

DMX Channel Index



JDC Line 1000



Rev. 20211129-01, Firmware v. 0.6.4



Document revisions

Revision number	Notes	Date released
20211129-01	First JDC Line 1000 DMX Index available Firmware v. 0.6.4	November 2021

GLP® JDC Line 1000 DMX Channel Index

© 2020-2021 German Light Products GmbH. All rights reserved.

The marks 'GLP' and 'German Light Products' are trademarks registered as the property of German Light Products GmbH in Germany, in the United States of America and in other countries.

The information contained in this document is subject to change without notice. German Light Products GmbH and all affiliated companies disclaim liability for any injury, damage, direct or indirect loss, consequential or economic loss or any other loss occasioned by the use of, inability to use or reliance on the information contained in this document.

Manufacturer's head office:

German Light Products GmbH (GLP), Industriestrasse 2, 76307 Karlsbad, Germany
Tel (Germany): +49 7248 92719 - 0

Service & Support EMEA:

GLP, Industriestrasse 2, 76307 Karlsbad, Germany

Tel. (Germany): +49 7248 9271955

Email: support@glp.de

www.glp.de

Service & Support USA:

GLP USA, 1145 Arroyo St., Ste. A, 91340 San Fernando, California

Tel (USA): +1 818 767 8899

Support (US): info@germanlightproducts.com

www.germanlightproducts.com

Table of Contents

1. Strobe A and Strobe B sections	4
2. DMX control modes overview	5
3. DMX control channel layout.....	18
DMX Mode 1: RGBW Strobe	19
DMX Mode 2: W Strobe + RGB Strobe	21
DMX Mode 3: W Strobe + RGB Pixel	27
DMX Mode 4: White + RGB Strobes + W Pixel.....	32
DMX Mode 5: Multipix	37
DMX Mode 6: Multipix Advanced	41
DMX Mode 7: Multipix Quadpix	45

1. Strobe A and Strobe B sections

The JDC Line 1000 consists of two sections: Strobe A and Strobe B:



Figure 1. JDC Line 1000 Strobe A and Strobe B sections

Strobes A and B operate independently and are controlled as if they were two separate JDC Line 500s. In the DMX channel index tables in this document, the channels that control Strobe B are marked in pale yellow to help you distinguish control of Strobe A and Strobe B.

You can swap the fixture order from A → B to B → A using the **Fixture Order** command on the Fixture Control / Settings DMX channel:

- If set to **Normal** the fixture order is A → B
- If set to **Reversed**, fixture order is B → A.

The **Fixture Order** command does not affect the pixel order of Strobe A or B.

Note that any settings selected on channel 6, the Control / Settings channel, are applied to both Strobe A and B.

2. DMX control modes overview

The following DMX control modes are available in the JDC Line 1000.

DMX Mode 1: RGBW Strobe

32 DMX Channels

RGBW strobe is a global strobe that uses all the White and all the RGB segments together on the Strobe A section and on the Strobe B section. This global strobe runs independently on each Strobe section. Each Strobe has flash, pulse and ramp-up/down effects as well as special intensity effects such as lightning. The strobes offer RGBW control plus separate color temperature control that defines each section's white point.

Background color sets a background color on the RGB segments for each Strobe A and B independently. 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 on both Strobes using *Background color* on the *Control/Settings* channel.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Mode 1 RGBW Strobe

Strobe A RGBW

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

Strobe A Background color

12	Intensity background
13	Red background
14	Green background
15	Blue background
16	White background

Strobe B RGBW

17	Intensity coarse
18	Intensity fine
19	Duration
20	Flash rate (Shutter)
21	Intensity effects (Strobe mode)
22	No function
23	CTC
24	Red
25	Green
26	Blue
27	White

Strobe B Background color

28	Intensity background
29	Red background
30	Green background
31	Blue background
32	White background

DMX Mode 2: W Strobe + RGB Strobe

68 DMX channels

White strobe with FX runs on the White segments only of Strobe A and of Strobe B independently. An effects engine with 50 patterns can be operated independently on each Strobe.

RGB strobe with FX runs on the RGB segments only of Strobe A and Strobe B independently. Again, an RGB effects engine with 50 patterns can be operated independently on each Strobe.

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. The JDC Line 1000 occupies two positions as if it was two JDC Line 500s.

Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Pattern 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 for Strobe A and for Strobe B. 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

Mode 2 W Strobe + RGB Strobe

Strobe A 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

Strobe A 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

Strobe A Background color

30	Intensity background
31	Red background
32	Green background
33	Blue background
34	White background

Strobe B White strobe with FX

35	Intensity coarse
36	Intensity fine
37	Duration
38	Flash rate (Shutter)
39	Intensity effects (Strobe mode)
40	No function
41	Pattern select
42	Pattern step / speed
43	Pattern step crossfading
44	Pattern transition
45	Pattern chain length
46	Pattern chain position

Background color on DMX channel 6, the *Control/Settings* channel. The setting selected here applies to both Strobe A and Strobe B.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Strobe B RGB strobe with FX

47	Intensity coarse
48	Intensity fine
49	Duration
50	Flash rate (Shutter)
51	Intensity effects (Strobe mode)
52	CTC
53	Red
54	Green
55	Blue
56	Pattern select
57	Pattern step/speed
58	Pattern step crossfading
59	Pattern transition
60	Pattern chain length
61	Position in chain
62	Strobe phase
63	Pattern phase

Strobe B Background color

64	Intensity background
65	Red background
66	Green background
67	Blue background
68	White background

DMX Mode 3: W Strobe + RGB Pixel

168 DMX Channels

White strobe with FX runs on the White segments only of each Strobe. Each Strobe has its own 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. The JDC Line 1000 occupies two positions as if it was two JDC Line 500s.

RGB segments overall control gives overall output control of each Strobe's individually controllable RGB segments (see below). It offers the standard strobe channels for intensity and strobe effects plus a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Background color sets a background color on the RGB segments on the RGB segments for each Strobe. 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 DMX channel 6, the *Control/Settings* channel. The setting selected on the

Mode 3 W Strobe + RGB Pixel

Strobe A 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

Strobe A 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

Strobe A Background color

20	Intensity background
21	Red background
22	Green background
23	Blue background
24	White background

Strobe A 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

Strobe B White strobe with FX

85	Intensity coarse
86	Intensity fine
87	Duration
88	Flash rate (Shutter)
89	Intensity effects (Strobe mode)
90	No function
91	Pattern select
92	Pattern step / speed
93	Pattern step crossfade
94	Pattern transition
95	Pattern chain length
96	Pattern chain position

Control / Settings channel applies to both Strobe A and Strobe B.

RGB segments individual control

adjusts the color of the individual RGB segments on each Strobe. The output of these segments is determined by the Strobe A and Strobe B *RGB segments overall control* channels (see above).

The upper and lower halves of each segment are controlled together, giving 20 RGB pixels on Strobe A and 20 RGB pixels on Strobe B.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Strobe B RGB segments overall control

97	Intensity coarse
98	Intensity fine
99	Duration
100	Flash rate (Shutter)
101	Intensity effects (Strobe mode)
102	CTC
103	Strobe phase

Strobe B Background color

104	Intensity background
105	Red background
106	Green background
107	Blue background
108	White background

Strobe B RGB segments individual control

109	Red segment 01
110	Green segment 01
111	Blue segment 01
...	...
166	Red segment 20
167	Green segment 20
168	Blue segment 20



DMX Mode 4: White + RGB Strobes + W Pixel

94 DMX Channels

White segments overall control gives overall output control for each Strobe of the individually controllable White segments available for that Strobe (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB strobe with FX runs on the RGB segments only of each Strobe independently. An RGB effects engine with 50 patterns can be operated on each Strobe independently.

The 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. The JDC Line 1000 occupies two positions as if it was two JDC Line 500s.

Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Pattern 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 of each Strobe. As standard, the main color output always has higher priority than the background color. You can define how background color and main color

Mode 4 White + RGB Strobes + W Pixel

Strobe A White segments overall control

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

Strobe A 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

Strobe A Background color

23	Intensity background
24	Red background
25	Green background
26	Blue background
27	White background

Strobe A White segments individual control

28	White segment 01
...	...
47	White segment 20



are mixed using *Background color* on DMX channel 6, the *Control/Settings* channel. The setting selected on the *Control / Settings* channel applies to both Strobe A and Strobe B.

White segments individual control

adjusts the output of the individual White segments on each Strobe. The overall output of these segments is determined by the *White segments overall control* channels (see above) for each Strobe.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Strobe B White segments overall control

48	Intensity coarse
49	Intensity fine
50	Duration
51	Flash rate (Shutter)
52	Intensity effects (Strobe mode)
53	No function

Strobe B RGB strobe with FX

54	Intensity coarse
55	Intensity fine
56	Duration
57	Flash rate (Shutter)
58	Intensity effects (Strobe mode)
59	CTC
60	Red
61	Green
62	Blue
63	Pattern select
64	Pattern step / speed
65	Pattern step crossfade
66	Pattern transition
67	Pattern chain length
68	Position in chain
69	Strobe phase

Strobe B Background color

70	Intensity background
71	Red background
72	Green background
73	Blue background
74	White background

Strobe B White segments individual control

75	White segment 01
...	...
94	White segment 20



DMX Mode 5: Multipix

196 DMX Channels

White segments overall control gives overall output control for each Strobe's individually controllable White segments (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB segments overall control gives an overall output control of each Strobe's individually controllable RGB segments (see below). It offers the standard strobe channels for intensity and strobe effects plus a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Background color sets a background color on each Strobe's 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 DMX channel 6, the *Control/Settings* channel. The setting selected on the *Control / Settings* channel applies to both Strobe A and Strobe B.

White segments individual control adjusts the output of each Strobe's individual White segments. The overall output of these segments is determined by the *White segments overall control* channels (see above) for each Strobe.

RGB segments individual control adjusts the color of each Strobe's individual RGB segments. The output of these segments is determined by the

Mode 5 MultiPix

Strobe A White segments overall control

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

Strobe A 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

Strobe A Background color

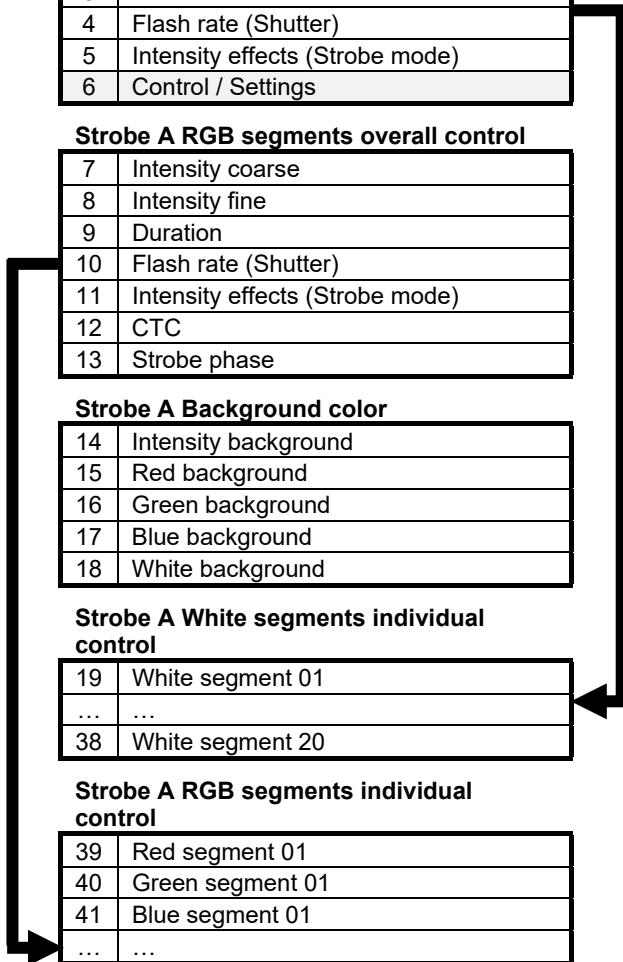
14	Intensity background
15	Red background
16	Green background
17	Blue background
18	White background

Strobe A White segments individual control

19	White segment 01
...	...
38	White segment 20

Strobe A 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



RGB segments overall control channels (see above) for each strobe.

The upper and lower halves of each RGB segment are controlled together, giving individual RGB control of 20 RGB pixels for Strobe A and 20 RGB pixels for Strobe B.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Strobe B White segments overall control

99	Intensity coarse
100	Intensity fine
101	Duration
102	Flash rate (Shutter)
103	Intensity effects (Strobe mode)
104	Control / Settings

Strobe B RGB segments overall control

105	Intensity coarse
106	Intensity fine
107	Duration
108	Flash rate (Shutter)
109	Intensity effects (Strobe mode)
110	CTC
111	Strobe phase

Strobe B Background color

112	Intensity background
113	Red background
114	Green background
115	Blue background
116	White background

Strobe B White segments individual control

117	White segment 01
...	...
136	White segment 20

Strobe B RGB segments individual control

137	Red segment 01
138	Green segment 01
139	Blue segment 01
...	...
194	Red segment 20
195	Green segment 20
196	Blue segment 20

DMX Mode 6: MultiPix Advanced

316 DMX Channels

White segments overall control gives overall output control of each Strobe's individually controllable White segments (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB segments overall control gives an overall output control of each Strobe's individually controllable RGB segments (see below). It offers the standard strobe channels for intensity and strobe effects plus a CTC Channel which lets you adjust the color temperature of the white output.

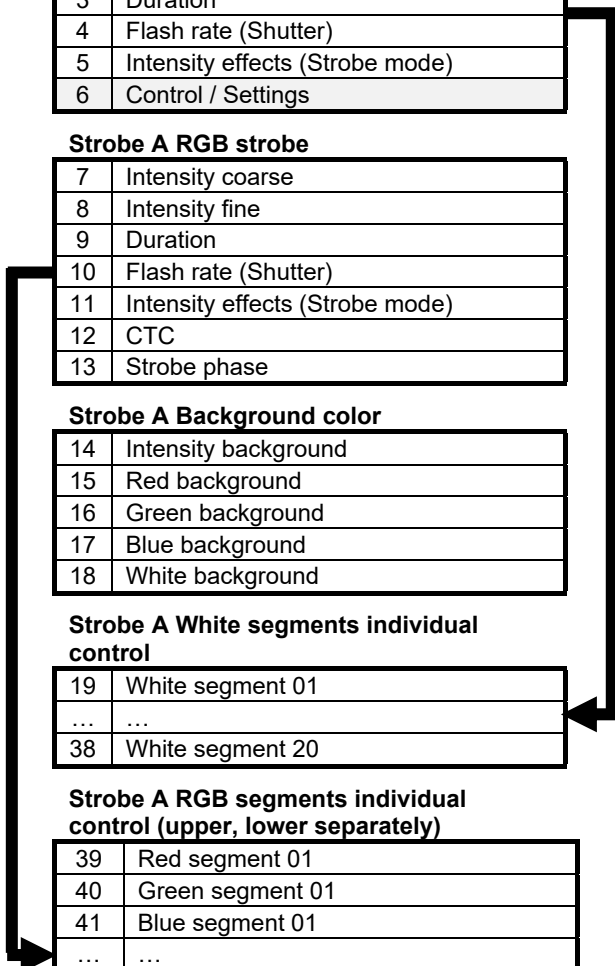
Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Background color sets a background color on each Strobe's 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 DMX channel 6, the *Control/Settings* channel. The setting selected on the *Control / Settings* channel applies to both Strobe A and Strobe B.

White segments individual control adjusts the output of each Strobe's individual White segments. The overall output of these segments is determined by each Strobe's *White segments overall control* channels (see above).

RGB segments individual control (upper, lower) adjusts the color of each Strobe's individual RGB segments. The output of these segments is determined by each

Mode 6 MultiPix Advanced	
Strobe A White strobe	
1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings
Strobe A RGB strobe	
7	Intensity coarse
8	Intensity fine
9	Duration
10	Flash rate (Shutter)
11	Intensity effects (Strobe mode)
12	CTC
13	Strobe phase
Strobe A Background color	
14	Intensity background
15	Red background
16	Green background
17	Blue background
18	White background
Strobe A White segments individual control	
19	White segment 01
...	...
38	White segment 20
Strobe A 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



Strobe's RGB segments overall control channels (see above).

The RGB segments on each Strobe are split into upper and lower halves with individual control of each half. This gives individual RGB control of 40 RGB pixels on Strobe A and 40 RGB pixels on Strobe B.

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.

Strobe B White strobe

159	Intensity coarse
160	Intensity fine
161	Duration
162	Flash rate (Shutter)
163	Intensity effects (Strobe mode)
164	No function

Strobe B RGB strobe

165	Intensity coarse
166	Intensity fine
167	Duration
168	Flash rate (Shutter)
169	Intensity effects (Strobe mode)
170	CTC
171	Strobe phase

Strobe B Background color

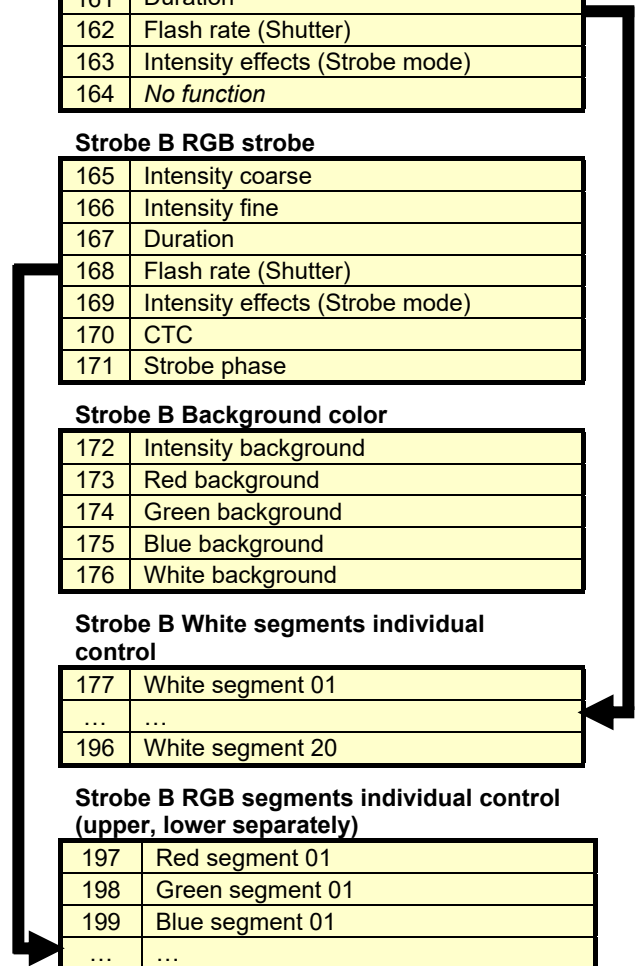
172	Intensity background
173	Red background
174	Green background
175	Blue background
176	White background

Strobe B White segments individual control

177	White segment 01
...	...
196	White segment 20

Strobe B RGB segments individual control (upper, lower separately)

197	Red segment 01
198	Green segment 01
199	Blue segment 01
...	...
314	Red segment 40
315	Green segment 40
316	Blue segment 40



DMX Mode 7: MultiPix Quadpix

76 DMX Channels

White segments overall control gives overall output control of each Strobe's individually controllable White segments (see below). It offers the standard strobe channels for intensity and strobe effects.

RGB segments overall control gives an overall output control of each Strobe's individually controllable RGB segments (see below). It offers the standard strobe channels for intensity and strobe effects plus a CTC Channel which lets you adjust the color temperature of the white output.

Strobe phase lets you shift the timing of each RGB Strobe (A or B) by 1 – 359° relative to the corresponding White Strobe (A or B). A 180° shift will result in a flip-flop between white and RGB flashes.

Background color sets a background color on each Strobe's 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 DMX channel 6, the *Control/Settings* channel. The setting selected on the *Control / Settings* channel applies to both Strobe A and Strobe B.

White quad segments divides each Strobe's 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 each Strobe's *White segments overall control* channels (see above).

RGB quad segments divides each Strobe's 20 RGB segments into 5 quad segments, each containing 4 segments, and gives RGB control. The

Mode 7 MultiPix Quadpix

Strobe A White strobe

1	Intensity coarse
2	Intensity fine
3	Duration
4	Flash rate (Shutter)
5	Intensity effects (Strobe mode)
6	Control / Settings

Strobe A RGB strobe

7	Intensity coarse
8	Intensity fine
9	Duration
10	Flash rate (Shutter)
11	Intensity effects (Strobe mode)
12	CTC
13	Strobe phase

Strobe A Background color

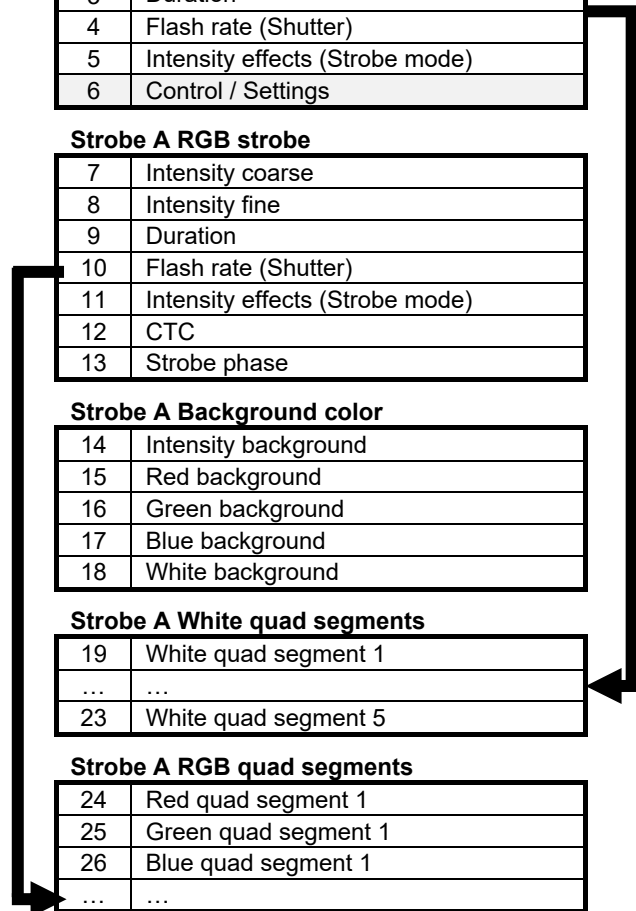
14	Intensity background
15	Red background
16	Green background
17	Blue background
18	White background

Strobe A White quad segments

19	White quad segment 1
...	...
23	White quad segment 5

Strobe A RGB quad segments

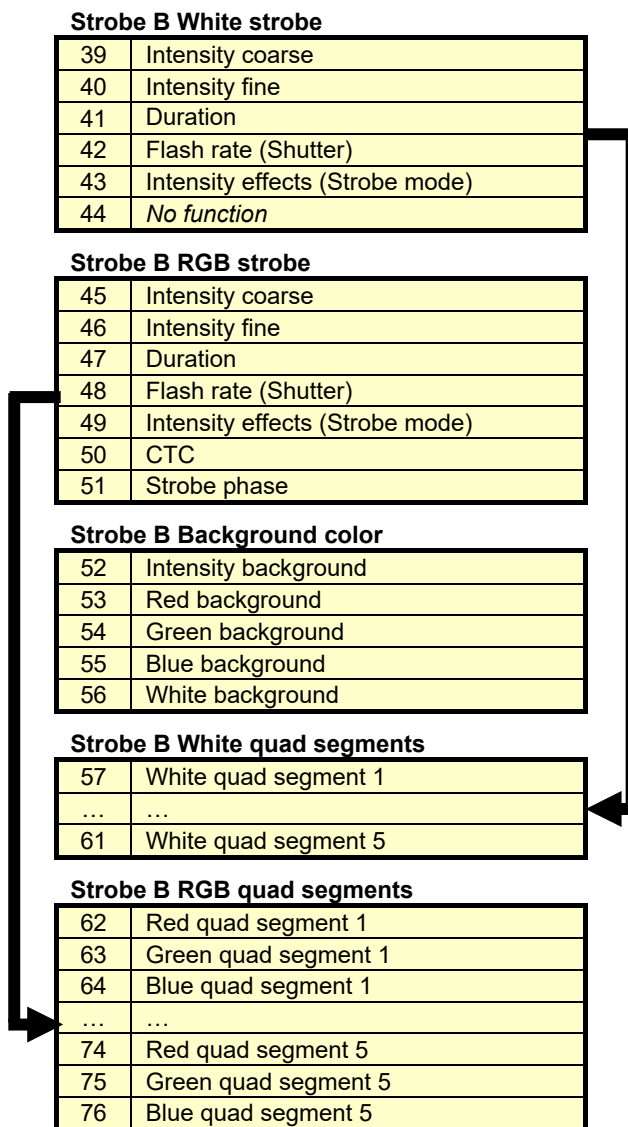
24	Red quad segment 1
25	Green quad segment 1
26	Blue quad segment 1
...	...
36	Red quad segment 5
37	Green quad segment 5
38	Blue quad segment 5





overall output of these quad segments is determined by each Strobe's RGB segments overall control channels (see above).

Control / Settings lets you configure the fixture remotely via DMX. Settings that you configure on the *Control / Settings* channel apply to both Strobe A and Strobe B.



3. 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.
- Adjustments made on the Control / Settings channel apply to both Strobe A and Strobe B.



DMX Mode 1: RGBW Strobe

32 DMX Channels

Channel	Command		DMX range	Percent %	Default DMX	Fade		
STROBE A 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' on page 45						
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

STROBE A 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

STROBE B Global RGBW strobe

17	Global intensity coarse	RGBW intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
18	Global intensity fine							
19	Global flash duration	Flash duration short → long	0	255	0	100	0	Fade
20	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
21	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				
22	No function							
23	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		
24	Red intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
25	Green intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue intensity	Intensity 0 → 100%	0	255	0	100	0	Fade
27	White intensity	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B Background color

28	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
29	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
30	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
31	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
32	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 2: W Strobe + RGB Strobe

68 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
STROBE A 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' on page 45						
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

STROBE A 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

STROBE A 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

STROBE B White strobe with FX

35	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
36	White intensity fine							
37	White flash duration	Flash duration short → long	0	255	0	100	0	Fade
38	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
39	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		
<i>No function</i>	240	247	94.1	96.9				
Random pattern	248	251	97.3	98.4				
Random pixel	252	255	98.8	100				
40	<i>No function</i>							
41	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		
		<i>No function</i>	212	247	83.1	100		
42	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
		<i>No function</i>	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



43	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
44	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		
45	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
46	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

STROBE B RGB strobe with FX

47	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
48	RGB intensity fine							
49	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
50	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
51	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			

52	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		
53	Red	Intensity 0 → 100%	0	255	0	100	0	Fade
54	Green	Intensity 0 → 100%	0	255	0	100	0	Fade
55	Blue	Intensity 0 → 100%	0	255	0	100	0	Fade
56	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		
57	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
58	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
59	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		
60	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
61	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
62	RGB strobe phase	RGB strobe timing shift 0° → 359° relative to White strobe	0	255	0	100	0	Fade
63	RGB pattern phase	RGB pattern timing shift 0° → 359° relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

64	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
65	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
66	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
67	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
68	White background	Intensity 0 → 100%	0	255	0	100	0	Fade



DMX Mode 3: W Strobe + RGB Pixel

168 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
STROBE A 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' on page 45						
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

STROBE A 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

STROBE A Background color

20	Intensity backgd.	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

STROBE A 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	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
81	Blue segment 19							
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

STROBE B White strobe with FX patterns

85	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
86	White intensity fine							
87	White flash duration	Flash duration short → long	0	255	0	100	0	Fade
88	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
89	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				
90	No function							

91	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		
92	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
93	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
94	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		
95	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
96	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

STROBE B RGB segments overall control

97	RGB intensity coarse	Intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
98	RGB intensity fine							
99	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
100	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
101	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		
102	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		
103	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

104	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
105	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
106	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
107	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
108	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B RGB segments individual control (upper and lower halves controlled as one pixel)

109	Red segment 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
110	Green segment 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
111	Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
112	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
165	Blue segment 19							
166	Red segment 20	Red intensity 0 → 100%	0	255	0	100	0	Fade
167	Green segment 20	Green intensity 0 → 100%	0	255	0	100	0	Fade
168	Blue segment 20	Blue intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 4: White + RGB Strobes + W Pixel

94 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
STROBE A 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' on page 45						

STROBE A 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

STROBE A Background color

23	Intensity backgd.	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

STROBE A White segments individual control

28	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
29	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...							
46	White segment 19							
47	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White segments overall control

48	Global intensity coarse	Overall intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
49	Global intensity fine							
50	Global duration	Flash duration short → long	0	255	0	100	0	Fade
51	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
52	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		
53	No function							

STROBE B RGB strobe with FX patterns

54	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
55	RGB intensity fine							
56	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
57	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



58	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				
59	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		
60	Red	Intensity 0 → 100%	0	255	0	100	0	Fade
61	Green	Intensity 0 → 100%	0	255	0	100	0	Fade
62	Blue	Intensity 0 → 100%	0	255	0	100	0	Fade
63	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		
64	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
65	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
66	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		

67	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
68	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
69	RGB strobe phase	RGB strobe timing shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

70	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
71	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
72	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
73	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
74	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White segments individual control

75	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
76	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
93	White segment 19							
94	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

DMX Mode 5: Multipix

196 DMX Channels

Channel	Command		DMX range	Percent %	Default DMX	Fade		
STROBE A 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' on page 45						

STROBE A 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

STROBE A 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

STROBE A White segments individual control

19	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
20	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
37	White segment 19							
38	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE A 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	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
95	Blue segment 19							
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

STROBE B White segments overall control

99	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
100	White intensity fine							
101	White duration	Flash duration short → long	0	255	0	100	0	Fade
102	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



103	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				
104	No function							

STROBE B RGB segments overall control

105	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
106	RGB intensity fine							
107	RGB duration	Flash duration short → long	0	255	0	100	0	Fade
108	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
109	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				
110	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		
111	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

112	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
113	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
114	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
115	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
116	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White segments individual control

117	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
118	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
135	White segment 19							
136	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B RGB segments individual control (upper and lower halves controlled as one pixel)

137	Red segment 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
138	Green segment 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
139	Blue segment 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
140	Red segment 02	RGB segments in order, intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
193	Blue segment 19							
194	Red segment 20	Red intensity 0 → 100%	0	255	0	100	0	Fade
195	Green segment 20	Green intensity 0 → 100%	0	255	0	100	0	Fade
196	Blue segment 20	Blue intensity 0 → 100%	0	255	0	100	0	Fade



DMX Mode 6: Multipix Advanced

316 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
STROBE A 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' on page 45						

STROBE A 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

STROBE A 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

STROBE A White segments individual control

19	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
20	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
37	White segment 19							
38	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE A 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	Red segt. upper 02	RGB segments upper halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
93	Blue segt. upper 20							
94	Red segt. lower 21	RGB segments lower halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
155	Blue segt. lower 39							
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



STROBE B White segments overall control

159	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
160	White intensity fine							
161	White duration	Flash duration short → long	0	255	0	100	0	Fade
162	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
163	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				
164	No function							

STROBE B RGB segments overall control

165	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
166	RGB intensity fine							
167	RGB flash duration	Flash duration short → long	0	255	0	100	0	Fade
168	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
169	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				

170	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		
171	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

172	Intensity backgd.	Intensity 0 → 100%	0	255	0	100	0	Fade
173	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
174	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
175	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
176	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White segments individual control

177	White segment 01	White intensity 0 → 100%	0	255	0	100	0	Fade
178	White segment 02	White segments in order: intensity 0 → 100%	0	255	0	100	0	Fade
...	...							
195	White segment 19							
196	White segment 20	White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B RGB segments individual control (upper and lower halves controlled separately)

197	Red segment upper 01	Red intensity 0 → 100%	0	255	0	100	0	Fade
198	Green segment upper 01	Green intensity 0 → 100%	0	255	0	100	0	Fade
199	Blue segment upper 01	Blue intensity 0 → 100%	0	255	0	100	0	Fade
200	Red segt. upper 02	RGB segments upper halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
256	Blue segt. upper 20							
257	Red segt. lower 21	RGB segments lower halves in order, intensity 0-100%	0	255	0	100	0	Fade
...	...							
313	Blue segt. lower 39							
314	Red segment lower 40	Red intensity 0-100%	0	255	0	100	0	Fade
315	Green segment lower 40	Green intensity 0-100%	0	255	0	100	0	Fade
316	Blue segment lower 40	Blue intensity 0-100%	0	255	0	100	0	Fade



DMX Mode 7: Multipix Quadpix

76 DMX Channels

Channel	Command	DMX range	Percent %	Default DMX	Fade			
STROBE A 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' on page 45						

STROBE A 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

STROBE A 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

STROBE A White quad segments

19	White quad segment 1	Segments 1-4 White intensity 0 → 100%	0	255	0	100	0	Fade
20	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

STROBE A RGB quad segments

24	Red quad segment 1	Segments 1-4 Red intensity 0 → 100%	0	255	0	100	0	Fade
25	Green quad segment 1	Segments 1-4 Green intensity 0 → 100%	0	255	0	100	0	Fade
26	Blue quad segment 1	Segments 1-4 Blue intensity 0 → 100%	0	255	0	100	0	Fade
27	Red quad segment 2	Segments 5-8 Red intensity 0 → 100%	0	255	0	100	0	Fade
28	Green quad segment 2	Segments 5-8 Green intensity 0 → 100%	0	255	0	100	0	Fade
29	Blue quad segment 2	Segments 5-8 Blue intensity 0 → 100%	0	255	0	100	0	Fade



30	Red quad segment 3	Segments 9-12 Red intensity 0 → 100%	0	255	0	100	0	Fade
31	Green quad segment 3	Segments 9-12 Green intensity 0 → 100%	0	255	0	100	0	Fade
32	Blue quad segment 3	Segments 9-12 Blue intensity 0 → 100%	0	255	0	100	0	Fade
33	Red quad segment 4	Segments 13-16 Red intensity 0 → 100%	0	255	0	100	0	Fade
34	Green quad segment 4	Segments 13-16 Green intensity 0 → 100%	0	255	0	100	0	Fade
35	Blue quad segment 4	Segments 13-16 Blue intensity 0 → 100%	0	255	0	100	0	Fade
36	Red quad segment 5	Segments 17-20 Red intensity 0 → 100%	0	255	0	100	0	Fade
37	Green quad segment 5	Segments 17-20 Green intensity 0 → 100%	0	255	0	100	0	Fade
38	Blue quad segment 5	Segments 17-20 Blue intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White segments overall control

39	White intensity coarse	White intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
40	White intensity fine							
41	White duration	Flash duration short → long	0	255	0	100	0	Fade
42	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
43	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				
44	No function	No function	240	255	94.1	100		

STROBE B RGB segments overall control

45	RGB intensity coarse	RGB intensity 0 → 100% (16-bit)	0	65535	0	100	0	Fade
46	RGB intensity fine							
47	RGB flash duration	Flash duration short → long	0	255	0	100	0	Fade
48	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

49	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				
50	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		
51	RGB strobe phase	RGB strobe phase shift 0 → 359° offset relative to White strobe	0	255	0	100	0	Fade

STROBE B Background color

52	Intensity backgnd.	Intensity 0 → 100%	0	255	0	100	0	Fade
53	Red background	Intensity 0 → 100%	0	255	0	100	0	Fade
54	Green background	Intensity 0 → 100%	0	255	0	100	0	Fade
55	Blue background	Intensity 0 → 100%	0	255	0	100	0	Fade
56	White background	Intensity 0 → 100%	0	255	0	100	0	Fade

STROBE B White quad segments

57	White quad segment 1	Segments 1-4 White intensity 0 → 100%	0	255	0	100	0	Fade
58	White quad segment 2	Segments 5-8 White intensity 0 → 100%	0	255	0	100	0	Fade
59	White quad segment 3	Segments 9-12 White intensity 0 → 100%	0	255	0	100	0	Fade
60	White quad segment 4	Segments 13-16 White intensity 0 → 100%	0	255	0	100	0	Fade
61	White quad segment 5	Segments 17-20 White intensity 0 → 100%	0	255	0	100	0	Fade

STROBE A RGB quad segments

62	Red quad segment 1	Segments 1-4 Red intensity 0 → 100%	0	255	0	100	0	Fade
63	Green quad segment 1	Segments 1-4 Green intensity 0 → 100%	0	255	0	100	0	Fade
64	Blue quad segment 1	Segments 1-4 Blue intensity 0 → 100%	0	255	0	100	0	Fade
65	Red quad segment 2	Segments 5-8 Red intensity 0 → 100%	0	255	0	100	0	Fade
66	Green quad segment 2	Segments 5-8 Green intensity 0 → 100%	0	255	0	100	0	Fade
67	Blue quad segment 2	Segments 5-8 Blue intensity 0 → 100%	0	255	0	100	0	Fade

68	Red quad segment 3	Segments 9-12 Red intensity 0 → 100%	0	255	0	100	0	Fade
69	Green quad segment 3	Segments 9-12 Green intensity 0 → 100%	0	255	0	100	0	Fade
70	Blue quad segment 3	Segments 9-12 Blue intensity 0 → 100%	0	255	0	100	0	Fade
71	Red quad segment 4	Segments 13-16 Red intensity 0 → 100%	0	255	0	100	0	Fade
72	Green quad segment 4	Segments 13-16 Green intensity 0 → 100%	0	255	0	100	0	Fade
73	Blue quad segment 4	Segments 13-16 Blue intensity 0 → 100%	0	255	0	100	0	Fade
74	Red quad segment 5	Segments 17-20 Red intensity 0 → 100%	0	255	0	100	0	Fade
75	Green quad segment 5	Segments 17-20 Green intensity 0 → 100%	0	255	0	100	0	Fade
76	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. They apply to both Strobe A and Strobe B.

Channel	Command	DMX range		Percent %		Default DMX	Fade
6	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	116	44.7	45.5		
	Fixture Order. Normal (3 sec.)	117	119	45.9	46.7		
	Fixture Order. Reversed (3 sec.)	120	122	47.1	47.9		
	No function	123	140	48.2	54.9		
	Pixel Mirror: Off (3 sec.)	141	143	55.3	56.1		
	Pixel Mirror: x-mirror Strobes A+B (3 sec.)	144	146	56.5	57.3		
	Pixel Mirror: y-mirror Strobes A+B (3 sec.)	147	149	57.7	58.4		
	Pixel Mirror: x-y-mirror Strobes A+B (3 sec.)	150	152	58.8	59.6		
	Pixel Mirror: x-mirror Strobe A (3 sec.)	153	155	60.0	60.8		
	Pixel Mirror: y-mirror Strobe A (3 sec.)	156	158	61.2	62.0		
	Pixel Mirror: x-y-mirror Strobe A (3 sec.)	159	161	62.4	63.1		
	Pixel Mirror: x-mirror Strobe B (3 sec.)	162	164	63.5	64.3		
	Pixel Mirror: y-mirror Strobe B (3 sec.)	165	167	64.7	65.5		
	Pixel Mirror: x-y-mirror Strobe B (3 sec.)	168	170	65.9	66.7		
	No function	171	173	67.1	67.8		
	Background color: Override (3 sec.)	174	176	68.2	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
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.

