



Channel	Name	Function	DMX Value		default	notes
1	Dimmer	Intensity	0 – 255	proportional	0	
2	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
3	Strobespeed	fast to slow CW	0 – 126	proportional		
		stop	127	step	127	
		slow to fast CCW	128 – 255	proportional		
4	Red / Cyan	Colour Saturation	0 – 255	proportional	255	
5	Green / Magenta	Colour Saturation	0 – 255	proportional	255	
6	Blue / Yellow	Colour Saturation	0 – 255	proportional	255	
7	Gobo	depends on Gobo Folder	0-255	step	0	
8	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
9/10	PAN movement	Gobo Pan			32768	
		Left to Right	0 – 65535	proportional		
11/12	TILT movement	Gobo Tilt			32768	
		Bottom to Top	0 – 65535	proportional		
13/14	Zoom	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768	
15	Rotation Function Z	Index (for Gobo in z)	0 – 127	step	0	
		Rotation (for Gobo in z)	128 – 255	step		
16/17	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		



Channel	Name	Function	DMX Value		default	notes	
18	Prism Amount	Off (1 Gobo)	0	step	0		
			1-255	step			
19	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
20/21	Prism Scale	Small (0.1x) – Big (10x)	0 – 65535	proportional	32768		
22	Prism Random	randomizing Arrangement			0		
		Off	0				
		gentle to strong	1-255	proportional			
23	Prism Rotation	Index (for Prism in x)	0 – 127	step	0		
		Function X	Rotation (for Prism in x)	128 – 255			step
24/25	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			
26	Prism Rotation	Index (for Prism in y)	0 – 127	step	0		
		Function Y	Rotation (for Prism in y)	128 – 255			step
27/28	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			
29	Prism Rotation	Index (for Prism in z)	0 – 127	step	0		
		Function Z	Rotation (for Prism in z)	128 – 255			step
30/31	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			
32	Frost Strength	Off	0		0		
			light to strong	1-255			proportional
33	Edge Strength	Off	0		0		
			light to strong	1-50			proportional