Vari-Lite

VL3600 Profile IP



Manufacturer	**Vari-Lite**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**49, 54 channels**
Beam angle	**5.5-50°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**360 × 584 × 305 mm**
GDTF fixture type	**34EC4B21-82C5-40AC-8F45-02…**

Controls

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

Safety-relevant functions

Fixture reset · Strobe

DMX modes

16-BIT (49ch)	49 ch
16-BIT EXTENDED (54ch)	54 ch

16-BIT (49ch)

49 channels

Ch	Function	Default	DMX values
1	Dimmer	0	
2	Dimmer Fine	0	Fine byte of Dimmer
3	Pan	127	
4	Pan Fine	255	Fine byte of Pan
5	Tilt	128	
6	Tilt Fine	0	Fine byte of Tilt
7	Focus	127	
8	Focus Fine	255	Fine byte of Focus
9	Zoom	127	
10	Zoom Fine	255	Fine byte of Zoom
11	Cyan	0	
12	Yellow	0	
13	Magenta	0	
14	C TO	0	
15	Color Wheel 2	0	0–30 Open (wheel slot 1) 31–60 CRI Booster (wheel slot 2) 61–90 1/2 Minus Green (wheel slot 3) 91–120 1/4 Minus Green (wheel slot 4) 121–180 CTB (wheel slot 5) 181–255 Reserved
16	Color Wheel	0	0–31 Open (wheel slot 1) 32–63 Red (wheel slot 2) 64–95 Dark Blue (wheel slot 3) 96–127 Yellow (wheel slot 4) 128–159 Kelly Green (wheel slot 5) 160–191 Amber (wheel slot 6) 192–223 Congo Blue (wheel slot 7) 224–255 Open (wheel slot 1)
17	Color1Wheel Spin	0	0–5 Linear Movement using shortest (quickest) path 6–10 Linear Movement using normal (longest) path 11–15 Wheel Spin CW (Forward) 16–20 Wheel Spin STOP 21–25 Wheel Spin CCW (Reverse) 26–56 Color Shake quickest path (Slow to Fast) / For fastest ... 57–87 Color Shake normal path (Slow to Fast) / For fastest s... 88–255 NoFeature
18	Gobo	0	0–20 Open (wheel slot 1) 21–41 Gobo 1 - Leafy Breakup (wheel slot 2) 42–62 Gobo 2 - Medium Circle (wheel slot 3) 63–83 Gobo 3 - Square Pile (wheel slot 4) 84–104 Gobo 4 - Confusion (wheel slot 5) 105–125 Gobo 5 - Dust (wheel slot 6) 126–146 Gobo 6 - Neurons (wheel slot 7) 147–167 Gobo 7 - Radial Breakup (wheel slot 8) 168–188 Gobo 8 - Stables (wheel slot 9) 189–209 Gobo 9 - Blobs (wheel slot 10) 210–230 Gobo 10 - Pipes Breakup (wheel slot 11) 231–255 Open (wheel slot 1)

16-BIT (49ch) (continued)

Ch	Function	Default	DMX values
19	Gobo Rotation	56	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 NoFeature 1 21–50 Wheel Spin CW Forward (Fast to Slow) 51–60 Wheel Spin STOP 61–90 Wheel Spin CCW Reverse (Slow to Fast) 91–120 Gobo Shake Quickest Path S > F - Gobo Shake 121–150 Gobo Shake Normal Path S > F - Gobo Shake 151–255 NoFeature 2
20	Gobo 2	0	6–10 Night Sky (wheel slot 2) 11–15 New Twirler (wheel slot 3) 16–20 Bricked Out (wheel slot 4) 21–25 Horizontal Slits (wheel slot 5) 26–30 Super Alpha Ray (wheel slot 6) 31–35 Honey Combe (wheel slot 7) 36–40 On The Rock (wheel slot 8) 41–45 Open G2<> (wheel slot 1) 46–50 Night Sky<> (wheel slot 2) 51–55 New Twirler<> (wheel slot 3) 56–60 Bricked Out<> (wheel slot 4) 61–65 Horizontal Slits<> (wheel slot 5) 66–70 Super Alpha Ray<> (wheel slot 6) 71–75 Honey Combe<> (wheel slot 7) 76–80 On The Rock<> (wheel slot 8) 81–85 Open G2 (wheel slot 1) 86–90 Night Sky (wheel slot 2) 91–95 New Twirler (wheel slot 3) 96–100 Bricked Out (wheel slot 4) 101–105 Horizontal Slits (wheel slot 5) 106–110 Super Alpha Rays (wheel slot 6) 111–115 Honey Combe (wheel slot 7) 116–120 On The Rock (wheel slot 8) 121–255 Open G2 (wheel slot 1)
21	Gobo Rotation 2	128	0–126 0deg 127–127 Stop 128–129 180deg 130–255 360deg
22	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
23	Gobo2Wheel Mode	0	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 NoFeature 1 21–50 Wheel Spin CW Forward (Fast to Slow 51–60 Wheel Spin STOP 61–90 Wheel Spin CCW Reverse (Slow to Fast) 91–120 Gobo Shake quickest path (Slow to Fast) / For fastes… 121–150 Gobo Shake normal path (Slow to Fast) / For fastes… 151–180 Gobo Twist quickest path (Slow to Fast) / For faste… 181–210 Gobo Twist normal path (Slow to Fast) / For fastest… 211–255 Reserved - Custom

16-BIT (49ch) (continued)

Ch	Function	Default	DMX values
24	Gobo 3	0	0–10 Open (wheel slot 1) 11–33 Gobo 1 - Amoeboid Chamber Index (wheel slot 2) 34–56 Gobo 2 - Dichrofusion Index (wheel slot 3) 57–79 Gobo 3 - Concurrent Index (wheel slot 4) 80–90 Open (wheel slot 1) 91–113 Gobo 1 - Amoeboid Index (Rotate) (wheel slot 2) 114–136 Gobo 2 - Dichrofusion Index (Rotate) (wheel slot 3) 137–159 Gobo 3 - Concurrent Index (Rotate) (wheel slot 4) 160–170 Open (wheel slot 1) 171–193 Gobo 1 - Amoeboid Index (Rotate Mega Stepping) ... 194–216 Gobo 2 - Dichrofusion Index (Rotate Mega Steppin... 217–239 Gobo 3 - Concurrent Index (Rotate Mega Stepping... 240–255 Open (wheel slot 1)
25	Gobo Rotation	127	0–126 Gobo 3 - Rotate CCW (Fast to Slow) 127–128 Gobo 3 - Rotate STOP 129–255 Gobo 3 - Rotate CW (Slow to Fast)
26	Gobo Rotation Fine	127	Fine byte of Gobo Rotation
27	Gobo Rotation 3	0	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 Reserved Values 21–50 Gobo 3 Wheel Spin CW Forward (Fast to Slow) 51–60 Gobo 3 Wheel Spin STOP 61–90 Gobo 3 Wheel Spin CCW Reverse (Slowto Fast) 91–120 Gobo Shake quickest path (Slow to Fast) / For fastes... 121–150 Gobo Shake normal path (Slow to Fast) / For fastes... 151–180 Gobo Twist question path (Slow to Fast) / For faste... 181–210 Gobo Twist normal path (Slow to Fast) / For fastest... 211–255 Reserved Values
28	Iris	0	0–200 Iris (Open to Close) 201–255 Iris Pulse (Slow to Fast)
29	Blade4A	0	
30	Blade4B	0	
31	Blade1A	0	
32	Blade1B	0	
33	Blade2A	0	
34	Blade2B	0	
35	Blade3A	0	
36	Blade3B	0	
37	Shaper Rot	128	
38	Prism	0	0–5 Prism 1 - Open (wheel slot 1) 6–10 Prism 1 - Index (wheel slot 2) 11–15 Prism 1 - Rotate Normal (wheel slot 2) 16–20 Prism 1 - Rotate with Mega Stepping (wheel slot 2) 21–255 Reserved Values
39	Prism Rotation	127	0–126 Prism 1 - Rotate CCW (Fast to Slow) 127–127 Prism 1 - Rotate STOP 128–255 Prism 1 - Rotate CW (Slow to Fast)
40	Prism Rotation Fine	255	Fine byte of Prism Rotation
41	Prism	0	0–5 Prism 2 - Open (wheel slot 1) 6–10 Prism 2 - Index (wheel slot 2) 11–15 Prism 2 - Rotate Normal (wheel slot 2) 16–20 Prism 2 - Rotate with Mega Stepping (wheel slot 2) 21–255 Reserved Values
42	Prism Rotation	127	0–126 Prism 2 - Rotate CCW (Fast to Slow) 127–127 Prism 2 - Rotate STOP 128–255 Prism 2 - Rotate CW (Slow to Fast)

16-BIT (49ch) (continued)

Ch	Function	Default	DMX values
43	Prism Rotation Fine	255	Fine byte of Prism Rotation
44	Frost1	0	0–10 Frost >OPEN< 11–20 Frost 1 21–25 Frost 2 26–36 No Frost 37–47 Frost 1+2 48–255 Reserved
45	Shutter / Strobe	0	0–5 Open 6–10 Closed 11–125 Strobe (0 5Hz > 30Hz) 126–130 Open 131–245 Random Strobe 246–250 Open 251–255 Closed
46	No Feature	0	
47	Control1	0	0–40 Idle 41–45 Dimmer Curve Linear (3 second rule) 46–50 Dimmer Curve S-Curve (3 second rule) 51–55 Dimmer Curve Square Curve (Default) (3 second rule) 56–60 Dimmer Snap On 61–65 Dimmer Snap Off 66–75 Reserved Values 76–80 Edge Tracking On 81–85 Edge Tracking Off (Default) 86–90 Reserved Values 91–95 Color Snap Off (Default) 96–100 Color Snap On (de-activates color timing channel) 101–105 Reserved - Custom 106–110 Strobe Random (Default) 111–115 Strobe Random Sync 116–255 Reserved Values
48	Fans	0	0–4 Automatic fan/output adjustment (Default) 5–255 Highest > Lowest
49	Function	0	

16-BIT EXTENDED (54ch)

54 channels

Ch	Function	Default	DMX values
1	Dimmer	0	
2	Dimmer Fine	0	Fine byte of Dimmer
3	Pan	127	
4	Pan Fine	255	Fine byte of Pan
5	Tilt	128	
6	Tilt Fine	0	Fine byte of Tilt
7	Focus	127	
8	Focus Fine	255	Fine byte of Focus
9	Zoom	127	
10	Zoom Fine	255	Fine byte of Zoom
11	Cyan	0	
12	Yellow	0	
13	Magenta	0	
14	C TO	0	

16-BIT EXTENDED (54ch) (continued)

Ch	Function	Default	DMX values
15	Color Wheel 2	0	0–30 Open (wheel slot 1) 31–60 CRI Booster (wheel slot 2) 61–90 1/2 Minus Green (wheel slot 3) 91–120 1/4 Minus Green (wheel slot 4) 121–180 CTB (wheel slot 5) 181–255 Reserved
16	Color Wheel	0	0–31 Open (wheel slot 1) 32–63 Red (wheel slot 2) 64–95 Dark Blue (wheel slot 3) 96–127 Yellow (wheel slot 4) 128–159 Kelly Green (wheel slot 5) 160–191 Amber (wheel slot 6) 192–223 Congo Blue (wheel slot 7) 224–255 Open (wheel slot 1)
17	Color1Wheel Spin	0	0–5 Linear Movement using shortest (quickest) path 6–10 Linear Movement using normal (longest) path 11–15 Wheel Spin CW (Forward) 16–20 Wheel Spin STOP 21–25 Wheel Spin CCW (Reverse) 26–56 Color Shake quickest path (Slow to Fast) / For fastest ... 57–87 Color Shake normal path (Slow to Fast) / For fastest s... 88–255 NoFeature
18	Gobo	0	0–20 Open (wheel slot 1) 21–41 Gobo 1 - Leafy Breakup (wheel slot 2) 42–62 Gobo 2 - Medium Circle (wheel slot 3) 63–83 Gobo 3 - Square Pile (wheel slot 4) 84–104 Gobo 4 - Confusion (wheel slot 5) 105–125 Gobo 5 - Dust (wheel slot 6) 126–146 Gobo 6 - Neurons (wheel slot 7) 147–167 Gobo 7 - Radial Breakup (wheel slot 8) 168–188 Gobo 8 - Stables (wheel slot 9) 189–209 Gobo 9 - Blobs (wheel slot 10) 210–230 Gobo 10 - Pipes Breakup (wheel slot 11) 231–255 Open (wheel slot 1)
19	Gobo Rotation	0	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 NoFeature 1 21–50 Wheel Spin CW Forward (Fast to Slow) 51–60 Wheel Spin STOP 61–90 Wheel Spin CCW Reverse (Slow to Fast) 91–120 Gobo Shake Quickest Path S > F - Gobo Shake 121–150 Gobo Shake Normal Path S > F - Gobo Shake 151–255 NoFeature 2

16-BIT EXTENDED (54ch) (continued)

Ch	Function	Default	DMX values
20	Gobo 2	0	0–5 Open (wheel slot 1) 6–10 Gobo 1 - Night Sky (Index) (wheel slot 2) 11–15 Gobo 2 - New Twirler (Index) (wheel slot 3) 16–20 Gobo 3 - Bricked Out (Index) (wheel slot 4) 21–25 Gobo 4 - Horizontal Slits (Index) (wheel slot 5) 26–30 Gobo 5 - Super Alpha Rays (Index) (wheel slot 6) 31–35 Gobo 6 - Honey Comb Reverse (Index) (wheel slot 7) 36–40 Gobo 7 - On the Rocks (Index) (wheel slot 8) 41–45 Open (wheel slot 1) 46–50 Gobo 1 - Night Sky (Rotate) (wheel slot 2) 51–55 Gobo 2 - New Twirler (Rotate) (wheel slot 3) 56–60 Gobo 3 - Bricked Out (Rotate) (wheel slot 4) 61–65 Gobo 4 - Horizontal Slits (Rotate) (wheel slot 5) 66–70 Gobo 5 - Super Alpha Rays (Rotate) (wheel slot 6) 71–75 Gobo 6 - Honey Comb Reverse (Rotate) (wheel slot 7) 76–80 Gobo 7 - On the Rocks (Rotate) (wheel slot 8) 81–85 Open (wheel slot 1) 86–90 Gobo 1 - Night Sky (Rotate Mega Stepping) (wheel sl... 91–95 Gobo 2 - New Twirler (Rotate Mega Stepping) (wheel ... 96–100 Gobo 3 - Bricked Out (Rotate Mega Stepping) (whee... 101–105 Gobo 4 - Horizonal Slits (Rotate Mega Stepping) (w... 106–110 Gobo 5 - Super Alpha Rays (Rotate Mega Stepping)... 111–115 Gobo 6 - Honey Comb Reverse (Rotate Mega Step... 116–120 Gobo 7 - On the Rocks (Rotate Mega Stepping) (wh... 121–255 Open (wheel slot 1)
21	Gobo Rotation	127	0–126 CCW (Fast to Slow) 127–128 STOP 129–255 CW (Slow to Fast
22	Gobo Rotation Fine	127	Fine byte of Gobo Rotation
23	Gobo2Wheel Mode	0	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 NoFeature 1 21–50 Wheel Spin CW Forward (Fast to Slow 51–60 Wheel Spin STOP 61–90 Wheel Spin CCW Reverse (Slow to Fast) 91–120 Gobo Shake quickest path (Slow to Fast) / For fastes... 121–150 Gobo Shake normal path (Slow to Fast) / For fastes... 151–180 Gobo Twist quickest path (Slow to Fast) / For faste... 181–210 Gobo Twist normal path (Slow to Fast) / For fastest... 211–255 Reserved - Custom
24	Gobo 3	0	0–10 Open (wheel slot 1) 11–33 Gobo 1 - Amoeboid Chamber Index (wheel slot 2) 34–56 Gobo 2 - Dichrofusion Index (wheel slot 3) 57–79 Gobo 3 - Concurrent Index (wheel slot 4) 80–90 Open (wheel slot 1) 91–113 Gobo 1 - Amoeboid Index (Rotate) (wheel slot 2) 114–136 Gobo 2 - Dichrofusion Index (Rotate) (wheel slot 3) 137–159 Gobo 3 - Concurrent Index (Rotate) (wheel slot 4) 160–170 Open (wheel slot 1) 171–193 Gobo 1 - Amoeboid Index (Rotate Mega Stepping) ... 194–216 Gobo 2 - Dichrofusion Index (Rotate Mega Steppin... 217–239 Gobo 3 - Concurrent Index (Rotate Mega Stepping... 240–255 Open (wheel slot 1)
25	Gobo Rotation	127	0–126 Gobo 3 - Rotate CCW (Fast to Slow) 127–128 Gobo 3 - Rotate STOP 129–255 Gobo 3 - Rotate CW (Slow to Fast)
26	Gobo Rotation Fine	127	Fine byte of Gobo Rotation

16-BIT EXTENDED (54ch) (continued)

Ch	Function	Default	DMX values
27	Gobo Rotation 3	0	0–5 Gobo Selection using shortest (quickest) path 6–10 Gobo Selection using normal (longest) path 11–20 Reserved Values 21–50 Gobo 3 Wheel Spin CW Forward (Fast to Slow) 51–60 Gobo 3 Wheel Spin STOP 61–90 Gobo 3 Wheel Spin CCW Reverse (Slowto Fast) 91–120 Gobo Shake quickest path (Slow to Fast) / For fastes... 121–150 Gobo Shake normal path (Slow to Fast) / For fastes... 151–180 Gobo Twist question path (Slow to Fast) / For faste... 181–210 Gobo Twist normal path (Slow to Fast) / For fastest... 211–255 Reserved Values
28	Iris	0	0–200 Iris (Open to Close) 201–255 Iris Pulse (Slow to Fast)
29	Blade4A	0	
30	Blade4B	0	
31	Blade1A	0	
32	Blade1B	0	
33	Blade2A	0	
34	Blade2B	0	
35	Blade3A	0	
36	Blade3B	0	
37	Shaper Rot	127	
38	Prism	0	0–5 Prism 1 - Open (wheel slot 1) 6–10 Prism 1 - Index (wheel slot 2) 11–15 Prism 1 - Rotate Normal (wheel slot 2) 16–20 Prism 1 - Rotate with Mega Stepping (wheel slot 2) 21–255 Reserved Values
39	Prism Rotation	127	0–126 Prism 1 - Rotate CCW (Fast to Slow) 127–127 Prism 1 - Rotate STOP 128–255 Prism 1 - Rotate CW (Slow to Fast)
40	Prism Rotation Fine	255	Fine byte of Prism Rotation
41	Prism	0	0–5 Prism 2 - Open (wheel slot 1) 6–10 Prism 2 - Index (wheel slot 2) 11–15 Prism 2 - Rotate Normal (wheel slot 2) 16–20 Prism 2 - Rotate with Mega Stepping (wheel slot 2) 21–255 Reserved Values
42	Prism Rotation	127	0–126 Prism 2 - Rotate CCW (Fast to Slow) 127–127 Prism 2 - Rotate STOP 128–255 Prism 2 - Rotate CW (Slow to Fast)
43	Prism Rotation Fine	255	Fine byte of Prism Rotation
44	Frost1	0	0–10 No Frost 11–20 Frost 1 21–25 Frost 1+2 26–47 Frost 2 48–255 Reserved
45	Shutter / Strobe	0	0–5 Open 6–10 Closed 11–125 Strobe (0 5Hz > 30Hz) 126–130 Open 131–245 Random Strobe 246–250 Open 251–255 Closed
46	No Feature	0	

16-BIT EXTENDED (54ch) (continued)

Ch	Function	Default	DMX values
47	Control1	0	0–40 Idle 41–45 Dimmer Curve Linear (3 second rule) 46–50 Dimmer Curve S-Curve (3 second rule) 51–55 Dimmer Curve Square Curve (Default) (3 second rule) 56–60 Dimmer Snap On 61–65 Dimmer Snap Off 66–75 Reserved Values 76–80 Edge Tracking On 81–85 Edge Tracking Off (Default) 86–90 Reserved Values 91–95 Color Snap Off (Default) 96–100 Color Snap On (de-activates color timing channel) 101–105 Reserved - Custom 106–110 Strobe Random (Default) 111–115 Strobe Random Sync 116–255 Reserved Values
48	Position MSpeed	255	
49	Focus MSpeed	255	
50	Color Mix MSpeed	255	
51	Iris MSpeed	255	
52	Gobo Wheel1MSpeed	255	
53	Fans	0	0–4 Automatic fan/output adjustment (Default) 5–255 Highest > Lowest
54	Function	0	