0% to 100% - Medium frost 137–139 100% Medium Frost - Medium frost 140–149 Pulse closing from slow to fast - Medium frost 150–159 Pulse opening from fast to slow - Medium frost 160–169 Ramping from fast to slow - Medium frost 170–172 Open - Medium frost 173–222 Medium Frost from 0% to 100% (Light Frost insert… 223–225 100% Medium Frost (Light Frost inserted) - Mediu… 226–235 Pulse closing from slow to fast - Medium frost 236–245 Pulse opening from fast to slow - Medium frost 246–255 Ramping from fast to slow - Medium frost
32	Zoom	128	
33	Zoom Fine	0	Fine byte of Zoom
34	Focus	128	
35	Focus Fine	128	Fine byte of Focus
36	Reflector Adjust	0	0–0 Automatic Hot - Spot control 1–254 min 255–255 max
37	Shutter / Strobe	32	0–31 Closed 32–63 Open 64–78 Strobe · Slow to fast 1/12 0.3–9.2 Hz 79–94 Strobe · Slow to fast 6/12 9.83–19.4 Hz 95–95 Strobe · Slow to fast 11/12 20 Hz 96–127 open 128–134 StrobePulseOpen · Slow to fast 1/7 0.1–0.26 Hz 135–140 StrobePulseOpen · Slow to fast 4/7 0.287–0.42 Hz 141–143 StrobePulseOpen · Slow to fast 7/7 0.447–0.5 Hz 144–149 StrobePulseClose · Fast to slow 1/7 0.5–0.367 Hz 150–155 StrobePulseClose · Fast to slow 4/7 0.34–0.207 Hz 156–159 StrobePulseClose · Fast to slow 7/7 0.18–0.1 Hz 160–191 open 192–223 Random strobe from slow to fast 224–255 open
38	Dimmer	0	0–254 Closed 255–255 Open
39	Dimmer Fine	0	Fine byte of Dimmer