Desk Dough® Beam Layer – FULL MODE –
DMX chart

Channel	Name	Function	DMX Value		default	notes
1	Dimmer	Intensity	0 – 255	proportional	0	
2	Blendmode	Interpolate (Off)	0	step	0	see explanations
		Replace	1	step		
		Add	2	step		
		Subtract	3	step		
		Multiply	4	step		
		Subtract Math	5	step		
		Multiply Math	6	step		
		Invert	7	step		
		tbc*	5...255	step		
3	Strobemode	Open	0 – 5	step	0	see explanations
		Close	6 – 10	step		
		Strobe sync	11	step		
		Strobe sync pulse	12	step		
		Strobe sync step	13	step		
		Strobe random	14	step		
		Strobe random pulse	15	step		
		Strobe random step	16	step		
		Chase pulse long	17	step		only wing
		Chase pulse long inverted	18	step		only wing
		Chase pulse short	19	step		only wing
		Chase pulse short inverted	20	step		only wing
		Chase step	21	step		group+wing
		Chase step random	22	step		group+wing
		Chase fade	23	step		group+wing
		Chase fade random	24	step		group+wing
		tbc*	25...255	step		
4	Strobespeed	fast to slow CW	0 – 126	proportional		
		stop	127	step	127	
		slow to fast CCW	128 – 255	proportional		
5	Strobegroup	Group 0 – 255	0 – 255	step	4	
6	Strobewing	Wing 0 – 255	0 – 255	step	0	
7	Red / Cyan	Colour Saturation	0 – 255	proportional	255	
8	Green / Magenta	Colour Saturation	0 – 255	proportional	255	
9	Blue / Yellow	Colour Saturation	0 – 255	proportional	255	
10	Colourmode	RGB Colour Mix	0	step	0	see explanations
		CMY Colour Mix	1	step		
		Single Colour	2	step		
		Colorscroll	3	step		
		2 Colour Edge	4	step		gobo fx
		2 Colour Vignette	5	step		gobo fx
		2 Colour Ring Edge	6	step		prism
		2 Colour Ring Vignette	7	step		prism
		2 Colour Square Edge	8	step		prism
		2 Colour Square Vignette	9	step		prism

Desk Dough® Beam Layer – FULL MODE –
DMX chart

Channel	Name	Function	DMX Value		default	notes
11	Colour 1	Open (White)	0	step	0	see explanations
		Red	1	step		
		Orange	2	step		
		Yellow	3	step		
		Green	4	step		
		Ocean	5	step		
		Blue	6	step		
		Deep Blue	7	step		
		Violett	8	step		
		Pink	9	step		
		CTO	10	step		
		CTB	11	step		
12	Colour 2	Open (White)	0	step	0	see explanations
		Red	1	step		
		Orange	2	step		
		Yellow	3	step		
		Green	4	step		
		Ocean	5	step		
		Blue	6	step		
		Deep Blue	7	step		
		Violett	8	step		
		Pink	9	step		
		CTO	10	step		
		CTB	11	step		
13	Colour Variable	<<<	0 – 126	proportional		Dim Colour 1 0–255
		Home Dim	127	step	127	C1 and C2 at full
		>>>	128 – 255	proportional		Dim Colour 2 255–0
14/15	Colour Variable	<<<	0 - 32767	proportional		Width Colour 1
		Home Width	32768	step	32768	C1 and C2 at default
		>>>	32769 – 65535	proportional		Width Colour 2
16	Gobo	depends on Gobo Folder	0–255	step	0	
17	Folder	Classics	0	step	0	
		Lines	1			
		Circles	2			
		Squares	3			
		Patterns	4			
		Swirls	5			
		Organic	6			
		Grunge	7			
		Animals	8			
		Letters	9			
		Symbols	10			
		Classics 3D	100			
		Letters 3D	101			
		Custom	200			
		tbc*	11...99/102...199	step		
18/19	PAN movement	Gobo Pan			32768	
		Left to Right	0 – 65535	proportional		
20/21	TILT movement	Gobo Tilt			32768	
		Bottom to Top	0 – 65535	proportional		
22/23	DEPTH movement	Gobo Depth			32768	
		Front to Back	0 – 65535	proportional		
24/25	Zoom	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	
26/27	Gobo Scale X	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	
28/29	Gobo Scale Y	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	
30/31	Gobo Scale Z	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	

Desk Dough® Beam Layer – FULL MODE –
DMX chart

Channel	Name	Function	DMX Value		default	notes
32	Rotation Function X	Index (for Gobo in x)	0 – 127	step	0	
		Rotation (for Gobo in x)	128 – 255	step		
33/34	Gobo Rotation in x	depends on Rotation Function			32768	
		Index	0–65535	proportional		
		Rotation: Fast – Slow	0 - 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
35	Rotation Function Y	Index (for Gobo in y)	0 – 127	step	0	
		Rotation (for Gobo in y)	128 – 255	step		
36/37	Gobo Rotation in y	depends on Rotation Function			32768	
		Index	0–65535	proportional		
		Rotation: Fast – Slow	0 - 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
38	Rotation Function Z	Index (for Gobo in z)	0 – 127	step	0	
		Rotation (for Gobo in z)	128 – 255	step		
39/40	Gobo Rotation in z	depends on Rotation Function			32768	
		Index	0–65535	proportional		
		Rotation: Fast – Slow	0 - 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
41	Gobo Orientation	Centered	0	step	0	see explanations
		Centered 90	1	step		
		Linear	2	step		
		Align	3	step		
		Billboard	4	step		
42	Surface	Off	0	step	0	see explanations
		Surface 1	1	step		
		Surface 2	2	step		
		Surface 3	3	step		
		Surface 4	4	step		
		Surface 5	5	step		
		Surface 6	6	step		
		tbc*	7…255	step		
43	Surface Strength	Surface Strength	0–255	proportional	0	
44	Erosion FX	Off	0	step	0	
		Bend	1	step		
		Sin	2	step		
		Saw	3	step		
		Tris	4	step		
		SinRotation	5	step		
		SawRotation	6	step		
		TrisRotation	7	step		
		Swirl	8	step		
		Screw	9	step		
		Displace	10	step		
		Scatter	11	step		
		Spherecast	12	step		
		Taper	13	step		
		tbc*	14…255	step		
45/46	Erosion Variable 1	depends on Erosion FX			32768	see explanations
		<<< less	0 - 32767	proportional		
		stop	32768	step		
		>>> more	32769 – 65535	proportional		
47/48	Erosion Variable 2	depends on Erosion FX			32768	see explanations
		<<< less	0 - 32767	proportional		
		stop	32768	step		
		>>> more	32769 – 65535	proportional		

Desk Dough® Beam Layer – FULL MODE –
DMX chart

Channel	Name	Function	DMX Value		default	notes
49/50	Erosion Variable 3	depends on Erosion FX			32768	see explanations
		<<< less	0 – 32767	proportional		
		stop	32768	step		
		>>> more	32769 – 65535	proportional		
51	Prism Amount	Off (1 Gobo)	0	step	0	
		1–255	1–255	step		
52	Prism Arrangement	Off	0	step	0	
		Ring	1	step		
		2 Rings	2	step		
		Sparkle	3	step		
		Line	4	step		
		Triangle sym	5	step		
		Triangle asym	6	step		
		Square sym	7	step		
		Square asym	8	step		
		Star sym	9	step		
		Star asym	10	step		
53/54	Prism Scale	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	
55	Prism Random	randomizing Arrangement			0	
		Off	0			
		gentle to strong	1–255	proportional		
56	Prism Rotation	Index (for Prism in x)	0 – 127	step	0	
	Function X	Rotation (for Prism in x)	128 – 255	step		
57/58	Prism Rotation in x	depends on Rotation Function			32768	
		Index				
		Rotation: Fast – Slow	0 – 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
59	Prism Rotation	Index (for Prism in y)	0 – 127	step	0	
	Function Y	Rotation (for Prism in y)	128 – 255	step		
60/61	Prism Rotation in y	depends on Rotation Function			32768	
		Index				
		Rotation: Fast – Slow	0 – 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
62	Prism Rotation	Index (for Prism in z)	0 – 127	step	0	
	Function Z	Rotation (for Prism in z)	128 – 255	step		
63/64	Prism Rotation in z	depends on Rotation Function			32768	
		Index				
		Rotation: Fast – Slow	0 – 32767	proportional		
		Rotation: stop	32768	step		
		Rotation: Slow – Fast	32769 – 65535	proportional		
65	Iris	Open	0		0	
		max.diameter to min.diameter	1–255	proportional		
66	Frost	Off	0	step	0	
		Gaussian Frost	1	step		
		X Frost	2	step		
		Y Frost	3	step		
		tbc*	4...255	step		
67	Frost Strength	Off	0		0	
		light to strong	1–255	proportional		
68	Edge Mode	Off	0	step	0	
		Edge Single	1	step		
		tbc*	2...255	step		
69	Edge Strength	Off	0		0	
		light to strong	1–50	proportional		
70	Motorspeed Func.	tbc*			0	
71	Motorspeed	tbc*			0	

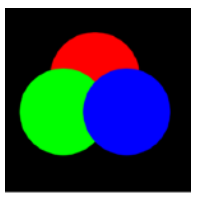
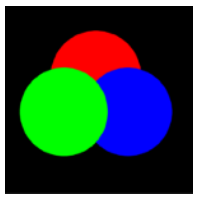
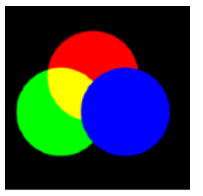
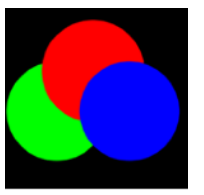
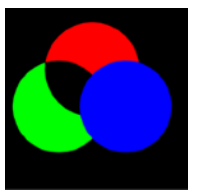
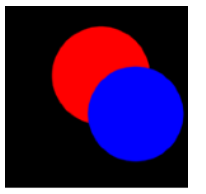
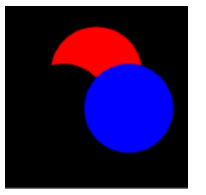
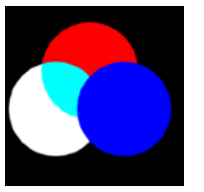
Desk Dough® Beam Cam – FULL MODE –
DMX chart

Channel	Name	Function	DMX Value		default	notes
1/2	PAN movement	Camera Position left to right	0 – 65535	proportional	32768	
3/4	TILT movement	Camera Position bottom to top	0 – 65535	proportional	32768	
5/6	DEPTH movement	Camera Position front to back	0 – 65535	proportional	32768	
7/8	Camera Rotation X	Camera Rotation X	0 – 65535	proportional	32768	
9/10	Camera Rotation Y	Camera Rotation Y	0 – 65535	proportional	32768	
11/12	Camera Rotation Z	Camera Rotation Z	0 – 65535	proportional	32768	
13/14	Field of View	FOV	0 – 65535	proportional	32768	
15...32		tbc*				
33	Dimmer	Intensity of Composition	0–255	proportional	255	

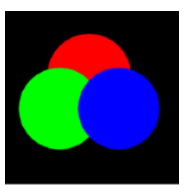
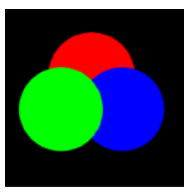
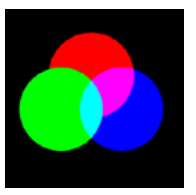
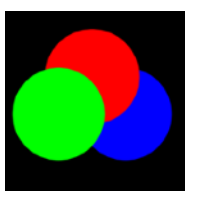
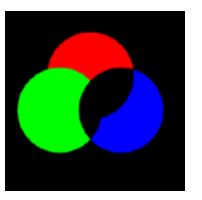
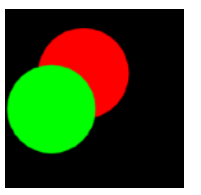
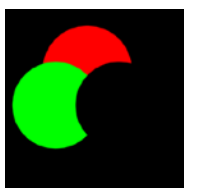
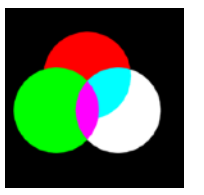
Blendmodes

– Object: Circle
– Layer 1: Red / Layer 2: Green / Layer 3: Blue

– Blendmodes on Layer 2

Interpolate

Replace

Add

Subtract

Multiply

Subtract Math

Multiply Math

Invert


– Blendmodes on Layer 3

Interpolate

Replace

Add

Subtract

Multiply

Subtract Math

Multiply Math

Invert


Color

– Color Mode: Single Color

– Color 1 / Color 2

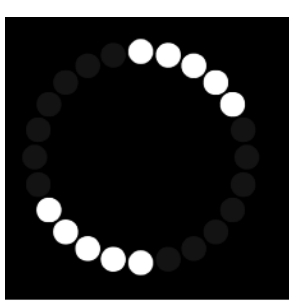
White
Red
Orange
Yellow
Green
Ocean
Blue
Deep Blue
Violet
Pink
CTO
CTB

Strobe

– Object: Circle
– Prism Amount: 24
– Prism Mode: Ring
– Strobe Speed: stop

– Strobe Mode: Chase step

Group: 5 / Wing: 2

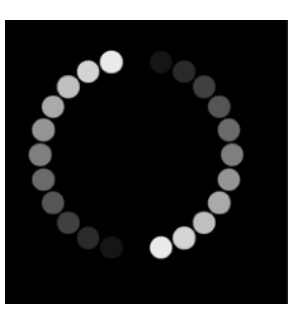


– Strobe Mode: Chase step

Group: 3 / Wing: 4

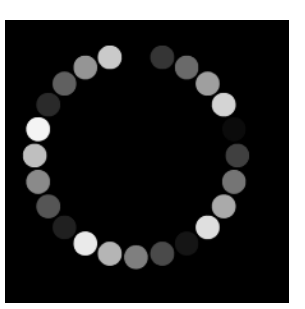
– Strobe Mode: Chase pulse long

Wing: 2

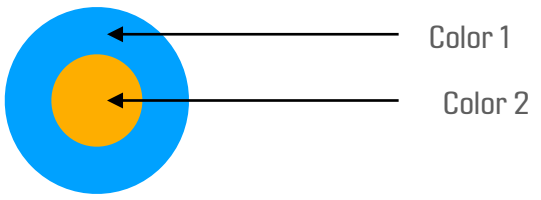


– Strobe Mode: Chase pulse long

Wing: 5



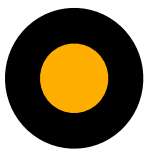
Color–Vignettes
Color–Edges



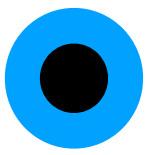
Color–Var 1 (8bit):

128 = default (Color 1 + Color 2 at 100%)

0 = Color 1 at 0



255 = Color 2 at 0

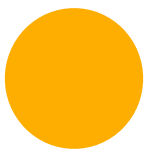


Color–Var 2 (16bit):

50% = default (Color 1 + Color 2 at home width)

0% = Color 1 max. width

100% = Color 2 max. width

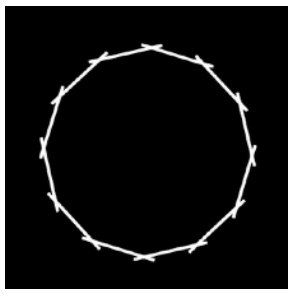


Object–Orientation

- Object: Line
- Prism Amount: 12
- Prism Mode: Ring

Object Orientation
Centered

Object Orientation
Centered 90°

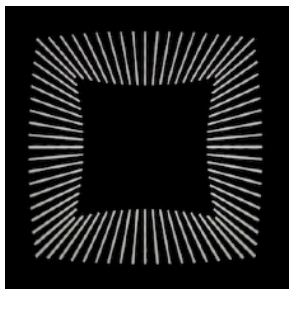


Object Orientation
Linear

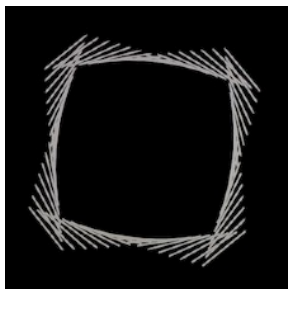
Object Orientation
Align

- Object: Line
- Prism Amount: 72
- Prism Mode: Square sym

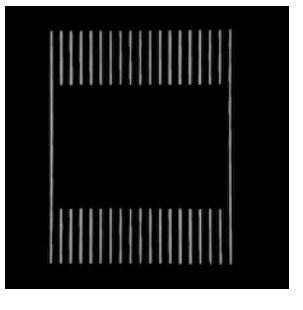
Object Orientation
Centered



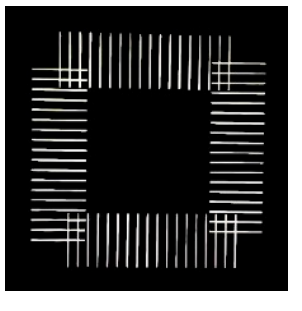
Object Orientation
Centered 90°



Object Orientation
Linear



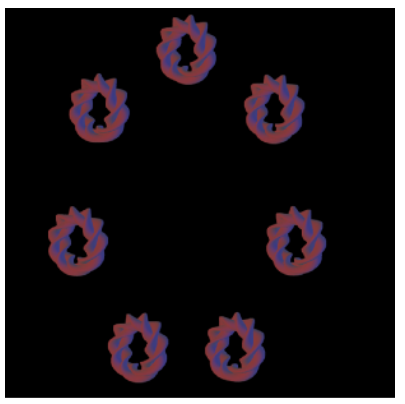
Object Orientation
Align



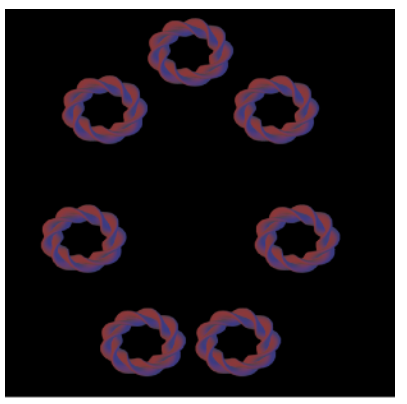
Object–Orientation

– Object: 3D – Torus Knot
– Prism Amount: 7
– Prism Mode: Ring
– Prism Rotation: Y Rot
– Surface: Surface 3/ Strength 255

Object Orientation Centered



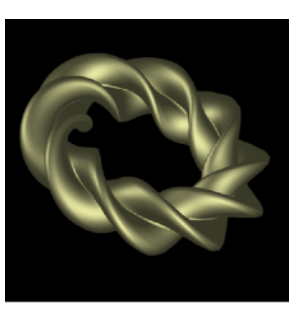
Object Orientation Billboard



Object–Surface

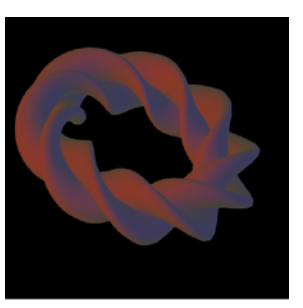
– Object: 3D – Torus Knot
– Color Mode: RGB (255/255/179)
– Prism Rotation: X Rot and Y Rot
– Surface Strength: 255

Surface 1

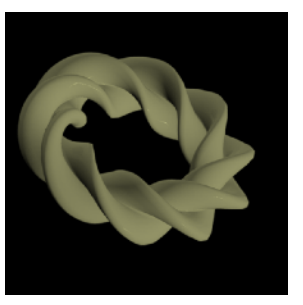


Surface 2

Surface 3

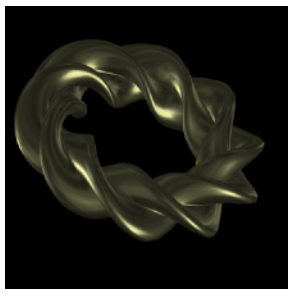


Surface 4



Surface 5

Surface 6



Desk Dough® Beam – Layer

Channel	Name	Selected Erosion FX(ch44)	Variable Function	DMX Value		default
45/46	Erosion FX Variable 1			0–255	fade	0
		Bend	Angle			
		Sin	Strength			
		Saw	Strength			
		Triangle	Strength			
		SinRotation	Strength			
		SawRotation	Strength			
		TrisRotation	Strength			
		Swirl	Strength			
		Screw	Strength			
		Displace	Strength			
		Scatter	Strength			
		Spherecast	Strength			
		Taper	Strength			
47/48	Erosion FX Variable 2			0–255	fade	0
		Bend	Offset			
		Sin	Frequency			
		Saw	Frequency			
		Triangle	Frequency			
		SinRotation	Frequency			
		SawRotation	Frequency			
		TrisRotation	Frequency			
		Swirl	Frequency			
		Screw	Frequency			
		Displace	Detail			
		Scatter	Detail			
		Spherecast	No Function			
		Taper	No Function			
49/50	Erosion FX Variable 2			0–255	fade	0
		Bend	Rotation			
		Sin	Index			
		Saw	Index			
		Triangle	Index			
		SinMov	Rotation			
		SawMov	Rotation			
		TrisMov	Rotation			
		Swirl	No Function			
		Screw	No Function			
		Displace	Detail Layers			
		Scatter	Detail Layers			
		Spherecast	No Function			
		Taper	No Function			