

DMX Values

25CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇄ 255	0-100%
2	Fine pan	000 ⇄ 255	Fine control (16-bit)
3	Tilt	000 ⇄ 255	0-100%
4	Fine tilt	000 ⇄ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇄ 255	0-100%
6	Dimmer	000 ⇄ 255	0-100%
7	Fine dimmer	000 ⇄ 255	Fine control (16-bit)
8	Strobe	000 ⇄ 003	Off
		004 ⇄ 007	On
		008 ⇄ 076	Synchronizing strobe, slow to fast
		077 ⇄ 145	Pulse strobe, slow to fast
		146 ⇄ 215	Random strobe, slow to fast
		216 ⇄ 255	On
9	Color 1	000 ⇄ 007	White
		008 ⇄ 015	Color 1
		016 ⇄ 023	Color 2
		024 ⇄ 031	Color 3
		032 ⇄ 039	Color 4
		040 ⇄ 047	Color 5
		048 ⇄ 055	Color 6
		056 ⇄ 063	Color 7
		064 ⇄ 071	White + Color 1
		072 ⇄ 079	Color 1 + Color 2
		080 ⇄ 087	Color 2 + Color 3
		088 ⇄ 095	Color 3 + Color 4
		096 ⇄ 103	Color 4 + Color 5
		104 ⇄ 111	Color 5 + Color 6
		112 ⇄ 119	Color 6 + Color 7
		120 ⇄ 127	Color 7 + White
		128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, slow to fast
10	Color 2	000 ⇄ 007	White
		008 ⇄ 015	Color 1
		016 ⇄ 023	Color 2
		024 ⇄ 031	Color 3
		032 ⇄ 039	Color 4
		040 ⇄ 047	Color 5
		048 ⇄ 055	Color 6
		056 ⇄ 063	Color 7
		064 ⇄ 071	White + Color 1
		072 ⇄ 079	Color 1 + Color 2
		080 ⇄ 087	Color 2 + Color 3
		088 ⇄ 095	Color 3 + Color 4
		096 ⇄ 103	Color 4 + Color 5
		104 ⇄ 111	Color 5 + Color 6
		112 ⇄ 119	Color 6 + Color 7
		120 ⇄ 127	Color 7 + White
		128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, slow to fast

Channel	Function	Value	Percent/Setting
11	Rotating gobo wheel (see Gobo Wheels)	000 ⇔ 007	Open
		008 ⇔ 015	Gobo 1 (tribal breakup)
		016 ⇔ 023	Gobo 2 (shattered)
		024 ⇔ 031	Gobo 3 (stickmen)
		032 ⇔ 039	Gobo 4 (linear ovals)
		040 ⇔ 047	Gobo 5 (laser triangle)
		048 ⇔ 055	Gobo 6 (line)
		056 ⇔ 063	Gobo 7 (thatched breakup)
		064 ⇔ 071	Gobo 1 shaking, slow to fast
		072 ⇔ 079	Gobo 2 shaking, slow to fast
		080 ⇔ 087	Gobo 3 shaking, slow to fast
		088 ⇔ 095	Gobo 4 shaking, slow to fast
		096 ⇔ 103	Gobo 5 shaking, slow to fast
		104 ⇔ 111	Gobo 6 shaking, slow to fast
		112 ⇔ 119	Gobo 7 shaking, slow to fast
		120 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, slow to fast
12	Gobo rotation	000 ⇔ 063	Rotating gobo index
		064 ⇔ 147	Clockwise rotation, slow to fast
		148 ⇔ 191	Counterclockwise rotation, slow to fast
		192 ⇔ 255	Bounce effect
13	Static gobo wheel (see Gobo Wheels)	000 ⇔ 006	Open
		007 ⇔ 013	Gobo 1 (dots breakup)
		014 ⇔ 020	Gobo 2 (bricks)
		021 ⇔ 027	Gobo 3 (triangle rays)
		028 ⇔ 034	Gobo 4 (grouped ovals)
		035 ⇔ 041	Gobo 5 (triangle breakup)
		042 ⇔ 048	Gobo 6 (foliage breakup)
		049 ⇔ 055	Gobo 7 (circle dot)
		056 ⇔ 063	Gobo 8 (mosaic breakup)
		064 ⇔ 071	Gobo 1 shaking, slow to fast
		072 ⇔ 079	Gobo 2 shaking, slow to fast
		080 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 092	Gobo 4 shaking, slow to fast
		093 ⇔ 099	Gobo 5 shaking, slow to fast
		100 ⇔ 106	Gobo 6 shaking, slow to fast
		107 ⇔ 113	Gobo 7 shaking, slow to fast
		114 ⇔ 120	Gobo 8 shaking, slow to fast
		121 ⇔ 127	Open
		128 ⇔ 191	Clockwise scroll, slow to fast
		192 ⇔ 255	Counterclockwise scroll, slow to fast
14	Focus	000 ⇔ 255	0-100%
15	Fine focus	000 ⇔ 255	Fine control (16-bit)

Channel	Function	Value	Percent/Setting
16	Auto focus	000 ⇄ 000	No function
		001 ⇄ 012	5 meters (static gobo wheel)
		013 ⇄ 024	6 meters (static gobo wheel)
		025 ⇄ 036	7 meters (static gobo wheel)
		037 ⇄ 048	8 meters (static gobo wheel)
		049 ⇄ 060	9 meters (static gobo wheel)
		061 ⇄ 072	10 meters (static gobo wheel)
		073 ⇄ 084	15 meters (static gobo wheel)
		085 ⇄ 100	20 meters (static gobo wheel)
		101 ⇄ 127	Auto focus (static gobo wheel)
		128 ⇄ 139	5 meters (rotating gobo wheel)
		140 ⇄ 151	6 meters (rotating gobo wheel)
		152 ⇄ 163	7 meters (rotating gobo wheel)
		164 ⇄ 175	8 meters (rotating gobo wheel)
		176 ⇄ 187	9 meters (rotating gobo wheel)
		188 ⇄ 199	10 meters (rotating gobo wheel)
		200 ⇄ 211	15 meters (rotating gobo wheel)
		212 ⇄ 227	20 meters (rotating gobo wheel)
		228 ⇄ 191	Auto focus (rotating gobo wheel)
17	Zoom	192 ⇄ 255	Counterclockwise scroll, slow to fast
18	Fine zoom	000 ⇄ 255	Fine Control (16-bit)
19	Prism	000 ⇄ 004	No function
		005 ⇄ 255	Prism effect
20	Rotating prism	000 ⇄ 127	Prism index
		128 ⇄ 189	Clockwise rotation, fast to slow
		190 ⇄ 193	Hold
		194 ⇄ 255	Counterclockwise rotation, slow to fast
21	Iris	000 ⇄ 063	Large to small
		064 ⇄ 127	Auto change, slow to fast
		128 ⇄ 191	Slow zoom out, fast zoom in (slow to fast)
		192 ⇄ 255	Slow zoom in, fast zoom out (slow to fast)
22	Frost	000 ⇄ 004	No function
		005 ⇄ 255	Frost effect

Channel	Function	Value	Percent/Setting
23	Auto program	000 ⇄ 007	Auto program 1
		008 ⇄ 015	Auto program 2
		016 ⇄ 023	Auto program 3
		024 ⇄ 031	Auto program 4
		032 ⇄ 039	Auto program 5
		040 ⇄ 047	Auto program 6
		048 ⇄ 055	Auto program 7
		056 ⇄ 063	Auto program 8
		064 ⇄ 071	Auto program 9
		072 ⇄ 079	Auto program 10
		080 ⇄ 087	Auto program 11
		088 ⇄ 095	Auto program 12
		096 ⇄ 103	Auto program 13
		104 ⇄ 111	Auto program 14
		112 ⇄ 119	Auto program 15
		120 ⇄ 127	Auto program 16
		128 ⇄ 135	Auto program 17
		136 ⇄ 143	Auto program 18
		144 ⇄ 151	Auto program 19
		152 ⇄ 159	Auto program 20
		160 ⇄ 167	Auto program 21
		168 ⇄ 175	Auto program 22
		176 ⇄ 183	Auto program 23
		184 ⇄ 191	Auto program 24
		192 ⇄ 199	Auto program 25
		200 ⇄ 207	Auto program 26
		208 ⇄ 215	Auto program 27
		216 ⇄ 223	Auto program 28
		224 ⇄ 231	Auto program 29
		232 ⇄ 239	Auto program 30
		240 ⇄ 255	Auto program 31
24	Auto speed	000 ⇄ 255	Slow to fast
25	Control	000 ⇄ 007	No function
		008 ⇄ 015	Blackout during pan/tilt
		016 ⇄ 023	Blackout while color wheel is moving
		024 ⇄ 031	Blackout while gobo wheel is moving
		032 ⇄ 039	Blackout while pan/tilt/moving color wheel
		040 ⇄ 047	Blackout while pan/tilt/moving gobo wheel
		048 ⇄ 055	Blackout while pan/tilt/moving color wheel/moving gobo wheel
		056 ⇄ 095	No function
		096 ⇄ 103	Pan reset
		104 ⇄ 111	Tilt reset
		112 ⇄ 119	Color reset
		120 ⇄ 127	Gobo reset
		128 ⇄ 135	No function
		136 ⇄ 143	Prism reset
		144 ⇄ 151	No function
		152 ⇄ 159	All reset
		160 ⇄ 167	Iris reset
		168 ⇄ 175	Frost reset
		176 ⇄ 183	Zoom reset
		184 ⇄ 255	No function

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Channel	Function	Value	Percent/Setting
1	Pan	000 ⇄ 255	0-100%
2	Fine pan	000 ⇄ 255	Fine control (16-bit)
3	Tilt	000 ⇄ 255	0-100%
4	Fine tilt	000 ⇄ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇄ 255	0-100%
6	Dimmer	000 ⇄ 255	0-100%
7	Strobe	000 ⇄ 003	Off
		004 ⇄ 007	On
		008 ⇄ 076	Synchronizing strobe, slow to fast
		077 ⇄ 145	Pulse strobe, slow to fast
		146 ⇄ 215	Random strobe, slow to fast
		216 ⇄ 255	On
8	Color 1	000 ⇄ 007	White
		008 ⇄ 015	Color 1
		016 ⇄ 023	Color 2
		024 ⇄ 031	Color 3
		032 ⇄ 039	Color 4
		040 ⇄ 047	Color 5
		048 ⇄ 055	Color 6
		056 ⇄ 063	Color 7
		064 ⇄ 071	White + Color 1
		072 ⇄ 079	Color 1 + Color 2
		080 ⇄ 087	Color 2 + Color 3
		088 ⇄ 095	Color 3 + Color 4
		096 ⇄ 103	Color 4 + Color 5
		104 ⇄ 111	Color 5 + Color 6
		112 ⇄ 119	Color 6 + Color 7
		120 ⇄ 127	Color 7 + White
		128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, slow to fast
9	Color 2	000 ⇄ 007	White
		008 ⇄ 015	Color 1
		016 ⇄ 023	Color 2
		024 ⇄ 031	Color 3
		032 ⇄ 039	Color 4
		040 ⇄ 047	Color 5
		048 ⇄ 055	Color 6
		056 ⇄ 063	Color 7
		064 ⇄ 071	White + Color 1
		072 ⇄ 079	Color 1 + Color 2
		080 ⇄ 087	Color 2 + Color 3
		088 ⇄ 095	Color 3 + Color 4
		096 ⇄ 103	Color 4 + Color 5
		104 ⇄ 111	Color 5 + Color 6
		112 ⇄ 119	Color 6 + Color 7
		120 ⇄ 127	Color 7 + White
		128 ⇄ 191	Clockwise color scroll, slow to fast
		192 ⇄ 255	Counterclockwise color scroll, slow to fast

Channel	Function	Value	Percent/Setting
10	Rotating gobo wheel (see Gobo Wheels)	000 ⇄ 007	Open
		008 ⇄ 015	Gobo 1 (tribal breakup)
		016 ⇄ 023	Gobo 2 (shattered)
		024 ⇄ 031	Gobo 3 (stickmen)
		032 ⇄ 039	Gobo 4 (linear ovals)
		040 ⇄ 047	Gobo 5 (laser triangle)
		048 ⇄ 055	Gobo 6 (line)
		056 ⇄ 063	Gobo 7 (thatched breakup)
		064 ⇄ 071	Gobo 1 shaking, slow to fast
		072 ⇄ 079	Gobo 2 shaking, slow to fast
		080 ⇄ 087	Gobo 3 shaking, slow to fast
		088 ⇄ 095	Gobo 4 shaking, slow to fast
		096 ⇄ 103	Gobo 5 shaking, slow to fast
		104 ⇄ 111	Gobo 6 shaking, slow to fast
		112 ⇄ 119	Gobo 7 shaking, slow to fast
		120 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, slow to fast
11	Gobo rotation	000 ⇄ 063	Rotating gobo index
		064 ⇄ 147	Clockwise rotation, slow to fast
		148 ⇄ 191	Counterclockwise rotation, slow to fast
		192 ⇄ 255	Bounce effect
12	Static gobo wheel (see Gobo Wheels)	000 ⇄ 006	Open
		007 ⇄ 013	Gobo 1 (dots breakup)
		014 ⇄ 020	Gobo 2 (bricks)
		021 ⇄ 027	Gobo 3 (triangle rays)
		028 ⇄ 034	Gobo 4 (grouped ovals)
		035 ⇄ 041	Gobo 5 (triangle breakup)
		042 ⇄ 048	Gobo 6 (foliage breakup)
		049 ⇄ 055	Gobo 7 (circle dot)
		056 ⇄ 063	Gobo 8 (mosaic breakup)
		064 ⇄ 071	Gobo 1 shaking, slow to fast
		072 ⇄ 079	Gobo 2 shaking, slow to fast
		080 ⇄ 085	Gobo 3 shaking, slow to fast
		086 ⇄ 092	Gobo 4 shaking, slow to fast
		093 ⇄ 099	Gobo 5 shaking, slow to fast
		100 ⇄ 106	Gobo 6 shaking, slow to fast
		107 ⇄ 113	Gobo 7 shaking, slow to fast
		114 ⇄ 120	Gobo 8 shaking, slow to fast
		121 ⇄ 127	Open
		128 ⇄ 191	Clockwise scroll, slow to fast
		192 ⇄ 255	Counterclockwise scroll, slow to fast
13	Focus	000 ⇄ 255	0-100%
14	Zoom	192 ⇄ 255	Counterclockwise scroll, slow to fast
15	Prism	000 ⇄ 004	No function
		005 ⇄ 255	Prism effect
16	Rotating prism	000 ⇄ 127	Prism index
		128 ⇄ 189	Clockwise rotation, fast to slow
		190 ⇄ 193	Hold
		194 ⇄ 255	Counterclockwise rotation, slow to fast
17	Iris	000 ⇄ 063	Large to small
		064 ⇄ 127	Auto change, slow to fast
		128 ⇄ 191	Slow zoom out, fast zoom in (slow to fast)
		192 ⇄ 255	Slow zoom in, fast zoom out (slow to fast)

Channel	Function	Value	Percent/Setting
18	Frost	000 ⇄ 004	No function
		005 ⇄ 255	Frost effect
19	Control	000 ⇄ 007	No function
		008 ⇄ 015	Blackout during pan/tilt
		016 ⇄ 023	Blackout while color wheel is moving
		024 ⇄ 031	Blackout while gobo wheel is moving
		032 ⇄ 039	Blackout while pan/tilt/moving color wheel
		040 ⇄ 047	Blackout while pan/tilt/moving gobo wheel
		048 ⇄ 055	Blackout while pan/tilt/moving color wheel/moving gobo wheel
		056 ⇄ 095	No function
		096 ⇄ 103	Pan reset
		104 ⇄ 111	Tilt reset
		112 ⇄ 119	Color reset
		120 ⇄ 127	Gobo reset
		128 ⇄ 135	No function
		136 ⇄ 143	Prism reset
		144 ⇄ 151	No function
		152 ⇄ 159	All reset
		160 ⇄ 167	Iris reset
		168 ⇄ 175	Frost reset
		176 ⇄ 183	Zoom reset
		184 ⇄ 255	No function