

# DMX CHARTS

Ch	Basic	Standard	Extended	Scene Record
1	SHUTTER	SHUTTER	SHUTTER	SHUTTER
2	DIMMER	DIMMER	DIMMER	DIMMER
3	COLOR WHEEL	DIMMER FINE	DIMMER FINE	COLOR WHEEL
4	ROTATING GOBO	COLOR WHEEL	COLOR WHEEL	ROTATING GOBO
5	GOBO ROTATION	ROTATING GOBO	ROTATING GOBO	GOBO ROTATION
6	PRISM	GOBO ROTATION	GOBO ROTATION	PRISM
7	PRISM ROTATION	GOBO ROTATION FINE	GOBO ROTATION FINE	PRISM ROTATION
8	FROST	PRISM	PRISM	FROST
9	ZOOM	PRISM ROTATION	PRISM ROTATION	ZOOM
10	FOCUS	FROST	PRISM ROTATION FINE	FOCUS
11	ANIMATION WHEEL	ZOOM	FROST	ANIMATION WHEEL
12	ANIMATION WHEEL ROT.	ZOOM FINE	ZOOM	ANIMATION WHEEL ROT.
13	BLADE 1 POSITION	FOCUS	ZOOM FINE	BLADE 1 POSITION
14	BLADE 1 ROTATION	FOCUS FINE	FOCUS	BLADE 1 ROTATION
15	BLADE 2 POSITION	ANIMATION WHEEL	FOCUS FINE	BLADE 2 POSITION
16	BLADE 2 ROTATION	ANIMATION WHEEL ROT.	ANIMATION WHEEL	BLADE 2 ROTATION
17	BLADE 3 POSITION	BLADE 1 POSITION	ANIMATION WHEEL ROT.	BLADE 3 POSITION
18	BLADE 3 ROTATION	BLADE 1 ROTATION	ANIMATION WHEEL ROT. F.	BLADE 3 ROTATION
19	BLADE 4 POSITION	BLADE 2 POSITION	BLADE 1 POSITION	BLADE 4 POSITION
20	BLADE 4 ROTATION	BLADE 2 ROTATION	BLADE 1 POSITION FINE	BLADE 4 ROTATION
21	FRAME ROTATION	BLADE 3 POSITION	BLADE 1 ROTATION	FRAME ROTATION
22	CONTROL	BLADE 3 ROTATION	BLADE 1 ROTATION FINE	FRAME SHUTTER MACROS
23		BLADE 4 POSITION	BLADE 2 POSITION	F.S. MACROS SPEED
24		BLADE 4 ROTATION	BLADE 2 POSITION FINE	
25		FRAME ROTATION	BLADE 2 ROTATION	
26		FRAME SHUTTER MACROS	BLADE 2 ROTATION FINE	
27		F.S. MACROS SPEED	BLADE 3 POSITION	
28		SHOW	BLADE 3 POSITION FINE	
29		CHASE	BLADE 3 ROTATION	
30		SCENES	BLADE 3 ROTATION FINE	
31		RECORD SCENE	BLADE 4 POSITION	
32		CONTROL	BLADE 4 POSITION FINE	
33			BLADE 4 ROTATION	
34			BLADE 4 ROTATION FINE	
35			FRAME ROTATION	
36			FRAME ROTATION FINE	
37			FRAME SHUTTER MACROS	
38			F.S. MACROS SPEED	
39			SHOW	
40			CHASE	
41			SCENES	
42			RECORD SCENE	
43			CONTROL	

Basic	Standard	Extended	Scene Record	Function	DMX Value	Default
1	1	1	1	<b>SHUTTER</b> Close Strobe from slow to fast Open Pulse in from slow to fast Open Pulse out from slow to fast Open Randon from slow to fast Open	000 ÷ 001 002 ÷ 062 063 ÷ 064 065 ÷ 125 126 ÷ 127 128 ÷ 188 189 ÷ 190 191 ÷ 251 252 ÷ 255	255
2	2	2	2	<b>DIMMER</b> Linear from 0% to 100%	000 ÷ 255	000
	3	3		<b>DIMMER FINE</b>	000 ÷ 255	000
3	4	4	3	<b>COLOR WHEEL</b> <b>Indexed</b> Open Open + DARK RED DARK RED DARK RED + CONGO BLUE CONGO BLUE CONGO BLUE + YELLOW YELLOW YELLOW + GREEN GREEN GREEN + MAGENTA MAGENTA MAGENTA + CTO 2700K CTO 2700K CTO 2700K + CTO 3200K CTO 3200K CTO 3200K + Open <b>Forward Spin</b> From fast to slow <b>Stop</b> Stop <b>Reverse Spin</b> From slow to fast	000 ÷ 006 007 ÷ 013 014 ÷ 020 021 ÷ 027 028 ÷ 034 035 ÷ 041 042 ÷ 048 049 ÷ 055 056 ÷ 062 063 ÷ 069 070 ÷ 076 077 ÷ 083 084 ÷ 090 091 ÷ 097 098 ÷ 104 105 ÷ 111 112 ÷ 182 183 ÷ 184 185 ÷ 255	000
4	5	5	4	<b>ROTATING GOBO</b> <b>Indexed</b> Open Gobo 1 Gobo 2 Gobo 3 Gobo 4 Gobo 5 Gobo 6 Gobo 7 <b>Forward Spin</b> From fast to slow <b>Stop</b> Stop <b>Reverse Spin</b> From slow to fast <b>Shake</b> Gobo 1 from slow to fast Gobo 2 from slow to fast Gobo 3 from slow to fast Gobo 4 from slow to fast Gobo 5 from slow to fast Gobo 6 from slow to fast Gobo 7 from slow to fast	000 ÷ 003 004 ÷ 007 008 ÷ 011 012 ÷ 015 016 ÷ 019 020 ÷ 023 024 ÷ 027 028 ÷ 031 032 ÷ 103 104 ÷ 106 107 ÷ 178 179 ÷ 189 190 ÷ 200 201 ÷ 211 212 ÷ 222 223 ÷ 233 234 ÷ 244 245 ÷ 255	000
5	6	6	5	<b>GOBO ROTATION</b> <b>Continuous</b> Lineary from 0° to 360° <b>Forward Spin</b> From slow to fast <b>Stop</b> Stop <b>Reverse Spin</b> From fast to slow	000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255	000

Basic	Standard	Extended	Scene Record	Function	DMX Value	Default
	7	7		<b>GOBO ROTATION FINE</b>	000 ÷ 255	000
6	8	8	6	<b>PRISM</b> Open Prism insert	000 ÷ 127 128 ÷ 255	000
7	9	9	7	<b>PRISM ROTATION Continuous</b> Lineary from 0° to 360° <b>Forward Spin</b> From slow to fast <b>Stop</b> Stop <b>Reverse Spin</b> From fast to slow	000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255	000
		10		<b>PRISM ROTATION FINE</b>	000 ÷ 255	000
8	10	11	8	<b>FROST</b> Linear insertion from 0% to 100%	000 ÷ 255	000
9	11	12	9	<b>ZOOM</b> Linear from Narrow to Wide	000 ÷ 255	128
	12	13		<b>ZOOM FINE</b>	000 ÷ 255	128
10	13	14	10	<b>FOCUS</b> Lineary from in to out	000 ÷ 255	128
	14	15		<b>FOCUS FINE</b>	000 ÷ 255	128
11	15	16	11	<b>ANIMATION WHEEL</b> Linear insertion from 0% to 100%	000 ÷ 255	000
12	16	17	12	<b>ANIMATION WHEEL ROTATION Continuous</b> Lineary from 0° to 360° <b>Forward Spin</b> From slow to fast <b>Stop</b> Stop <b>Reverse Spin</b> From fast to slow	000 ÷ 127 128 ÷ 190 191 ÷ 192 193 ÷ 255	000
		18		<b>ANIMATION WHEEL ROTATION FINE</b>	000 ÷ 255	000
13	17	19	13	<b>BLADE 1 POSITION</b> Movement from outward to inward	000 ÷ 255	000
		20		<b>BLADE 1 POSITION FINE</b>	000 ÷ 255	000
14	18	21	14	<b>BLADE 1 ROTATION</b> Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees	000 ÷ 127 128 129 ÷ 255	128
		22		<b>BLADE 1 ROTATION FINE</b>	000 ÷ 255	128
15	19	23	15	<b>BLADE 2 POSITION</b> Movement from outward to inward	000 ÷ 255	000
		24		<b>BLADE 2 POSITION FINE</b>	000 ÷ 255	000
16	20	25	16	<b>BLADE 2 ROTATION</b> Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees	000 ÷ 127 128 129 ÷ 255	128
		26		<b>BLADE 2 ROTATION FINE</b>	000 ÷ 255	128
17	21	27	17	<b>BLADE 3 POSITION</b> Movement from outward to inward	000 ÷ 255	000
		28		<b>BLADE 3 POSITION FINE</b>	000 ÷ 255	000
18	22	29	18	<b>BLADE 3 ROTATION</b> Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees	000 ÷ 127 128 129 ÷ 255	128
		30		<b>BLADE 3 ROTATION FINE</b>	000 ÷ 255	128
19	23	31	19	<b>BLADE 4 POSITION</b> Movement from outward to inward	000 ÷ 255	000
		32		<b>BLADE 4 POSITION FINE</b>	000 ÷ 255	000
20	24	33	20	<b>BLADE 4 ROTATION</b> Swivelling from -25 degrees towards 0 degrees 0 degrees Swivelling from 0 degrees to +25 degrees	000 ÷ 127 128 129 ÷ 255	128
		34		<b>BLADE 4 ROTATION FINE</b>	000 ÷ 255	128

Basic	Standard	Extended	Scene Record	Function	DMX Value	Default
21	25	35	21	<b>FRAMING SHUTTERS ROTATION</b> Rotation from left to center Center Rotation from center to right	000 ÷ 127 128 129 ÷ 255	128
		36		<b>FRAMING SHUTTERS ROTATION FINE</b>	000 ÷ 255	128
	26	37	22	<b>SHUTTERS MACROS</b> No Function Macro 1 Macro 2 Macro 3 Macro 4 Macro 5 Macro 6 Macro 7 Macro 8 Macro 9 Macro 10 Macro 11 Macro 12 Macro 13 Macro 14 Macro 15 Macro 16 Macro 17 Macro 18 Macro 19 Macro 20 Macro 21 Macro 22 Macro 23 Macro 24 Macro 25 Macro 26 Macro 27 Macro 28 Macro 29 Macro 30 Macro 31 Macro 32 Macro 33 Macro 34 Macro 35 Macro 36	000 ÷ 003 004 ÷ 010 011 ÷ 017 018 ÷ 024 025 ÷ 031 032 ÷ 038 039 ÷ 045 046 ÷ 052 053 ÷ 059 060 ÷ 066 067 ÷ 073 074 ÷ 080 081 ÷ 087 088 ÷ 094 095 ÷ 101 102 ÷ 108 109 ÷ 115 116 ÷ 122 123 ÷ 129 130 ÷ 136 137 ÷ 143 144 ÷ 150 151 ÷ 157 158 ÷ 164 165 ÷ 171 172 ÷ 178 179 ÷ 185 186 ÷ 192 193 ÷ 199 200 ÷ 206 207 ÷ 213 214 ÷ 220 221 ÷ 227 228 ÷ 234 235 ÷ 241 242 ÷ 248 249 ÷ 255	000
	27	38	23	<b>SHUTTERS MACROS SPEED</b> Linear from 0% to 100%	000 ÷ 255	000
	28	39		<b>SHOW</b> No Function Show 1 Show 2 Show 3	000 ÷ 023 024 ÷ 052 053 ÷ 081 082 ÷ 110	000
	29	40		<b>CHASE</b> No Function Chase 1 Chase 2 Chase 3 Chase 4 Chase 5 Chase 6 Chase 7 Chase 8	000 ÷ 023 024 ÷ 052 053 ÷ 081 082 ÷ 110 111 ÷ 139 140 ÷ 168 169 ÷ 197 198 ÷ 226 227 ÷ 255	000

Basic	Standard	Extended	Scene Record	Function	DMX Value	Default
	30	41		<b>SCENES</b> No Function Scene 1 Scene 2 Scene 3 Scene 4 Scene 5 Scene 6 Scene 7 Scene 8 Scene 9 Scene 10 Scene 11 Scene 12 Scene 13 Scene 14 Scene 15 Scene 16 Scene 17 Scene 18 Scene 19 Scene 20 Scene 21 Scene 22 Scene 23 Scene 24 Scene 25 Scene 26 Scene 27 Scene 28 Scene 29 Scene 30 Scene 31 Scene 32	000 ÷ 031 032 ÷ 038 039 ÷ 045 046 ÷ 052 053 ÷ 059 060 ÷ 066 067 ÷ 073 074 ÷ 080 081 ÷ 087 088 ÷ 094 095 ÷ 101 102 ÷ 108 109 ÷ 115 116 ÷ 122 123 ÷ 129 130 ÷ 136 137 ÷ 143 144 ÷ 150 151 ÷ 157 158 ÷ 164 165 ÷ 171 172 ÷ 178 179 ÷ 185 186 ÷ 192 193 ÷ 199 200 ÷ 206 207 ÷ 213 214 ÷ 220 221 ÷ 227 228 ÷ 234 235 ÷ 241 242 ÷ 248 249 ÷ 255	000
	31	42		<b>RECORD SCENE</b> No Function Edit Scene mode Record Scene mode	000 ÷ 085 086 ÷ 170 171 ÷ 255	000
22	32	43		<b>CONTROL CHANNEL</b> No Function/Safe COLOR WHEEL 1 BLACKOUT ON (index) COLOR WHEEL 1 BLACKOUT OFF (index) COLOR WHEEL 1 CONTINUOUS ON (index) COLOR WHEEL 1 CONTINUOUS OFF (index) ROTATING GOBO WHEEL BLACKOUT ON (index) ROTATING GOBO WHEEL BLACKOUT OFF (index) ROTATING GOBO WHEEL CONTINUOUS ON (index) ROTATING GOBO WHEEL CONTINUOUS OFF (index) GOBO ROTATION BLACKOUT ON (index) GOBO ROTATION BLACKOUT OFF (index) DISPLAY ON DISPLAY 10S DISPLAY 20S DISPLAY 30S FLIP DISPLAY OFF FLIP DISPLAY ON FLIP DISPLAY AUTO KEY LOCK ON KEY LOCK OFF FAN MODE AUTO FAN MODE ON FAN MODE SILENT RESET ALL RESET COLOR WHEEL RESET ROTATING GOBO WHEEL RESET ZOOM RESET FOCUS RESET ANIMATION RESET PRISM RESET FROST RESET FRAME ROTATION RESET BLADE 1 POSITION RESET BLADE 2 POSITION RESET BLADE 3 POSITION RESET BLADE 4 POSITION Reserved FACTORY DEFAULT OF CONTROL FUNCTIONS	000 ÷ 001 002 ÷ 003 004 ÷ 005 006 ÷ 007 008 ÷ 009 010 ÷ 011 012 ÷ 013 014 ÷ 015 016 ÷ 017 018 ÷ 019 020 ÷ 021 022 ÷ 023 024 ÷ 025 026 ÷ 027 028 ÷ 029 030 ÷ 031 032 ÷ 033 034 ÷ 035 036 ÷ 037 038 ÷ 039 040 ÷ 041 042 ÷ 043 044 ÷ 045 046 ÷ 047 048 ÷ 049 050 ÷ 051 052 ÷ 053 054 ÷ 055 056 ÷ 057 058 ÷ 059 060 ÷ 061 062 ÷ 063 064 ÷ 065 066 ÷ 067 068 ÷ 069 070 ÷ 071 072 ÷ 253 254 ÷ 255	000