

DMX Channel Index

impression FR2 Wash

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Fixture software version TBC

GLP German Light Products

Document revisions

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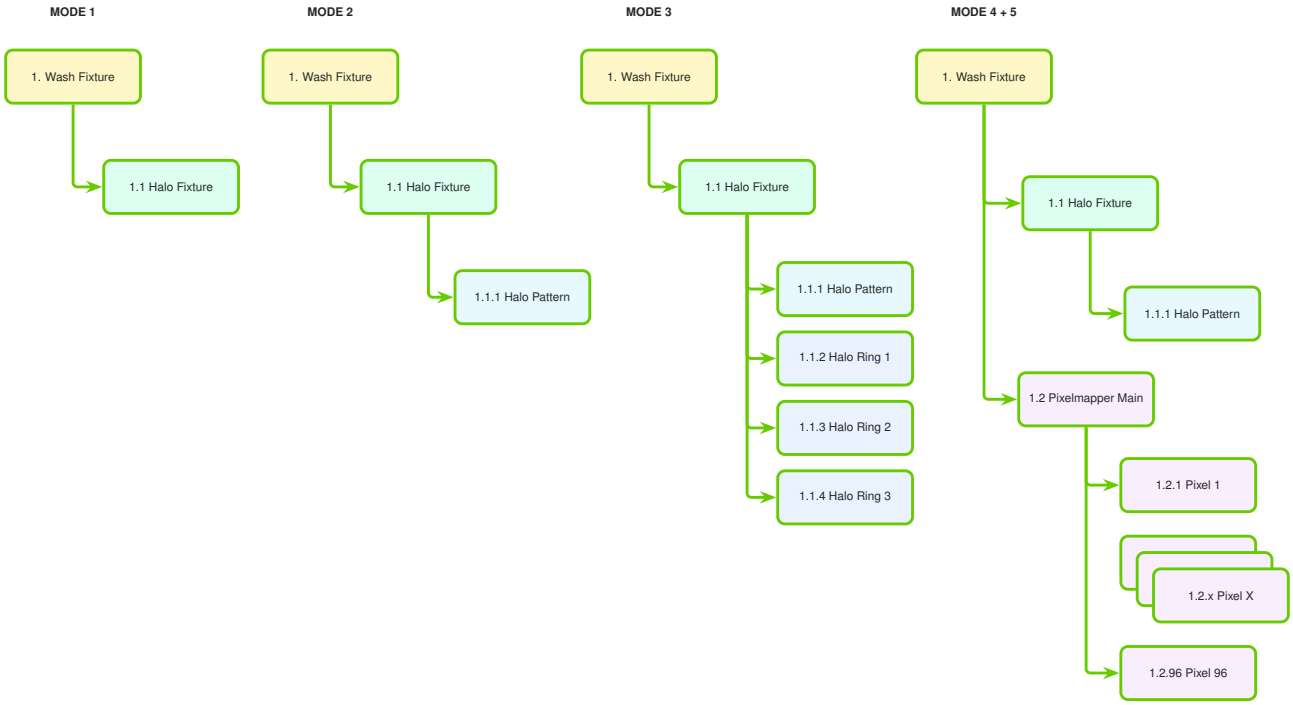
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1. Main Fixture and Halo layers



Device tree of the FR2

The fixture is divided into layers. The DMX chart color-codes them:

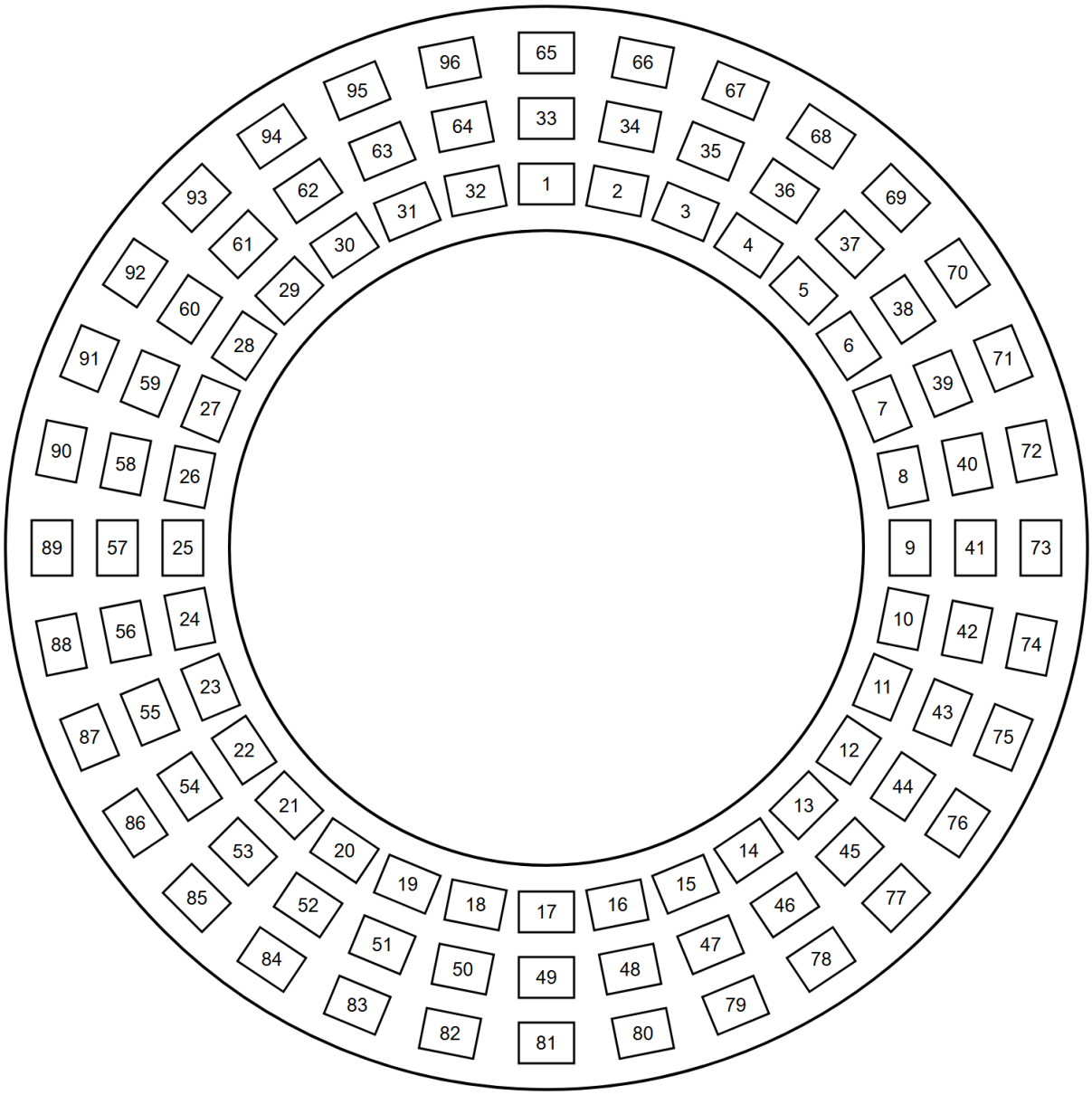
- **Wash fixture** – the main 150 W RGBL source: pan, tilt, intensity, shutter, zoom, color mixing and the Control/Settings channel.
- **Halo LEDs** – the halo (FX LED layer) used as a background color with its own intensity and shutter.
- **Halo FX** – the pattern engine that drives the halo with patterns.
- **Halo Rings** – RGBW control of the inner, middle and outer ring.
- **Halo Pixelmapper Main** and **Halo Pixels** – pixel mapping with its own intensity and shutter, and individual pixel control.

Three engines can drive the halo RGB value: Main, Pattern (internal FX engine) and Pixel engine. The Mix Prio channel sets how their values are combined; by default the highest value wins (HTP).

2. Pixel layout

The halo has pixels in three rings. The DMX chart numbers 96 pixels (3 rings $\times$ 32): pixel n, $n + 32$ and $n + 64$ (n = 1 to 32) sit at the same position in the inner, middle and outer ring.

In Mode 5 one set of RGBW channels controls all three of these pixels; in Mode 6 each of the 96 pixels has its own RGBW channels.



Pixel numbering

3. DMX control modes overview

The impression FR2 Wash offers six DMX control modes.

High-resolution (16-bit) channels include pan, tilt, intensity and color.

Mode	Name	Channels	Contents
1	Compact	20	Pan/tilt, intensity, shutter, zoom, Control/Settings, single-channel color control and a halo LED group (intensity, shutter, RGBW).
2	Basic	30	16-bit color (RGB or RGBL), CTC, CQC, M/G-Shift, tungsten effect, and the halo LED group with 16-bit intensity and RGBW background color.
3	FX	42	As Basic plus Mix Prio and the halo pattern engine (intensity, shutter, RGBW, pattern select, speed, crossfade, transition).
4	Rings	54	As FX plus RGBW color control of the three halo rings (inner, middle, outer).
5	Single Ring	173	As FX plus pixel mapper intensity and shutter and RGBW control of 32 pixel groups; each control is applied to pixel n, $n + 32$ and $n + 64$.
6	Ludicrous Pixel	429	As FX plus pixel mapper intensity and shutter and individual RGBW control of all 96 halo pixels.

Channel overview

Cell colors show the layer a channel belongs to:

Color	Meaning
	Wash fixture
	Halo LEDs
	Halo FX
	Halo Pixelmapper Main
	Halo Pixels
	Halo Rings

CH	Mode1 Compact 20 CH	Mode2 Basic 30 CH	Mode3 FX 42 CH	Mode4 Rings 54 CH	Mode5 Single Ring 45 + 4*32= 173 CH	Mode6 Ludicrous Pixel 45 + 4*96= 429 CH
1	Pan Coarse	Pan Coarse	Pan Coarse	Pan Coarse	Pan Coarse	Pan Coarse
2	Pan Fine	Pan Fine	Pan Fine	Pan Fine	Pan Fine	Pan Fine
3	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed
4	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode
5	Tilt Coarse	Tilt Coarse	Tilt Coarse	Tilt Coarse	Tilt Coarse	Tilt Coarse
6	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine
7	Intensity	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse
8	Shutter	Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine
9	Zoom	Shutter	Shutter	Shutter	Shutter	Shutter
10	Control/Setting	Zoom	Zoom	Zoom	Zoom	Zoom
11	[1] RGB - Red [2] RGBL - Red	Control/Setting	Control/Setting	Control/Setting	Control/Setting	Control/Setting
12	[1] RGB - Green [2] RGBL - Green	[1] RGB - Red coarse [2] RGBL - Red coarse	[1] RGB - Red coarse [2] RGBL - Red coarse	[1] RGB - Red coarse [2] RGBL - Red coarse	[1] RGB - Red coarse [2] RGBL - Red coarse	[1] RGB - Red coarse [2] RGBL - Red coarse
13	[1] RGB - Blue [2] RGBL - Blue	[1] RGB - Red fine [2] RGBL - Red fine	[1] RGB - Red fine [2] RGBL - Red fine	[1] RGB - Red fine [2] RGBL - Red fine	[1] RGB - Red fine [2] RGBL - Red fine	[1] RGB - Red fine [2] RGBL - Red fine
14	[1] RGB - not used [2] RGBL - Lime	[1] RGB - Green coarse [2] RGBL - Green coarse	[1] RGB - Green coarse [2] RGBL - Green coarse	[1] RGB - Green coarse [2] RGBL - Green coarse	[1] RGB - Green coarse [2] RGBL - Green coarse	[1] RGB - Green coarse [2] RGBL - Green coarse
15	Intensity	[1] RGB - Green fine [2] RGBL - Green fine	[1] RGB - Green fine [2] RGBL - Green fine	[1] RGB - Green fine [2] RGBL - Green fine	[1] RGB - Green fine [2] RGBL - Green fine	[1] RGB - Green fine [2] RGBL - Green fine
16	Shutter	[1] RGB - Blue coarse [2] RGBL - Blue coarse	[1] RGB - Blue coarse [2] RGBL - Blue coarse	[1] RGB - Blue coarse [2] RGBL - Blue coarse	[1] RGB - Blue coarse [2] RGBL - Blue coarse	[1] RGB - Blue coarse [2] RGBL - Blue coarse
17	Red	[1] RGB - Blue fine [2] RGBL - Blue fine	[1] RGB - Blue fine [2] RGBL - Blue fine	[1] RGB - Blue fine [2] RGBL - Blue fine	[1] RGB - Blue fine [2] RGBL - Blue fine	[1] RGB - Blue fine [2] RGBL - Blue fine
18	Green	[1] RGB - not used [2] RGBL - Lime coarse	[1] RGB - not used [2] RGBL - Lime coarse	[1] RGB - not used [2] RGBL - Lime coarse	[1] RGB - not used [2] RGBL - Lime coarse	[1] RGB - not used [2] RGBL - Lime coarse
19	Blue	[1] RGB - not used [2] RGBL - Lime fine	[1] RGB - not used [2] RGBL - Lime fine	[1] RGB - not used [2] RGBL - Lime fine	[1] RGB - not used [2] RGBL - Lime fine	[1] RGB - not used [2] RGBL - Lime fine
20	White	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control
21		CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control
22		M/G-Shift	M/G-Shift	M/G-Shift	M/G-Shift	M/G-Shift
23		Tungsten Effect	Tungsten Effect	Tungsten Effect	Tungsten Effect	Tungsten Effect
24		Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse
25		Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine
26		Shutter	Shutter	Shutter	Shutter	Shutter
27		Background Red	Background Red	Background Red	Background Red	Background Red
28		Background Green	Background Green	Background Green	Background Green	Background Green
29		Background Blue	Background Blue	Background Blue	Background Blue	Background Blue
30		Background White	Background White	Background White	Background White	Background White
31			Mix Prio	Mix Prio	Mix Prio	Mix Prio
32			Pattern Engine Intensity coarse	Pattern Engine Intensity coarse	Pattern Engine Intensity coarse	Pattern Engine Intensity coarse
33			Pattern Engine Intensity fine	Pattern Engine Intensity fine	Pattern Engine Intensity fine	Pattern Engine Intensity fine
34			Pattern Shutter	Pattern Shutter	Pattern Shutter	Pattern Shutter
35			Pattern Red	Pattern Red	Pattern Red	Pattern Red
36			Pattern Green	Pattern Green	Pattern Green	Pattern Green
37			Pattern Blue	Pattern Blue	Pattern Blue	Pattern Blue
38			Pattern White	Pattern White	Pattern White	Pattern White
39			Pattern Select	Pattern Select	Pattern Select	Pattern Select

CH	Mode1 Compact 20 CH	Mode2 Basic 30 CH	Mode3 FX 42 CH	Mode4 Rings 54 CH	Mode5 Single Ring 45 + 4*32= 173 CH	Mode6 Ludicrous Pixel 45 + 4*96= 429 CH
40			Pattern Speed	Pattern Speed	Pattern Speed	Pattern Speed
41			Pattern X-Fade	Pattern X-Fade	Pattern X-Fade	Pattern X-Fade
42			Pattern Transition	Pattern Transition	Pattern Transition	Pattern Transition
43				Ring 1 Red (inner)	Pixelmapper Intensity coarse	Pixelmapper Intensity coarse
44				Ring 1 Green (inner)	Pixelmapper Intensity fine	Pixelmapper Intensity fine
45				Ring 1 Blue (inner)	Pixelmapper shutter	Pixelmapper shutter
46				Ring 1 White (inner)	Pixel 1 + 33 + 65 Red	Pixel 1 Red
47				Ring 2 Red (middle)	Pixel 1 + 33 + 65 Green	Pixel 1 Green
48				Ring 2 Green (middle)	Pixel 1 + 33 + 65 Blue	Pixel 1 Blue
49				Ring 2 Blue (middle)	Pixel 1 + 33 + 65 White	Pixel 1 White
50				Ring 2 White (middle)	Pixel 2 + 34 + 66 Red	Pixel 2 Red
51				Ring 3 Red (outer)	Pixel 2 + 34 + 66 Green	Pixel 2 Green
52				Ring 3 Green (outer)	Pixel 2 + 34 + 66 Blue	Pixel 2 Blue
53				Ring 3 Blue (outer)	Pixel 2 + 34 + 66 White	Pixel 2 White
54				Ring 3 White (outer)	Pixel 3 + 35 + 67 Red	Pixel 3 Red
...					.... (other pixels)	.... (other 95 pixels)
173					Pixel 32 + 64 + 96 White	
...						
428						Pixel 96 Blue
429						Pixel 96 White

4. DMX control channel layout

The following tables give the values of each function. Slot style “snap” means the value changes instantly; “fade” means it changes smoothly across the range. “3 s hold” means a Control/Setting value must be held for 3 seconds.

Pan & Tilt

Function	DMX from	DMX to	Slot style	Note
Tilt coarse	0	65535	fade	
Tilt fine				
Pan coarse	0	65535	fade	
Pan fine				

Pan/Tilt Motor Speed

Function	DMX from	DMX to	Slot style	Note
Tracking/Fastest Speed	0	0	snap	default
Fast > Slow	1	253	Fade	
Slowest speed	254	254	snap	
Stopped	255	255	snap	at current position, both in indexing & continuous rotation

Pan/Tilt Motor Mode

Function	DMX from	DMX to	Slot style	Note
Indexing -360>+360 (conventional)	0	9	snap	default
Indexing -360>+360 (shortest path)	10	19	snap	
Continuous Rotation CW, stop spinout	20	29	snap	stop behavior is set how to return from continuous rotation back to indexing spinout = slow down in CW rotation to the indexing position
Continuous Rotation CW, stop shortcut	30	39	snap	shortcut = take shortest path from current position to indexed position (might take a high jerk load)
Continuous Rotation CCW, stop spinout	40	49	snap	spinout = slow down in CCW rotation to the indexing position
Continuous Rotation CCW, stop shortcut	50	59	snap	shortcut = take shortest path from current position to indexed position (might take a high jerk load)

Function	DMX from	DMX to	Slot style	Note
unused	60	255		

Pattern Select

Pattern select	Pattern editor	DMX from	DMX to	Slot style	Controller default	Notes
Idle	1	0	9	snap	0	All Pixel
Static Pattern 01	2	10	11	snap		Ring 1
Static Pattern 02	3	12	13	snap		Ring 2
Static Pattern 03	4	14	15	snap		Ring 3
Static Pattern 04	5	16	17	snap		Q1
Static Pattern 05	6	18	19	snap		Q2
Static Pattern 06	7	20	21	snap		Q3
Static Pattern 07	8	22	23	snap		Q4
Static Pattern 08	9	24	25	snap		QOdd
Static Pattern 09	10	26	27	snap		QEven
Static Pattern 10	11	28	29	snap		L
Static Pattern 11	12	30	31	snap		R
Static Pattern 12	13	32	33	snap		U
Static Pattern 13	14	34	35	snap		D
Static Pattern 14	15	36	37	snap		Eight 1
Static Pattern 15	16	38	39	snap		Eight 2
Static Pattern 16	17	40	41	snap		Eight 3
Static Pattern 17	18	42	43	snap		Eight 4
Static Pattern 18	19	44	45	snap		Eight 5
Static Pattern 19	20	46	47	snap		Eight 6
Static Pattern 20	21	48	49	snap		Eight 7
Static Pattern 21	22	50	51	snap		Eight 8
Static Pattern 22	23	52	53	snap		Eight Odd
Static Pattern 23	24	54	55	snap		Eight Even
Static Pattern 24	25	56	57	snap		Eight 1/4th 1
Static Pattern 25	26	58	59	snap		Eight 1/4th 2
Static Pattern 26	27	60	61	snap		Eight 1/4th 3
Static Pattern 27	28	62	63	snap		Eight 1/4th 4
Static Pattern 28	29	64	65	snap		Sixteenth 1/8th 1
Static Pattern 29	30	66	67	snap		Sixteenth 1/8th 2
Static Pattern 30	31	68	69	snap		Sixteenth 1/8th 3
Static Pattern 31	32	70	71	snap		Sixteenth 1/8th 4
Static Pattern 32	33	72	73	snap		Sixteenth 1/8th 5
Static Pattern 33	34	74	75	snap		Sixteenth 1/8th 6
Static Pattern 34	35	76	77	snap		Sixteenth 1/8th 7
Static Pattern 35	36	78	79	snap		Sixteenth 1/8th 8
Static Pattern 36	37	80	81	snap		Sixteenth 1/4th 1
Static Pattern 37	38	82	83	snap		Sixteenth 1/4th 2
Static Pattern 38	39	84	85	snap		Sixteenth 1/4th 3
Static Pattern 39	40	86	87	snap		Sixteenth 1/4th 4
Static Pattern 40	41	88	89	snap		Sixteenth Odd
Static Pattern 41	42	90	91	snap		Sixteenth Even

Pattern select	Pattern editor	DMX from	DMX to	Slot style	Controller default	Notes
Dynamic Pattern 01	43	92	93	snap		Rings
Dynamic Pattern 02	44	94	95	snap		Rings In
Dynamic Pattern 03	45	96	97	snap		Rings Out
Dynamic Pattern 04	46	98	99	snap		X+
Dynamic Pattern 05	47	100	101	snap		Rings 1/8th CW offset
Dynamic Pattern 06	48	102	103	snap		Rings 1/8th CCW offset
Dynamic Pattern 07	49	104	105	snap		O/E
Dynamic Pattern 08	50	106	107	snap		Quadrants Jump
Dynamic Pattern 09	51	108	109	snap		Single Pixel Fill CW
Dynamic Pattern 10	52	110	111	snap		Single Pixel Fill/Whipe CW
Dynamic Pattern 11	53	112	113	snap		LR
Dynamic Pattern 12	54	114	115	snap		UD
Dynamic Pattern 13	55	116	117	snap		LineSeg 1/6 Quadrants
Dynamic Pattern 14	56	118	119	snap		LineSeg 1/12 Whole
Dynamic Pattern 15	57	120	121	snap		Center/LR
Dynamic Pattern 16	58	122	123	snap		LR/Center
Dynamic Pattern 17	59	124	125	snap		Single Pixel Loop CW
Dynamic Pattern 18	60	126	127	snap		Single Pixel Loop CCW
Dynamic Pattern 19	61	128	129	snap		2x4step Ring Growth
Dynamic Pattern 20	62	130	131	snap		Random 4pix cluster
Dynamic Pattern 21	63	132	133	snap		Odd Quadrant Jump
Dynamic Pattern 22	64	134	135	snap		LU Diagonal
Dynamic Pattern 23	65	136	137	snap		Random Double 4Pix Cluster
Dynamic Pattern 24	66	138	139	snap		Quadrant
Dynamic Pattern 25	67	140	141	snap		Quadrants O/E
Dynamic Pattern 26	68	142	143	snap		Odd Random Eights
Dynamic Pattern 27	69	144	145	snap		Eights
Dynamic Pattern 28	70	146	147	snap		Eights O/E
Dynamic Pattern 29	71	148	149	snap		Eights 1/4th
Dynamic Pattern 30	72	150	151	snap		Random Double Line In
Dynamic Pattern 31	73	152	153	snap		Sixteenths
Dynamic Pattern 32	74	154	155	snap		Sixteenths 1/8th
Dynamic Pattern 33	75	156	157	snap		Sixteenths 1/4th
Dynamic Pattern 34	76	158	159	snap		Sixteenths O/E
Dynamic Pattern 35	77	160	161	snap		Quadrant jump Ring In
Dynamic Pattern 36	78	162	163	snap		Random 8th Block Fill In
Dynamic Pattern 37	79	164	165	snap		Random Quad Line In
Dynamic Pattern 38	80	166	167	snap		Windowed Blocks
Dynamic Pattern 39	81	168	169	snap		4Window Growth
Dynamic Pattern 40	82	170	171	snap		Double Odd Growth
Dynamic Pattern 41	83	172	173	snap		8th Line Cross
Dynamic Pattern 42	84	174	175	snap		8th Line Offset
Dynamic Pattern 43	85	176	177	snap		ThirtyTwos
Dynamic Pattern 44	86	178	179	snap		ThirtyTwos 1/16
Dynamic Pattern 45	87	180	181	snap		ThirtyTwos 1/8
Dynamic Pattern 46	88	182	183	snap		ThirtyTwos 1/4
Dynamic Pattern 47	89	184	185	snap		ThirtyTwos O/E
Dynamic Pattern 48	90	186	187	snap		Whipe LR
Dynamic Pattern 49	91	188	189	snap		Whipe RL
Dynamic Pattern 50	92	190	191	snap		Whipe UD

Pattern select	Pattern editor	DMX from	DMX to	Slot style	Controller de-fault	Notes
Dynamic Pattern 51	93	192	193	snap		Whipe DU
Dynamic Pattern 52	94	194	195	snap		Bounce LR
Dynamic Pattern 53	95	196	197	snap		Bounce RL
Dynamic Pattern 54	96	198	199	snap		Bounce UD
Dynamic Pattern 55	97	200	201	snap		Bounce DU
Dynamic Pattern 56	98	202	203	snap		Ring Bounce Off
Dynamic Pattern 57	99	204	205	snap		4 Random Pixel
Dynamic Pattern 58	100	206	207	snap		Fill Up CW
Dynamic Pattern 59	101	208	209	snap		Fill/Whipe Up CW
Dynamic Pattern 60	102	210	211	snap		Fill Right CW
Dynamic Pattern 61	103	212	213	snap		Fill/Whipel Right CW
Dynamic Pattern 62	104	214	215	snap		Dyn62 - Fill Down CW
Dynamic Pattern 63	105	216	217	snap		Dyn63 - Fill/Whipe Down CW
Dynamic Pattern 64	106	218	219	snap		Dyn64 - Fill Left CW
Dynamic Pattern 65	107	220	221	snap		Dyn65 - Fill/Whipe Left CW
Dynamic Pattern 66	108	222	223	snap		Dyn66 - Fill Up CCW
Dynamic Pattern 67	109	224	225	snap		Dyn67 - Fill/Whipe Up CCW
Dynamic Pattern 68	110	226	227	snap		Dyn68 - Fill Right CCW
Dynamic Pattern 69	111	228	229	snap		Dyn69 - Fill/Whipe Right CCW
Dynamic Pattern 70	112	230	231	snap		Dyn70 - Fill Down CCW
Dynamic Pattern 71	113	232	233	snap		Dyn71 - Fill/Whipe Down CCW
Dynamic Pattern 72	114	234	235	snap		Dyn72 - Fill Left CCW
Dynamic Pattern 73	115	236	237	snap		Dyn73 - Fill/Whipe Left CCW
Dynamic Pattern 74	116	238	239	snap		Dyn74 - Fill LR
Dynamic Pattern 75	117	240	241	snap		Dyn75 - Fill/Whipe LR
Dynamic Pattern 76	118	242	243	snap		Dyn76 - Fill RL
Dynamic Pattern 77	119	244	245	snap		Dyn77 - Fill/Whipe RL
Dynamic Pattern 78	120	246	247	snap		Dyn78 - Fill UD
Dynamic Pattern 79	121	248	249	snap		Dyn79 - Fill/Whipe UD
Dynamic Pattern 80	122	250	251	snap		Dyn80 - Fill DU
Dynamic Pattern 81	123	252	253			Dyn81 - Fill/Whipe DU
Random Pixel Pattern		254	255			Random Pixel Pattern

Pattern Step/Speed

Function	DMX from	DMX to	Slot style	Note
Continuous Movement (Loop)				
Stop (First Pattern Step)	0	2	snap	
CW fast - slow (run Pattern Step 1..n)	3	63	fade	
Stop at current position	64	66	snap	
CCW slow - fast (run Pattern Step n..1)	67	127	fade	
Select specific Movement Steps				
Pattern Step 01	128	129	snap	

Function	DMX from	DMX to	Slot style	Note
Pattern Step 02	130	131	snap	
Pattern Step 03	132	133	snap	
Pattern Step 04	134	135	snap	
Pattern Step 05	136	137	snap	
Pattern Step 06	138	139	snap	
Pattern Step 07	140	141	snap	
Pattern Step 08	142	143	snap	
Pattern Step 09	144	145	snap	
Pattern Step 10	146	147	snap	
Pattern Step 11	148	149	snap	
Pattern Step 12	150	151	snap	
Pattern Step 13	152	153	snap	
Pattern Step 14	154	155	snap	
Pattern Step 15	156	157	snap	
Pattern Step 16	158	159	snap	
Pattern Step 17	160	161	snap	
Pattern Step 18	162	163	snap	
Pattern Step 19	164	165	snap	
Pattern Step 20	166	167	snap	
Pattern Step 21	168	169	snap	
Pattern Step 22	170	171	snap	
Pattern Step 23	172	173	snap	
Pattern Step 24	174	175	snap	
Pattern Step 25	176	177	snap	
Pattern Step 26	178	179	snap	
Pattern Step 27	180	181	snap	
Pattern Step 28	182	183	snap	
Pattern Step 29	184	185	snap	
Pattern Step 30	186	187	snap	
Pattern Step 31	188	189	snap	
Pattern Step 32	190	191	snap	
Pattern Step 33	192	193	snap	
Pattern Step 34	194	195	snap	
Pattern Step 35	196	197	snap	
Pattern Step 36	198	199	snap	
Pattern Step 37	200	201	snap	
Pattern Step 38	202	203	snap	
Pattern Step 39	204	205	snap	
Pattern Step 40	206	207	snap	
Pattern Step 41	208	209	snap	
Pattern Step 42	210	211	snap	
Pattern Step 43	212	213	snap	
Pattern Step 44	214	215	snap	

Function	DMX from	DMX to	Slot style	Note
Pattern Step 45	216	217	snap	
Pattern Step 46	218	219	snap	
Pattern Step 47	220	221	snap	
Pattern Step 48	222	223	snap	
Pattern Step 49	224	225	snap	
Pattern Step 50	226	227	snap	
Pattern Step 51	228	229	snap	
Pattern Step 52	230	231	snap	
Pattern Step 53	232	233	snap	
Pattern Step 54	234	235	snap	
Pattern Step 55	236	237	snap	
Pattern Step 56	238	239	snap	
Pattern Step 57	240	241	snap	
Pattern Step 58	242	243	snap	
Pattern Step 59	244	245	snap	
Pattern Step 60	246	247	snap	
Step direction control				
Next Step A	248	249	snap	
Next Step B	250	251	snap	
Previous Step A	252	253	snap	
Previous Step B	254	255	snap	

Pattern Step Crossfade

Function	DMX from	DMX to	Slot style
Off (no Crossfade = Snap)	0	9	snap
XFade - Snap .. min. XFade .. max. XFade (Fade in and fade out time is identically)	10	127	fade
Off (no Crossfade = Snap)	128	137	snap
XFade with Tail - Snap .. min. XFade with Tail .. max. XFade with Tail (Fade-In time is shorter than Fade out time - this creates a shadow effect)	138	255	fade

Pattern Transition

Function	DMX from	DMX to	Slot style	Note
Off (Snap between different Patterns)	0	9	snap	Pattern A to Pattern B will snap
Normal Transition (snap .. fade 5s)	10	63	fade	Pattern A to Pattern B will crossfade 0-5s

Function	DMX from	DMX to	Slot style	Note
Off (Snap between different Patterns)	64	73	snap	Pattern A to Pattern B will snap
FOB Transition / Fade over Blackout (snap .. fade 5s)	74	127	fade	Pattern A to Pattern B will crossfade over Blackout 0-5s
Off (Snap between different Patterns)	128	137	snap	Pattern A to Pattern B will snap
FOF Transition / Fade over Full (snap .. fade 5s)	138	191	fade	Pattern A to Pattern B will crossfade over Full 0-5s
Off - reserved for additional feature	192	201		
No Transition Time - reserved for additional feature	202	255		

Mix Prio

The fixture has 3 engines for RGB Halo:

- Main
- Pattern or internal FX Engine
- Pixel Engine

Each of these have their own intensity control allowing to crossfade, this channel sets on how the values are combined to the final output value. The default behavior is HTP = highest takes precedence

Function	DMX from	DMX to	Slot style	Note
Main Module & Pattern & Pixel Engine (HTP) (Default value)	0	9	snap	the highest value of main- or pattern or pixel engine defines the resulting value.
Main Module Only	10	19	snap	The value of the pattern and pixel fixture will be ignored. The resulting value is the values of the main value.
Pattern Module Only	20	29	snap	The value of the main and pixel engine will be ignored. The resulting value is the values of the Pattern value.
Pixel Module Only	30	39	snap	The value of the main and pattern will be ignored. The resulting value is the values of the Pattern value.
Main & Pattern HTP + Pixel Module Module additive	40	49	snap	The main value and pattern will function HTP The value of the pixel engine will be added to this. The resulting value is the sum of both values.
Main & Pattern HTP - Pixel Module subtractive	50	59	snap	The main value and pattern will function HTP The value of the pixel engine will be subtracted from this.
Pixel Module - (Main & Pattern HTP) subtractive	60	69	snap	The main value and pattern will function HTP This value will be subtracted from the value of the pixel engine value.

Function	DMX from	DMX to	Slot style	Note
Main Module over Pixel Module Snap	70	79	snap	Output from the Pixel Engine Module stays in the background. Output from the Main fixture Module has higher priority and will not mix with the Pixel Engine color. As soon the output value of the main module is >0 the Pixel Engine will black out and the Main value will appear. Pattern Engine will HTP into the result
Pixel Module over Main & Pattern Module Snap	80	89	snap	Output from the Main & Pattern (HTP) fixture Module stays in the background. Output from the Pixel Modules has higher priority and will not mix with the main value. As soon the output value of the Pixel module is >0 the main & pattern value will black out and the pixel engine will appear.
Main & Pattern over Pixel Crossfade	90	99	snap	Output value from the Pixel fixture Modules stays in the background and the Output value from the Main & Pattern (HTP) module has higher priority. If you fade in a Main & Pattern (HTP) value, the Pixel value will crossfade to the Main value.
Pixel Module over Pixel Module Crossfade	100	109	snap	Output value from the Main & Pattern Module stays in the background and the Output value from the Pixel Modules has higher priority. If you fade in a Main value, the Pixel value will crossfade to the Main & Pattern value.
Not Used	110	127		Not used = Default value behavior
Main & Pattern (HTP) Module only	128	130	snap	
Crossfade . . .	. . .	. . .	fade	smooth fading
Main Module & Pattern & Pixel Module (HTP)	191	192	snap	(default value)
Crossfade . . .	. . .	. . .	fade	smooth fading
Pixel Module only	253	255	snap	

Shutter Halo/Pattern

Function	DMX from	DMX to	Slot style	Note
Closed	0	4	snap	Global Shutter for the whole fixture / full blackout or no visibility of Layer
Single Flash	5	9	fade	One Single Flash if Value Change within this range (005..009)
Pulse (slow-fast)	10	39	fade	Synchronized Pulse (Ramp- Up/Down) Effect / Speed adjustable from slow to fast within this range (010..039)
Pulse Open (slow- fast)	40	69	fade	Synchronized Pulse Open (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (040..069)

Function	DMX from	DMX to	Slot style	Note
Pulse Close (slow- fast)	70	99	fade	Synchronized Pulse Close (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (070..099)
Double-Flash (slow > fast)	100	129	fade	Synchronized Double Flash slow to fast (same as KNV) / Speed adjustable from slow to fast within this range (100..129)
Strobe Rnd Pixel (slow-fast)	130	159	fade	Random Strobe on Random Pixels slow to fast / Speed adjustable from slow to fast within this range (130..159)
Strobe Rnd all (slow-fast)	160	199	fade	Random Strobe on all Pixels slow to fast / Speed adjustable from slow to fast within this range (160..199)
Strobe Sync all Pixel (slow-fast)	200	250	fade	Synchronizes Strobe slow 1Hz to fast / Speed adjustable from slow to fast within this range (200..250)
Open	251	255	snap	Continuously on / layer fully visible

Shutter Main

Function	DMX from	DMX to	Slot style	Note
Closed	0	4	snap	Global Shutter for the whole fixture / full blackout or no visibility of Layer
Single Flash	5	9	fade	One Single Flash if Value Change within this range (005..009)
Pulse (slow-fast)	10	39	fade	Synchronized Pulse (Ramp- Up/Down) Effect / Speed adjustable from slow to fast within this range (010..039)
Pulse Open (slow- fast)	40	69	fade	Synchronized Pulse Open (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (040..069)
Pulse Close (slow- fast)	70	99	fade	Synchronized Pulse Close (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (070..099)
Double-Flash (slow > fast)	100	129	fade	Synchronized Double Flash slow to fast (same as KNV) / Speed adjustable from slow to fast within this range (100..129)
Strobe Rnd all (slow-fast)	130	199	fade	Random Strobe on all Pixels slow to fast / Speed adjustable from slow to fast within this range (130..199)
Strobe Sync all Pixel (slow-fast)	200	250	fade	Synchronizes Strobe slow 1Hz to fast / Speed adjustable from slow to fast within this range (200..250)
Open	251	255	snap	Continuously on / layer fully visible

Zoom

Function	DMX from	DMX to	Slot style	Note
Beam Angle	0	255	fade	narrow [000] . . . wide [255]

Control/Setting

Function	DMX from	DMX to	Slot style	Note
Idle	0	9	snap	
	10	11		
iQ.Service Connect ON	12	13	snap	Will wake up the GLP iQ.Mesh Module for 5 Minutes and enable the connectivity to the GLP iQ.Service App. As long as this value is active it will extend the 5 min period.
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S- Curve	24	25	snap	(3s hold)
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
No Signal: Blackout	46	47	snap	(3s hold) If DMX Fails, fixture will blackout
No Signal: Hold	48	49	snap	(3s hold) (DEFAULT) If DMX Fails, fixture will hold last DMX Value
No Signal: Replay Captured Scene	50	51	snap	(3s hold) If DMX Fails, fixture will run captured DMX Scene
Capture Scene	52	53	snap	(3s hold) Capture current DMX Scene für Stand-Alone
Fan Mode : Off	56	57	snap	(Limited Output) (3s hold) All Fans off - only necessery fans on low speed.
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode Medium	62	63	snap	(Limited Output) (3s hold)
Fan Mode: Low	64	65	snap	(Limited Output) (3s hold)
Position Feedback: OFF	92	93	snap	(3s hold) Will enable position Feedback
Position Feedback: ON	94	95	snap	(3s hold) (DEFAULT) Will disable Position Feedback
Tilt invert OFF	98	99	snap	(3s hold) (DEFAULT)
Tilt invert ON	100	101	snap	(3s hold)
Pan invert OFF	102	103	snap	(3s hold) (DEFAULT)
Pan invert ON	104	105	snap	(3s hold)
Tilt Disable: Off	106	107	snap	(3s hold) (DEFAULT)
Tilt Disable: on	108	109	snap	(3s hold)
Pan Disable: Off	110	111	snap	(3s hold)

Function	DMX from	DMX to	Slot style	Note
Pan Disable: on	112	113	snap	(3s hold)
Performance: Fast	130	131	snap	(3s Hold)
Performance: Normal	132	133	snap	(3s Hold) (DEFAULT)
Performance: Smooth	134	135	snap	(3s Hold)
RGB White Point: 8000K	138	139	snap	RGB-Mode Only (3s hold)
RGB White Point: 6500K	140	141	snap	RGB-Mode Only (3s hold) (Default)
RGB White Point: 5600K	142	143	snap	RGB-Mode Only (3s hold)
RGB White Point: 4200K	144	145	snap	RGB-Mode Only (3s hold)
RGB White Point: 3200K	146	147	snap	RGB-Mode Only (3s hold)
Color Mode: RGB [1]	166	167	snap	(3s hold) (DEFAULT)
Color Mode: RGBL [2]	168	169	snap	(3s hold)
Unused	170	179		
RGB Color Space: X5	180	181	snap	(3s hold)
RGB Color Space: FULL	182	183	snap	(3s hold) (DEFAULT)
RGB Color Space: Rec.2020	184	185	snap	(3s hold)
RGB Color Space: REC.709	186	187	snap	(3s hold)
RGB Color Space: DCI P3.65	188	189	snap	(3s hold)
Hibernation: OFF	190	191	snap	(3s hold) (DEFAULT) Fixture will perform a Reset
Hibernation: ON	192	193	snap	(3s hold)
Unused	194	195		
Pan Range: Normal	196	197	snap	Pan: 540° , Tilt: 230° (Default)
Pan Range: Extended	198	199	snap	Pan: 650° , Tilt: 230°
Pan Range: Dual	200	201	snap	Pan: -360>+360, Tile 230
Unused	202	213		
PWM Low (L)	214	215	snap	(3s hold)
PWM Optimal	216	217	snap	(Default) (3s hold)
PWM High1	218	219	snap	(3s hold)
PWM High2	220	221	snap	(3s hold)
PWM Max	222	223	snap	(3s hold)
Save as User Setting Preset 1	230	231	snap	(3s hold)
Save as User Setting Preset 2	232	233	snap	(3s hold)
Save as User Setting Preset 3	234	235	snap	(3s hold)
Load User Setting Preset 1	238	239	snap	(3s hold)
Load User Setting Preset 2	240	241	snap	(3s hold)
Load User Setting Preset 3	242	243	snap	(3s hold)
Load Settings Default	244	245	snap	(3s hold)
Reset P/T	250	251	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.
Reset HEAD	252	253	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.

Function	DMX from	DMX to	Slot style	Note
Reset ALL	254	255	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.

Magenta-Green-Shift

Function	DMX from	DMX to	Slot style	Note
Off - (no correction)	0	9	snap	neutral / no effect
full plus Magenta +100% (-0,1 Duv)	10	10	fade	
plus Magenta +99% .. + 1%	11	124		
neutral / no effect	125	140	snap	neutral / no effect
plus green +1% .. +99%	141	254	fade	
full plus green +100% (+ 0,1 Duv)	255	255		

CQC (Color Quality Control) / Saturation

Function	DMX from	DMX to	Slot style	Note
High Quality (HQ) (saturated color)	0	9	snap	White point is mixed with RGBL with focus on best Color Rendering Quality
crossfade	10	117	fade	If color is mixed, the crossfade will un- saturate the color
High Quality (HQ) (unsaturated color)	118	127	snap	fully unsaturated color with High Quality white Spectrum
High Output (HO) (unsaturated color)	128	137	snap	fully unsaturated color with High Output white Spectrum
crossfade	138	245	fade	will saturate the color
High Output (HO) (saturated color)	246	255	snap	White point is mixed with RGBL with focus on highest Output

CTC (Color Temperature Control)

Function	DMX from	DMX to	Slot style	Note
Open	0	10	Snap	Selected White Point
10000K	11	11	Snap	Fade through Colortemperatures of 1000K to 2500K steppless (interpolation)
9999..2501K	12	254	fade	
2500K	255	255	snap	

Tungsten (Tungsten Simulation Channel)

Function	DMX from	DMX to	Slot style	Note
Off	0	9	Snap	Selected White Point / No Red Shift or Delay while dimming
Tungsten ACL 250W/28V	10	19	Snap	Uses the color temperature of the selected reference light source and dims it with the time delay and red shift behavior of it . Tungsten simulation has higher priority than colormix, CTC and color wheel.
Tungsten Blinder 650W/120V	20	29	Snap	
Tungsten 750W/80V	30	39	Snap	
Tungsten 1000W/240 V	40	49	Snap	
Tungsten 1200W/240V	50	59	Snap	
Tungsten 2000W/230 V	60	69	Snap	
Tungsten 2500W/230 V	70	79	Snap	
Tungsten 5000W/230 V	80	89	Snap	
Not used (= Off)	90	120	–	
Off	120	139	Snap	Selected White Point / No Red Shift or Delay while dimming
FX Tungsten ACL 250W/28V	140	149	Snap	Uses currently set color temperature and dims it with the time delay and red shift behavior of the selected reference light source. If color wheel or CTO is enabled, the effect will combine it.
FX Tungsten Blinder 650W/120V	150	159	Snap	
FX Tungsten 750W/80V	160	169	Snap	
FX Tungsten 1000W/240 V	170	179	Snap	
FX Tungsten 1200W/240V	180	189	Snap	
FX Tungsten 2000W/230 V	190	199	Snap	
FX Tungsten 2500W/230 V	200	209	Snap	
FX Tungsten 5000W/230 V	210	219	Snap	
Not used (= Off)	220	255		

Main Color Control

Function	DMX from	DMX to	Slot style	Note
[1] RGB - Red coarse [2] RGBL - Red coarse	0	65535	fade	
[1] RGB - Red fine [2] RGBL - Red fine				
[1] RGB - Green coarse [2] RGBL - Green coarse	0	65535	fade	
[1] RGB - Green fine [2] RGBL - Green fine				
[1] RGB - Blue coarse [2] RGBL - Blue coarse	0	65535	fade	
[1] RGB - Blue fine [2] RGBL - Blue fine				
[1] RGB - not used [2] RGBL - Lime coarse	0	65535	fade	
[1] RGB - not used [2] RGBL - Lime fine				