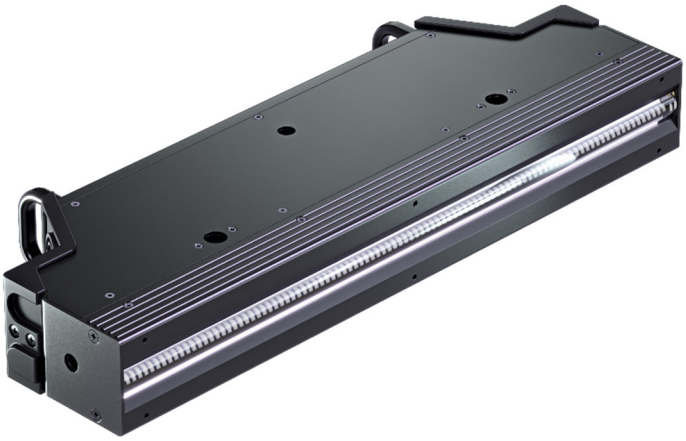
JDC Line 500

DMX Channel Index



Rev. 20211114-01, Firmware v. 0.6.4

Document revisions

Revision number	Notes	Date released
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

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.

P*attern 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).

Mode 5 MultiPix	
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 segments overall control	
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	
39	Red segment 01
40	Green segment 01
41	Blue segment 01
…	…
96	Red segment 20
97	Green segment 20
98	Blue segment 20

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

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

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 segment 5
38	Blue segment 5

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 backgnd.**	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 backgnd.**	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 **…** **81**	**Red segment 02** **…** **Blue segment 19**	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
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 … 46	**White segment 02 … White segment 19**	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
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 … 37	**White segment 02 … White segment 19**	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
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 … 95	**Red segment 02 … Blue segment 19**	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
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	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 flash 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 … 37	**White segment 02 … White segment 19**	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
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 … 93	**Red segt. upper 02 … Blue segt. upper 20**	RGB segments upper halves in order, intensity 0-100%	0	255	0	100	0	Fade
94 … 155	**Red segt. lower 21 … Blue segt. lower 39**	RGB segments lower halves in order, intensity 0-100%	0	255	0	100	0	Fade
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	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 flash 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 quad segments

19	**White quad segment 1**	Segments 1-4 White intensity 0 → 100%	0	255	0	100	0	Fade
2	**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

39	**Red quad segment 1**	Segments 1-4 Red intensity 0 → 100%	0	255	0	100	0	Fade
40	**Green quad segment 1**	Segments 1-4 Green intensity 0 → 100%	0	255	0	100	0	Fade
41	**Blue quad segment 1**	Segments 1-4 Blue intensity 0 → 100%	0	255	0	100	0	Fade
42	**Red quad segment 2**	Segments 5-8 Red intensity 0 → 100%	0	255	0	100	0	Fade
43	**Green quad segment 2**	Segments 5-8 Green intensity 0 → 100%	0	255	0	100	0	Fade
44	**Blue quad segment 2**	Segments 5-8 Blue intensity 0 → 100%	0	255	0	100	0	Fade

45	**Red quad segment 3**	Segments 9-12 Red intensity 0 → 100%	0	255	0	100	0	Fade
46	**Green quad segment 3**	Segments 9-12 Green intensity 0 → 100%	0	255	0	100	0	Fade
47	**Blue quad segment 3**	Segments 9-12 Blue intensity 0 → 100%	0	255	0	100	0	Fade
48	**Red quad segment 4**	Segments 13-16 Red intensity 0 → 100%	0	255	0	100	0	Fade
49	**Green quad segment 4**	Segments 13-16 Green intensity 0 → 100%	0	255	0	100	0	Fade
50	**Blue quad segment 4**	Segments 13-16 Blue intensity 0 → 100%	0	255	0	100	0	Fade
51	**Red quad segment 5**	Segments 17-20 Red intensity 0 → 100%	0	255	0	100	0	Fade
52	**Green quad segment 5**	Segments 17-20 Green intensity 0 → 100%	0	255	0	100	0	Fade
53	**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	Control / Settings	*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.