

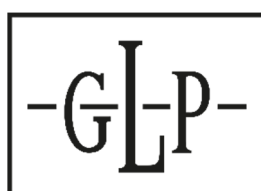
DMX Channel Index



JDC Line 500



Rev. 20211129-01, Firmware v. 0.6.4



Document revisions

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20210318-01	First version available Firmware v. 1.0.0	March 2021
20211114-01	DMX Mode 7 (Multipix Quadpix) added Firmware v. 0.6.4	November 2021
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GLP® JDC Line DMX Channel Index

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1. DMX control modes overview

The following DMX control modes are available in the JDC Line 500.

DMX Mode 1: RGBW Strobe

16 DMX Channels

RGBW strobe is a global strobe that uses all the White and all the RGB segments together. The strobe has flash, pulse and ramp-up/down effects as well as special intensity effects such as lightning. It offers RGBW control plus separate color temperature control that defines the fixture's white point.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

Control / Settings lets you configure the fixture remotely via DMX.

Mode 1 RGBW Strobe

RGBW strobe

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings
7	CTC
8	Red
9	Green
10	Blue
11	White

Background color

12	Intensity background
13	Red background
14	Green background
15	Blue background
16	White background

DMX Mode 2: W Strobe + RGB Strobe

34 DMX channels

White strobe with FX runs on the White segments only and has an effects engine with 50 patterns.

RGB strobe with FX runs on the RGB segments only and has its own effects engine with 50 patterns.

Both strobes let you control *crossfading* (duration of changes between the steps in each pattern) and *transition* (duration of changes from one pattern to the next).

Pattern chain length lets you set up a chain of fixtures for the pattern to run across – it defines the total number of fixtures in the chain. *Pattern chain position* lets you set which position in the chain the fixture will occupy: first, second or third etc. fixture in the chain.

Strobe phase lets you shift the timing of the RGB strobe by 1 – 359° relative to the White strobe. A 180° shift will result in a flip-flop between white and RGB flashes.

Pattern phase lets you shift the timing of the RGB pattern by 1 – 359° relative to the White pattern.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

Control / Settings lets you configure the fixture remotely via DMX.

Mode 2 W Strobe + RGB Strobe

White strobe with FX

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings
7	Pattern select
8	Pattern step / speed
9	Pattern step crossfading
10	Pattern transition
11	Pattern chain length
12	Pattern chain position

RGB strobe with FX

13	Intensity coarse
14	Intensity fine
15	Duration
16	Flash rate (Shutter)
17	Intensity effects (Strobe mode)
18	CTC
19	Red
20	Green
21	Blue
22	Pattern select
23	Pattern step/speed
24	Pattern step crossfading
25	Pattern transition
26	Pattern chain length
27	Position in chain
28	Strobe phase
29	Pattern phase

Background color

30	Intensity background
31	Red background
32	Green background
33	Blue background
34	White background

DMX Mode 3: W Strobe + RGB Pixel

84 DMX Channels

White strobe with FX runs on the White segments only and has an effects engine with 50 patterns. *Crossfading* sets the duration of changes between the steps in each pattern. *Transition* sets the duration of changes from one pattern to the next.

Pattern chain length lets you set up a chain of fixtures for the pattern to run across in a chase by defining the total number of fixtures in the chain. *Pattern chain position* lets you set which position in the chain the fixture will occupy: first, second or third etc. fixture in the chain.

RGB segments overall control gives overall output control of the individually controllable RGB segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects and a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of the RGB segments strobe by 1 – 359° relative to the strobe on the White segments. A 180° shift will result in a flipflop between flashes on the two strobes.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

Mode 3 W Strobe + RGB Pixel

White strobe with FX

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings
7	Pattern select
8	Pattern step / speed
9	Pattern step crossfade
10	Pattern transition
11	Pattern chain length
12	Pattern chain position

RGB segments overall control

13	Intensity coarse
14	Intensity fine
15	Duration
16	Flash rate (Shutter)
17	Intensity effects (Strobe mode)
18	CTC
19	Strobe phase

Background color

20	Intensity background
21	Red background
22	Green background
23	Blue background
24	White background

RGB segments individual control

25	Red segment 01
26	Green segment 01
27	Blue segment 01
...	...
82	Red segment 20
83	Green segment 20
84	Blue segment 20

RGB segments individual control adjusts the color of the individual RGB segments. The output of these segments is determined by the *RGB segments overall control* channels (see above).

The upper and lower halves of each segment are controlled together, giving 20 RGB pixels.

Control / Settings lets you configure the fixture remotely via DMX.

DMX Mode 4: White + RGB Strobes + W Pixel

47 DMX Channels

White segments overall control gives overall output control of the individually controllable White segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB strobe with FX provides an RGB color strobe that runs on the RGB segments only. It has an effects engine with 50 patterns. *Crossfading* sets the duration of changes between the steps in each pattern and *transition* sets the duration of changes from one pattern to the next.

Pattern chain length sets up a chain of fixtures for the pattern to run across in a chase – it defines the total number of fixtures in the chain. *Position in chain* lets you set which position in the chain the fixture will occupy: first, second or third etc. fixture in the chain.

Strobe phase lets you shift the timing of the RGB strobe by 1 – 359° relative to the White strobe. A 180° shift will result in a flip-flop between flashes on the two strobes.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

Mode 4 White + RGB Strobes + W Pixel

White segments overall control

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

RGB strobe with FX

7	Intensity coarse
8	Intensity fine
9	Duration
10	Flash rate (Shutter)
11	Intensity effects (Strobe mode)
12	CTC
13	Red
14	Green
15	Blue
16	Pattern select
17	Pattern step / speed
18	Pattern step crossfade
19	Pattern transition
20	Pattern chain length
21	Position in chain
22	Strobe phase

Background color

23	Intensity background
24	Red background
25	Green background
26	Blue background
27	White background

White segments individual control

28	White segment 01
...	...
47	White segment 20

White segments individual control adjusts the output of the individual White segments. The overall output of these segments is determined by the White segments overall control (see above).

Control / Settings lets you configure the fixture remotely via DMX.

DMX Mode 5: Multipix

98 DMX Channels

White segments overall control gives overall output control of the individually controllable White segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects.

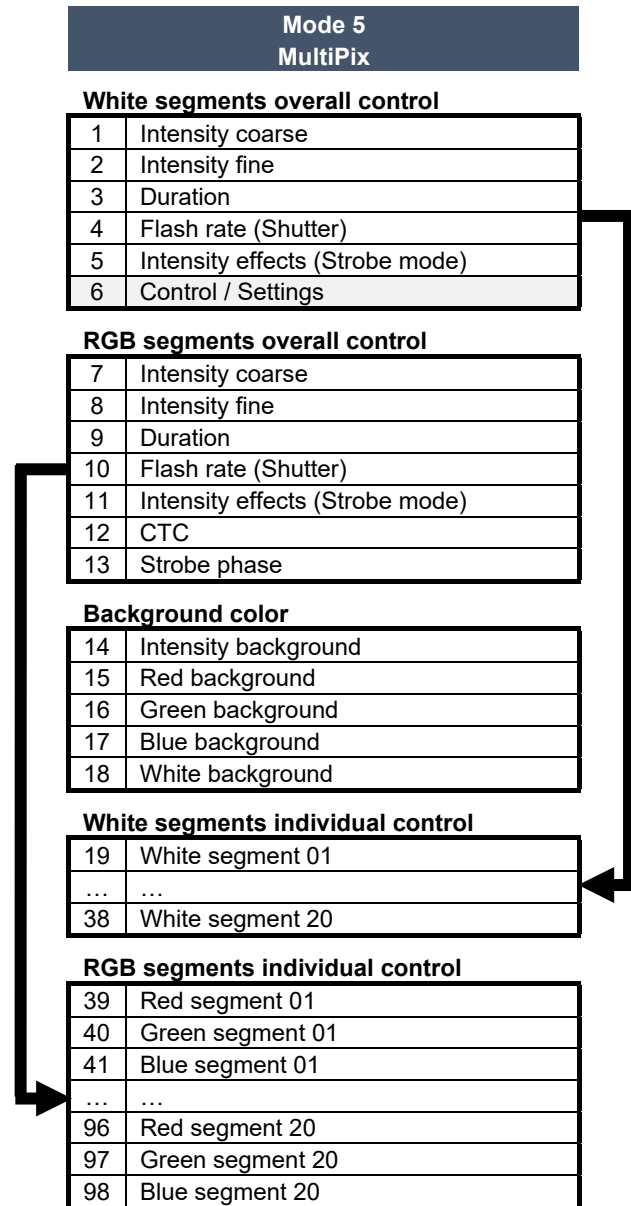
RGB segments overall control gives overall output control of the individually controllable RGB segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects and a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of the RGB segments strobe by 1 – 359° relative to the strobe on the White segments. A 180° shift will result in a flipflop between flashes on the two strobes.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

White segments individual control adjusts the output of the individual White segments. The overall output of these segments is determined by the *White segments overall control* channels (see above).

RGB segments individual control adjusts the color of the individual RGB segments. The output of these segments is determined by the *RGB segments overall control* channels (see above).



The upper and lower halves of each RGB segment are controlled together, giving individual RGB control of 20 RGB pixels in total.

Control / Settings lets you configure the fixture remotely via DMX.

DMX Mode 6: MultiPix Advanced

158 DMX Channels

White segments overall control gives overall output control of the individually controllable White segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB segments overall control gives overall output control of the individually controllable RGB segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects and a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of RGB segments strobe by 1 – 359° relative to the strobe on the White segments. A 180° shift will result in a flipflop between flashes on the two strobes.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

White segments individual control adjusts the output of the individual White segments. The overall output of these segments is determined by the *White segments overall control* channels (see above).

RGB segments individual control (upper, lower) adjusts the color of the individual RGB segments. The output of these segments is determined by the *RGB segments overall control* channels (see above).

Mode 6 MultiPix Advanced

White strobe

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

RGB strobe

7	Intensity coarse
8	Intensity fine
9	Duration
10	Flash rate (Shutter)
11	Intensity effects (Strobe mode)
12	CTC
13	Strobe phase

Background color

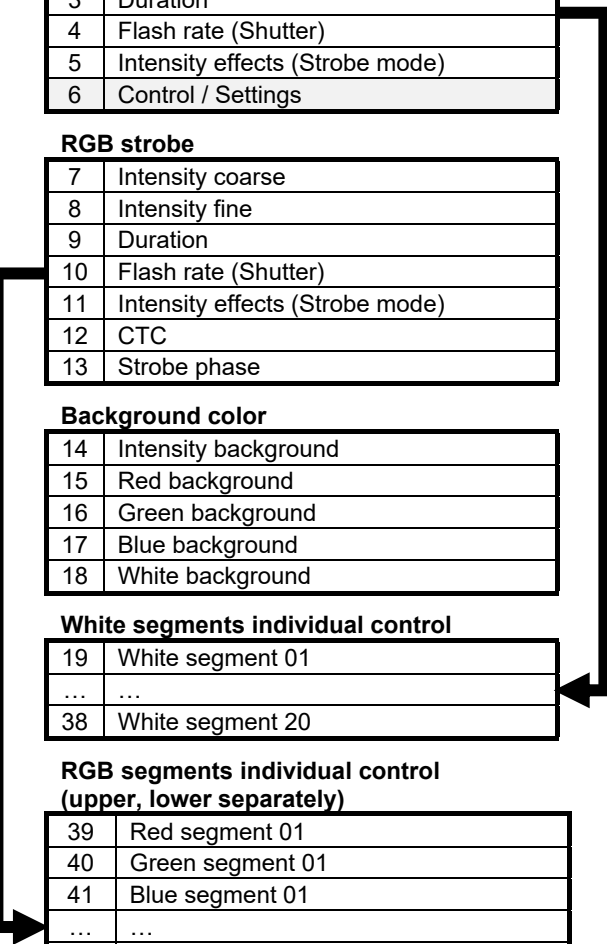
14	Intensity background
15	Red background
16	Green background
17	Blue background
18	White background

White segments individual control

19	White segment 01
...	...
38	White segment 20

RGB segments individual control (upper, lower separately)

39	Red segment 01
40	Green segment 01
41	Blue segment 01
...	...
156	Red segment 40
157	Green segment 40
158	Blue segment 40



The RGB segments are split into upper and lower halves with individual control of each half. This gives individual RGB control of 40 RGB pixels in total.

Control / Settings lets you configure the fixture remotely via DMX.

DMX Mode 7: MultiPix Quadpix

38 DMX Channels

White segments overall control gives overall output control of the individually controllable White segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB segments overall control gives overall output control of the individually controllable RGB segments at the end of this DMX mode (see below). It offers the standard strobe channels for intensity and strobe effects and a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of RGB segments strobe by 1 – 359° relative to the strobe on the White segments. A 180° shift will result in a flipflop between flashes on the two strobos.

Background color sets a background color on the RGB segments. As standard, the main color output always has higher priority than the background color. You can define how background color and main color are mixed using *Background color* on the *Control/Settings* channel.

White quad segments divides the 20 White segments into 5 quad segments, each containing 4 segments, and gives intensity control. The overall output of these quad segments is determined by the *White segments overall control* channels (see above).

RGB quad segments divides the 20 RGB segments into 5 quad segments, each containing 4 segments, and gives RGB control. The overall output of these

Mode 7 MultiPix Quadpix

White strobe

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

RGB strobe

7	Intensity coarse
8	Intensity fine
9	Duration
10	Flash rate (Shutter)
11	Intensity effects (Strobe mode)
12	CTC
13	Strobe phase

Background color

14	Intensity background
15	Red background
16	Green background
17	Blue background
18	White background

White quad segments

19	White quad segment 1
...	...
23	White quad segment 5

RGB quad segments

24	Red quad segment 1
25	Green quad segment 1
26	Blue quad segment 1
...	...
36	Red quad segment 5
37	Green quad segment 5
38	Blue quad segment 5

quad segments is determined by the *RGB segments overall control* channels (see above).

Control / Settings lets you configure the fixture remotely via DMX.

2. DMX control channel layout

In the following DMX channel layout tables:

- Default settings are indicated with **bold type**.
- Where commands are followed by (3s hold) you must send that value continuously for 3 seconds (or other duration if indicated in the table) to apply the command.
- Some commands on the Control / Settings channel require the DMX value zero to be sent first and then moved directly to the DMX value required by the command concerned.

DMX Mode 1: RGBW Strobe

16 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
Global RGBW strobe								
1	Global intensity coarse	RGBW intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	Global intensity fine							
3	Global flash duration	Flash duration short → long	0	255	0	100	0	Fade
4	Global flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	Global intensity effects (Strobe mode)	Off: normal sync flashes	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
	No function	240	255	94.1	100			
6	Control /Settings	See 'Control / Settings channel' at the end of this chapter.						
7	CTC (RGB)	Open	0	10	0	3,9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
8	Red intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
9	Green intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
10	Blue intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
11	White intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
Background color								
12	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
13	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
14	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
16	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 2: W Strobe + RGB Strobe

34 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
White strobe with FX								
1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	White intensity fine							
3	White flash duration	Flash duration short → long	0	255	0	100	0	Fade
4	White flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	White intensity effects (Strobe mode)	Off: normal sync flashes	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	247	94.1	96.9				
Random pattern	248	251	97.3	98.4				
Random pixel	252	255	98.8	100				
6	Control /Settings	See 'Control / Settings channel' at the end of this chapter.						
7	White FX pattern select	Off (White patterns inactive)	0	11	0	4.3	0	Snap
		Pattern 01	12	15	4.7	5.9		
		Patterns 02 ... 49		
		Pattern 50	208	211	81.6	82.8		
		No function	212	247	83.1	100		
8	White pattern step select / speed	Pattern step 01	0	2	0	0.8	0	Snap
		Pattern steps 02 ... 39		Snap
		Pattern step 40	117	119	45.9	46.7		Snap
		No function	120	127	47.1	49.8		Snap
		CW fast → slow (run pattern step 1 ... n)	128	190	50.2	74.5		Fade
		Stop	191	192	74.9	75.3		Snap
		CCW slow → fast (run pattern step n ... 1)	193	255	75.7	100		Fade

9	White pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	0	Snap
		Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49.0		Fade
		No crossfading, snap from one step to next	128	133	49.4	51.0		Snap
		Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100		Fade
10	White pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	0	Snap
		Snap → 15 sec. transition time	11	68	4.3	26.7		Fade
		No transition time, snap from one pattern to next	69	73	27.1	28.6		Snap
		FOB (Fade Over Blackout) transition, Snap → 15 sec. transition time	74	130	29.0	51.0		Fade
		No transition time, snap from one pattern to next	131	135	51.4	52.9		Snap
		FOF (Fade Over Full) transition, Snap → 15 sec. transition time	136	193	53.3	75.7		Fade
		No function	194	255	76.1	100		
11	White pattern chain length	Off (no chain)	0	0	0	0	0	Snap
		Total length of pattern chain: 1 → 255 fixtures	1	255	0.4	100		Fade
12	White pattern position in chain	Off (no chain)	0	0	0	0	0	Snap
		Fixture is number 1 → number 255 in the chain	1	255	0.4	100		Fade

RGB strobe with FX

13	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
14	RGB intensity fine							
15	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
16	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
17	RGB intensity effects (Strobe mode)	Off: normal sync flashes	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
Random pixel flash	210	224	82.4	87.8				
Random fixture flash	225	239	88.2	93.7				
	No function	240	255	94.1	100			



18	CTC (RGB)	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
19	Red	Intensity 0 → 100%	0	255	0	100	0	Fade
20	Green	Intensity 0 → 100%	0	255	0	100	0	Fade
21	Blue	Intensity 0 → 100%	0	255	0	100	0	Fade
22	RGB FX pattern select	Off (all white patterns inactive)	0	11	0	4.3	0	Snap
		Pattern 01	12	15	4.7	5.9		
		Patterns 02 ... 49		
		Pattern 50	208	211	81.6	82.8		
		No function	212	247	83.1	100		
23	RGB pattern step select / speed	Pattern step 01	0	2	0	0.8	0	Snap
		Pattern steps 02 ... 39		Snap
		Pattern step 40	117	119	45.9	46.7		Snap
		No function	120	127	47.1	49.8		Snap
		CW fast → slow (run pattern step 1 ... n)	128	190	50.2	74.5		Fade
		Stop	191	192	74.9	75.3		Snap
		CCW slow → fast (run pattern step n ... 1)	193	255	75.7	100		Fade
24	RGB pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	0	Snap
		Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49.0		Fade
		No crossfading, snap from one step to next	128	133	49.4	51.0		Snap
		Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100		Fade
25	RGB pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	0	Snap
		Snap → 15 sec. transition time	11	68	4.3	26.7		Fade
		No transition time, snap from one pattern to next	69	73	27.1	28.6		Snap
		FOB (Fade Over Blackout) transition, Snap → 15 sec. transition time	74	130	29.0	51.0		Fade
		No transition time, snap from one pattern to next	131	135	51.4	52.9		Snap
		FOF (Fade Over Full) transition, Snap → 15 sec. transition time	136	193	53.3	75.7		Fade
		No function	194	255	76.1	100		
26	RGB pattern chain length	Off (pattern length: normal)	0	0	0	0	0	Snap
		Pattern length: 1 → 255 steps	1	255	0.4	100		Fade
27	RGB pattern position in chain	Off (pattern starts at Step 1)	0	0	0	0	0	Snap
		Pattern starts at Step 1 → Step 255	1	255	0.4	100		Fade
28	RGB strobe phase	RGB strobe timing shift 0° → 359° relative to White strobe	0	255	0	100	0	Fade
29	RGB pattern phase	RGB pattern timing shift 0° → 359° relative to White strobe	0	255	0	100	0	Fade

Background color

30	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
31	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
32	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
33	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
34	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 3: W Strobe + RGB Pixel

84 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
White strobe with FX patterns								
1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	White intensity fine							
3	White flash duration	Flash duration short → long	0	255	0	100	0	Fade
4	White flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	White intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	247	94.1	96.9				
Random pattern	248	251	97.3	98.4				
Random pixel	252	255	98.8	100				
6	Control /Settings	See 'Control / Settings channel' at the end of this chapter.						
7	White FX pattern select	Off (all white patterns inactive)	0	11	0	4.3	0	Snap
		Pattern 01	12	15	4.7	5.9		
		Patterns 02 ... 49		
		Pattern 50	208	211	81.6	82.8		
		No function	212	247	83.1	100		
8	White pattern step select / speed	Pattern step 01	0	2	0	0.8	0	Snap
		Pattern steps 02 ... 39		Snap
		Pattern step 40	117	119	45.9	46.7		Snap
		No function	120	127	47.1	49.8		Snap
		CW fast → slow (run pattern step 1 ... n)	128	190	50.2	74.5		Fade
		Stop	191	192	74.9	75.3		Snap
		CCW slow → fast (run pattern step n ... 1)	193	255	75.7	100		Fade



9	White pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	0	Snap
		Snap ... longest crossfade (fade in and fade out times are identical)	6	127	4.3	49.0		Fade
		No crossfading, snap from one step to next	128	133	49.4	51.0		Snap
		Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100		Fade
10	White pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	0	Snap
		Snap → 15 sec. transition time	11	68	4.3	26.7		Fade
		No transition time, snap from one pattern to next	69	73	27.1	28.6		Snap
		FOB (Fade Over Blackout) transition, Snap → 15 sec. transition time	74	130	29.0	51.0		Fade
		No transition time, snap from one pattern to next	131	135	51.4	52.9		Snap
		FOF (Fade Over Full) transition, Snap → 15 sec. transition time	136	193	53.3	75.7		Fade
		No function	194	255	76.1	100		
11	White pattern chain length	Off (no chain)	0	0	0	0	0	Snap
		Total length of pattern chain: 1 → 255 fixtures	1	255	0.4	100		Fade
12	White pattern position in chain	Off (no chain)	0	0	0	0	0	Snap
		Fixture is number 1 → number 255 in the chain	1	255	0.4	100		Fade

RGB segments overall control

13	RGB intensity coarse	Intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
14	RGB intensity fine							
15	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
16	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
17	RGB strobe intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
		Random fixture flash	225	239	88.2	93.7		
No function	240	247	94.1	96.9				
Random pattern	248	251	97.3	98.4				
Random pixel	252	255	98.8	100				

18	CTC (RGB)	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
19	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

Background color

20	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
21	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
22	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
23	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
24	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

RGB segments individual control (upper and lower halves controlled as one pixel)

25	Red segment 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
26	Green segment 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
27	Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
28	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
81	Blue segment 19							
82	Red segment 20	Red intensity 0 → 100%	0	255	0	100	0	Fade
83	Green segment 20	Green intensity 0 → 100%	0	255	0	100	0	Fade
84	Blue segment 20	Blue intensity 0 → 100%	0	255	0	100	0	Fade



DMX Mode 4: White + RGB Strobes + W Pixel

47 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
White segments overall control								
1	Global intensity coarse	Overall intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	Global intensity fine							
3	Global duration	Flash duration short → long	0	255	0	100	0	Fade
4	Global flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	Global intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
6	Control /Settings	See 'Control / Settings channel' at the end of this chapter.						

RGB strobe with FX patterns

7	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
8	RGB intensity fine							
9	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
10	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap

11	RGB intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
12	CTC	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	Red	Intensity 0 → 100%	0	255	0	100	0	Fade
14	Green	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Blue	Intensity 0 → 100%	0	255	0	100	0	Fade
16	RGB FX pattern select	Off (all white patterns inactive)	0	11	0	4.3	0	Snap
		Pattern 01	12	15	4.7	5.9		
		Patterns 02 ... 49		
		Pattern 50	208	211	81.6	82.8		
		No function	212	247	83.1	100		
17	RGB pattern step select / speed	Pattern step 01	0	2	0	0.8	0	Snap
		Pattern steps 02 ... 39		Snap
		Pattern step 40	117	119	45.9	46.7		Snap
		No function	120	127	47.1	49.8		Snap
		CW fast → slow (run pattern step 1 ... n)	128	190	50.2	74.5		Fade
		Stop	191	192	74.9	75.3		Snap
		CCW slow → fast (run pattern step n ... 1)	193	255	75.7	100		Fade
18	RGB pattern step crossfading	No crossfading, snap from one step to next	0	5	0	3.9	0	Snap
		Snap → longest crossfade (fade in and fade out times are identical)	6	127	4.3	49.0		Fade
		No crossfading, snap from one step to next	128	133	49.4	51.0		Snap
		Snap → longest crossfade with tail (fade-in time is shorter than fade out time, creates a shadow effect)	134	255	51.4	100		Fade
19	RGB pattern transition	No transition time, snap from one pattern to next	0	10	0	3.9	0	Snap
		Snap → 15 sec. transition time	11	68	4.3	26.7		Fade
		No transition time, snap from one pattern to next	69	73	27.1	28.6		Snap
		FOB (Fade Over Blackout) transition, Snap → 15 sec. transition time	74	130	29.0	51.0		Fade
		No transition time, snap from one pattern to next	131	135	51.4	52.9		Snap
		FOF (Fade Over Full) transition, Snap → 15 sec. transition time	136	193	53.3	75.7		Fade
		No function	194	255	76.1	100		

20	RGB pattern chain length	Off (no chain)	0	0	0	0	0	Snap
		Total length of pattern chain: 1 → 255 fixtures	1	255	0.4	100		Fade
21	Position in chain	Off (no chain)	0	0	0	0	0	Snap
		Fixture is number 1 → number 255 in the chain	1	255	0.4	100		Fade
22	RGB strobe phase	RGB strobe timing shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

Background color

23	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
24	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
25	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
27	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

White segments individual control

28	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
29	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
46	White segment 19							
47	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 5: Multipix

98 DMX Channels

Channel	Command		DMX range	Percent %	Default DMX	Fade		
White segments overall control								
1	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
2	White intensity fine							
3	White duration	Flash duration short → long	0	255	0	100	0	Fade
4	White flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap
5	White intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
6	Control / Settings	See 'Control / Settings channel' at the end of this chapter.						

RGB segments overall control

7	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
8	RGB intensity fine							
9	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
10	RGB flash rate (Shutter)	Closed	0	4	0	1.6	0	Snap
		Flash rate slow → fast	5	250	2	97.6		Fade
		Open	251	255	98	100		Snap

11	RGB intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
12	RGB CTC	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

Background color

14	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
16	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
17	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
18	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

White segments individual control

19	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
20	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
37	White segment 19							
38	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

RGB segments individual control (upper and lower halves controlled as one pixel)

39	Red segment 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
40	Green segment 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
41	Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
42	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
95	Blue segment 19							
96	Red segment 20	Red intensity 0 → 100%	0	255	0	100	0	Fade
97	Green segment 20	Green intensity 0 → 100%	0	255	0	100	0	Fade
98	Blue segment 20	Blue intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 6: Multipix Advanced

158 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
White segments overall control								
1	White intensity coarse	White intensity 0 → 100% (16-bit)		0	Fade			
2	White intensity fine			65535				
3	White duration	Flash duration short → long		0	Fade			
4	White flash rate (Shutter)	Closed	0	4	0	Snap		
		Flash rate slow → fast	5	250	2	97.6	Fade	
		Open	251	255	98	100	Snap	
5	White intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
Random pixel flash	210	224	82.4	87.8				
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
6	Control /Settings	See 'Control / Settings channel' at the end of this chapter.						

RGB segments overall control

7	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)		0	Fade		
8	RGB intensity fine			65535			
9	RGB flash duration	Flash duration short → long		0	Fade		
10	RGB flash rate (Shutter)	Closed	0	4	0	Snap	
		Flash rate slow → fast	5	250	2	97.6	Fade
		Open	251	255	98	100	Snap

11	RGB intensity effects / Strobe mode	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
12	RGB CTC	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

Background color

14	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
16	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
17	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
18	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

White segments individual control

19	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
20	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
37	White segment 19							
38	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

RGB segments individual control (upper and lower halves controlled separately)

39	Red segment upper 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
40	Green segment upper 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
41	Blue segment upper 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
42	Red segt. upper 02	RGB segments upper halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
93	Blue segt. upper 20							
94	Red segt. lower 21	RGB segments lower halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
155	Blue segt. lower 39							
156	Red segment lower 40	Red intensity 0-100%	0	255	0	100	0	Fade
157	Green segment lower 40	Green intensity 0-100%	0	255	0	100	0	Fade
158	Blue segment lower 40	Blue intensity 0-100%	0	255	0	100	0	Fade

DMX Mode 7: Multipix Quadpix

38 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
White segments overall control								
1	White intensity coarse	White intensity 0 → 100% (16-bit)		0	Fade			
2	White intensity fine			65535				
3	White duration	Flash duration short → long		0	Fade			
4	White flash rate (Shutter)	Closed	0	4	Snap			
		Flash rate slow → fast	5	250	Fade			
		Open	251	255	Snap			
5	White intensity effects (Strobe mode)	Off (normal sync flashes)	0	14	0	Snap		
		Single flash if change on flash rate channel	15	29			5.9	11.4
		Pulse	30	44			11.8	17.3
		Pulse opening	45	59			17.6	23.1
		Pulse closing	60	74			23.5	29.0
		Pulse random	75	89			29.4	34.9
		Pulse opening random	90	104			35.3	40.8
		Pulse closing random	105	119			41.2	46.7
		Double flash	120	134			47.1	52.5
		Double flash random	135	149			52.9	58.4
		Triple flash	150	164			58.8	64.3
		Triple flash random	165	179			64.7	70.2
		Spikes	180	194			70.6	76.1
		Lightning	195	209			76.5	82.0
		Random pixel flash	210	224			82.4	87.8
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
6	Control / Settings	See 'Control / Settings channel' at the end of this chapter.						

RGB segments overall control

7	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)		0	Fade
8	RGB intensity fine			65535	
9	RGB flash duration	Flash duration short → long		0	Fade
10	RGB flash rate (Shutter)	Closed	0	4	Snap
		Flash rate slow → fast	5	250	Fade
		Open	251	255	Snap



11	RGB intensity effects / Strobe mode	Off (normal sync flashes)	0	14	0	5.5	0	Snap
		Single flash if change on flash rate channel	15	29	5.9	11.4		
		Pulse	30	44	11.8	17.3		
		Pulse opening	45	59	17.6	23.1		
		Pulse closing	60	74	23.5	29.0		
		Pulse random	75	89	29.4	34.9		
		Pulse opening random	90	104	35.3	40.8		
		Pulse closing random	105	119	41.2	46.7		
		Double flash	120	134	47.1	52.5		
		Double flash random	135	149	52.9	58.4		
		Triple flash	150	164	58.8	64.3		
		Triple flash random	165	179	64.7	70.2		
		Spikes	180	194	70.6	76.1		
		Lightning	195	209	76.5	82.0		
		Random pixel flash	210	224	82.4	87.8		
Random fixture flash	225	239	88.2	93.7				
No function	240	255	94.1	100				
12	RGB CTC	Open	0	10	0	3.9	0	Snap
		10 000 K	11	11	4.3	4.3		Fade
		...	12	254	4.7	99.2		
		2 500 K	255	255	100	100		
13	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

Background color

14	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
15	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
16	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
17	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
18	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

White quad segments

19	White quad segment 1	Segments 1-4 White intensity 0 → 100%	0	255	0	100	0	Fade
20	White quad segment 2	Segments 5-8 White intensity 0 → 100%	0	255	0	100	0	Fade
21	White quad segment 3	Segments 9-12 White intensity 0 → 100%	0	255	0	100	0	Fade
22	White quad segment 4	Segments 13-16 White intensity 0 → 100%	0	255	0	100	0	Fade
23	White quad segment 5	Segments 17-20 White intensity 0 → 100%	0	255	0	100	0	Fade

RGB quad segments

24	Red quad segment 1	Segments 1-4 Red intensity 0 → 100%	0	255	0	100	0	Fade
25	Green quad segment 1	Segments 1-4 Green intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue quad segment 1	Segments 1-4 Blue intensity 0 → 100%	0	255	0	100	0	Fade
27	Red quad segment 2	Segments 5-8 Red intensity 0 → 100%	0	255	0	100	0	Fade
28	Green quad segment 2	Segments 5-8 Green intensity 0 → 100%	0	255	0	100	0	Fade
29	Blue quad segment 2	Segments 5-8 Blue intensity 0 → 100%	0	255	0	100	0	Fade

30	Red quad segment 3	Segments 9-12 Red intensity 0 → 100%	0	255	0	100	0	Fade
31	Green quad segment 3	Segments 9-12 Green intensity 0 → 100%	0	255	0	100	0	Fade
32	Blue quad segment 3	Segments 9-12 Blue intensity 0 → 100%	0	255	0	100	0	Fade
33	Red quad segment 4	Segments 13-16 Red intensity 0 → 100%	0	255	0	100	0	Fade
34	Green quad segment 4	Segments 13-16 Green intensity 0 → 100%	0	255	0	100	0	Fade
35	Blue quad segment 4	Segments 13-16 Blue intensity 0 → 100%	0	255	0	100	0	Fade
36	Red quad segment 5	Segments 17-20 Red intensity 0 → 100%	0	255	0	100	0	Fade
37	Green quad segment 5	Segments 17-20 Green intensity 0 → 100%	0	255	0	100	0	Fade
38	Blue quad segment 5	Segments 17-20 Blue intensity 0 → 100%	0	255	0	100	0	Fade



Control / Settings channel

The Control / Settings commands listed below are available on Channel 6 in every DMX mode.

Channel	Command	DMX range		Percent %		Default DMX	Fade
6	No function	0	11	0	4.3	0	Snap
	Dimmer curve: Soft / square law (3 sec.)	12	14	4.7	5.5		
	Dimmer curve: Linear (3 sec.)	15	17	5.9	6.7		
	No function	18	26	9.4	10.2		
	Display mode: Off (3 sec.)	27	29	10.6	11.4		
	Display mode: Auto (3 sec.)	30	32	11.8	12.6		
	Display mode: On (3 sec.)	33	35	12.9	13.7		
	No function	36	38	14.1	14.9		
	Display orientation: Normal (3 sec.)	39	41	15.3	16.1		
	Display orientation: Inverted (3 sec.)	42	44	16.5	17.3		
	Display orientation: Auto (3 sec.)	45	47	17.7	18.4		
	No function	48	50	18.8	19.6		
	No signal: Blackout (3 sec.)	51	53	20.0	20.8		
	No signal: Hold (3 sec.)	54	56	21.2	22.0		
	No signal: House Light (3 sec.)	57	59	22.4	23.1		
	No function	60	65	23.5	25.5		
	Flash style: Normal (3 sec.)	66	68	25.9	26.7		
	Flash style: Xenon (3 sec.)	69	71	27.1	27.8		
	No function	72	77	28.2	30.2		
	White Point: Off (RAW) (3 sec.)	78	80	30.6	31.4		
	White Point: 8000K (3 sec.)	81	83	31.8	32.6		
	White Point: 6500K (3 sec.)	84	86	32.9	33.8		
	White Point: 5600K (3 sec.)	87	89	34.1	34.9		
	No function	90	101	35.3	39.6		
	Fan mode: Regulated (3 sec.)	102	104	40.0	40.8		
	Fan mode: High (3 sec.)	105	107	41.2	42.0		
	Fan mode: Medium (3 sec.)	108	110	42.4	43.1		
	Fan mode: Low (3 sec.)	111	113	43.5	44.3		
	No function	114	140	44.7	54.9		
	Pixel Mirror: Off (3 sec.)	141	143	55.3	56.1		
	Pixel Mirror: x-mirror (3 sec.)	144	146	56.5	57.3		
	Pixel Mirror: y-mirror (3 sec.)	147	149	57.7	58.4		
	Pixel Mirror: x-y-mirror (3 sec.)	150	152	58.8	59.6		
	No function	153	173	60.0	67.8		
	Background color: Override (3 sec.)	174	68.2	176	69.0		
	Background color: Crossfade (3 sec.)	177	179	69.4	70.2		
	Background color: Mix Color (3 sec.)	180	182	70.6	71.4		
	No function	183	185	71.8	72.6		
	PWM 2200 Hz (5 sec.)	186	188	72.9	73.7		
	PWM 3000 Hz (5 sec.)	189	191	74.1	74.9		
PWM 4800 Hz (5 sec.)	192	194	75.3	76.1			
PWM 9600 Hz (5 sec.)	195	197	76.5	77.3			
No function	198	209	77.7	82.0			

Control / Settings (continued)	Save as Settings Preset 1 (move directly from zero, 5 sec.)	210	212	82.4	83.1		
	Save as Settings Preset 2 (move directly from zero, 5 sec.)	213	215	83.5	84.3		
	Save as Settings Preset 3 (move directly from zero, 5 sec.)	216	218	84.7	85.5		
	No function	219	221	85.9	86.7		
	Load Settings Preset 1 (3 sec.)	222	224	87.1	87.8		
	Load Settings Preset 2 (3 sec.)	225	227	88.2	89.0		
	Load Settings Preset 3 (3 sec.)	228	230	89.4	90.2		
	Load Settings Default (3 sec.)	231	233	90.6	91.4		
	No function	234	251	91.8	98.4		
	Reboot fixture (3 sec.)	252	255	98.8	100		

To reduce the risk of accidentally changing settings, the commands on the Control / Settings channel must be held for a certain time before they are executed. The above table indicates the number of seconds that you must hold a command.

