

DMX Channel Index

Twyn

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GLP German Light Products

Document revisions

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GLP Twyn DMX Channel Index

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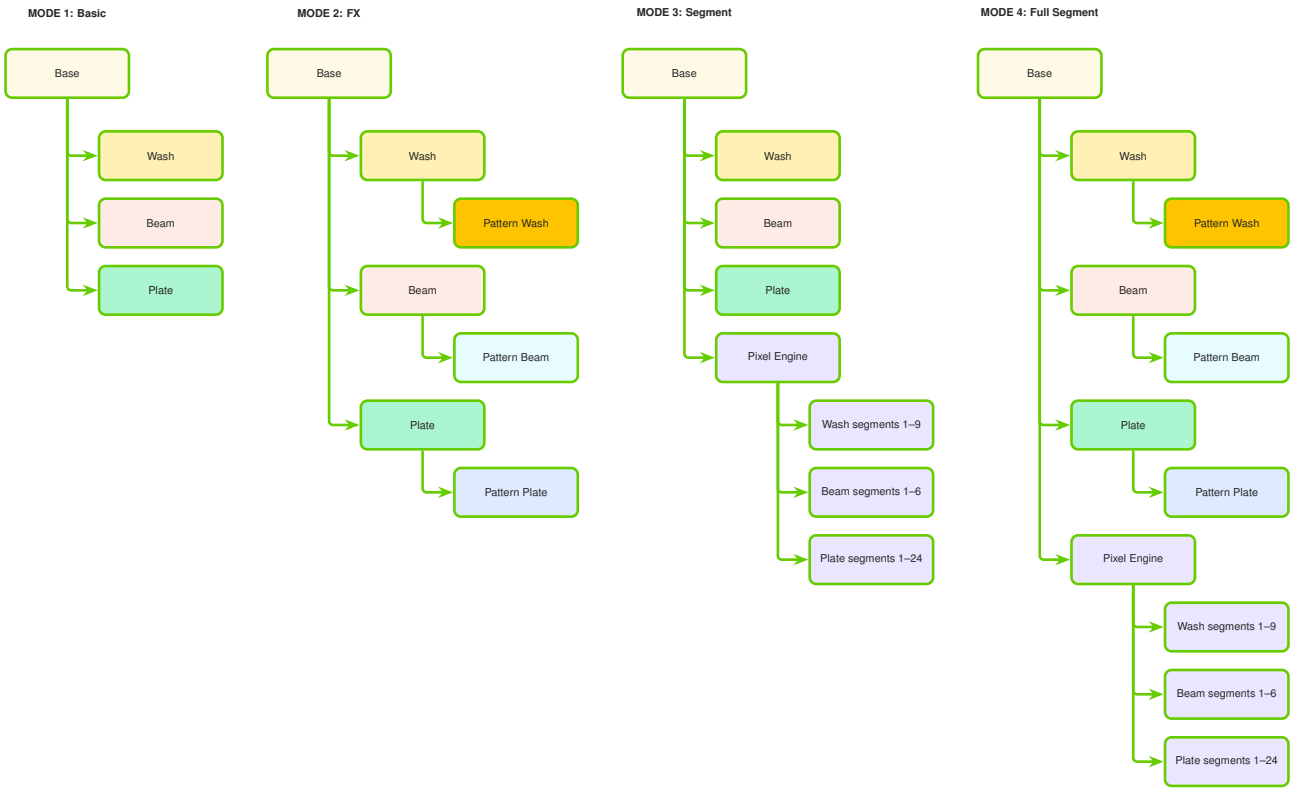
1. Fixture modules and layers

The Twyn has two light-emitting sides on one head: a wash side with 9 RGBL wash pixels, and a plate side with an RGBW plate and a strip of 6 strobe (beam) segments. Use the Tilt Offset channel to choose which side faces “front”.

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

- **Base module** – pan/tilt, motor speed and mode, tilt offset, Mix Prio and the Control/Setting channel.
- **Wash module** – the 9 RGBL wash pixels: 16-bit intensity, shutter, zoom, 16-bit RGBL color, CTC, tungsten effect, M/G-shift and CQC.
- **Beam module** – the strobe segments: 16-bit intensity, duration, rate and shutter mode.
- **Plate module** – the RGBW plate: 16-bit intensity, duration, rate, shutter mode and RGBW color.
- **Pattern Wash**, **Pattern Beam** and **Pattern Plate** – the internal FX (pattern) engines of the three modules.
- **Pixel Engine (PE)** – individual control of the wash, beam and plate segments, with its own intensity per module.

Up to three engines can drive the output of a module: Main, Pattern (internal FX engine) and Pixel Engine. The Mix Prio Beam, Mix Prio Plate and Mix Prio Wash channels set how their values are combined; by default the highest value wins (HTP).



Modules and engines of the Twyn per DMX mode

2. Pixel layout

The Twyn has:

- **Wash**: 9 RGBL wash pixels in a 3×3 grid.
- **Plate**: 24 RGBW segments in a 6×4 grid, numbered 1 to 24. Pixels 1 to 12 are above the beam strip, pixels 13 to 24 below it.
- **Beam**: 6 strobe pixels in a horizontal strip across the middle of the plate, numbered 1 to 6.

Pixel numbering runs from left to right and from top to bottom with Pixel Mirror and Segment Mirror set to Off. The plate numbering is seen with the product standing and the RGBW plate tilted towards the front.



Pixel numbering of the wash side (left) and of the plate and beam side (right)

3. DMX control modes overview

The following DMX control modes are available in the Twyn. Channels 1 to 43 (base, wash, beam and plate modules) are the same in all DMX modes; M1 does not use channels 11 to 13 (Mix Prio).

Mode	Name	Channels	Description
M1	Basic	43	Pan/tilt, Control/Setting, the wash module (16-bit intensity, shutter, zoom, 16-bit RGBL color, CTC, tungsten effect, M/G-shift, CQC), the beam module and the plate module (intensity, duration, rate, shutter mode; RGBW for the plate).
M2	FX	72	As M1 plus Mix Prio and the three pattern engines (Pattern Wash, Pattern Beam, Pattern Plate).
M3	Segment	187 (49 + 36 + 6 + 96)	As M1 plus Mix Prio, the 16-bit pixel engine intensity of wash, beam and plate, and individual control of all segments: 9 wash, 6 beam and 24 plate segments.
M4	Full Segment	216 (78 + 36 + 6 + 96)	As M2 (FX) plus the 16-bit pixel engine intensity of wash, beam and plate, and individual control of all segments.

Channel overview

Cell colors show the module a channel belongs to:

Color	Meaning
	Base module: pan/tilt and Control/Setting
	Wash module: 9 RGBL wash pixels
	Beam module: strobe pixels
	Plate module: RGBW pixels
	Pattern Wash: FX engine of the 40 W RGBL wash pixels
	Pattern Beam: FX engine of the strobe pixels
	Pattern Plate: FX engine of the RGBW plate pixels
	Pixel Engine (PE): individual segment/pixel control

CH	M1 Basic 43 CH	M2 FX 72 CH	M3 Segment 49 + 36 + 6 + 96 = 187 CH	M4 Full Segment 78 + 36 + 6 + 96 = 216 CH
1	Pan Coarse	Pan Coarse	Pan Coarse	Pan Coarse
2	Pan Fine	Pan Fine	Pan Fine	Pan Fine
3	Tilt Coarse	Tilt Coarse	Tilt Coarse	Tilt Coarse
4	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine
5	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed
6	Tilt Motor Speed	Tilt Motor Speed	Tilt Motor Speed	Tilt Motor Speed
7	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode
8	Tilt Motor Mode	Tilt Motor Mode	Tilt Motor Mode	Tilt Motor Mode
9	Tilt Offset	Tilt Offset	Tilt Offset	Tilt Offset
10	Control/Setting	Control/Setting	Control/Setting	Control/Setting
11	not used	Mix Prio Beam	Mix Prio Beam	Mix Prio Beam
12	not used	Mix Prio Plate	Mix Prio Plate	Mix Prio Plate
13	not used	Mix Prio Wash	Mix Prio Wash	Mix Prio Wash
14	Intensity Coarse	Intensity Coarse	Intensity Coarse	Intensity Coarse
15	Intensity Fine	Intensity Fine	Intensity Fine	Intensity Fine
16	Shutter	Shutter	Shutter	Shutter
17	Zoom	Zoom	Zoom	Zoom
18	RGBL - Red Coarse	RGBL - Red Coarse	RGBL - Red Coarse	RGBL - Red Coarse
19	RGBL - Red Fine	RGBL - Red Fine	RGBL - Red Fine	RGBL - Red Fine
20	RGBL - Green Coarse	RGBL - Green Coarse	RGBL - Green Coarse	RGBL - Green Coarse
21	RGBL - Green Fine	RGBL - Green Fine	RGBL - Green Fine	RGBL - Green Fine
22	RGBL - Blue Coarse	RGBL - Blue Coarse	RGBL - Blue Coarse	RGBL - Blue Coarse
23	RGBL - Blue Fine	RGBL - Blue Fine	RGBL - Blue Fine	RGBL - Blue Fine
24	RGBL - Lime Coarse	RGBL - Lime Coarse	RGBL - Lime Coarse	RGBL - Lime Coarse
25	RGBL - Lime Fine	RGBL - Lime Fine	RGBL - Lime Fine	RGBL - Lime Fine
26	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control
27	Tungsten Effect	Tungsten Effect	Tungsten Effect	Tungsten Effect
28	M/G-Shift	M/G-Shift	M/G-Shift	M/G-Shift
29	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control
30	Intensity (Module Beam)	Intensity (Module Beam)	Intensity (Module Beam)	Intensity (Module Beam)
31	Intensity Fine	Intensity Fine	Intensity Fine	Intensity Fine
32	Duration (Module Beam)	Duration (Module Beam)	Duration (Module Beam)	Duration (Module Beam)
33	Rate (Module Beam)	Rate (Module Beam)	Rate (Module Beam)	Rate (Module Beam)
34	Shutter Mode (Module Beam)	Shutter Mode (Module Beam)	Shutter Mode (Module Beam)	Shutter Mode (Module Beam)

CH	M1 Basic 43 CH	M2 FX 72 CH	M3 Segment 49 + 36 + 6 + 96 = 187 CH	M4 Full Segment 78 + 36 + 6 + 96 = 216 CH
35	Intensity (Plate)	Intensity (Plate)	Intensity (Plate)	Intensity (Plate)
36	Intensity Fine	Intensity Fine	Intensity Fine	Intensity Fine
37	Duration (Plate)	Duration (Plate)	Duration (Plate)	Duration (Plate)
38	Rate (Plate)	Rate (Plate)	Rate (Plate)	Rate (Plate)
39	Shutter Mode (Plate)	Shutter Mode (Plate)	Shutter Mode (Plate)	Shutter Mode (Plate)
40	Red (Plate)	Red (Plate)	Red (Plate)	Red (Plate)
41	Green (Plate)	Green (Plate)	Green (Plate)	Green (Plate)
42	Blue (Plate)	Blue (Plate)	Blue (Plate)	Blue (Plate)
43	White (Plate)	White (Plate)	White (Plate)	White (Plate)
44		Pattern Wash Int. coarse	PE: Int. Wash coarse	Pattern Wash Int. coarse
45		Pattern Wash Int. fine	PE: Int. Wash fine	Pattern Wash Int. fine
46		Pattern Wash Shutter	PE: Int. Beam coarse	Pattern Wash Shutter
47		Pattern Wash Red	PE: Int. Beam fine	Pattern Wash Red
48		Pattern Wash Green	PE: Int. Plate coarse	Pattern Wash Green
49		Pattern Wash Blue	PE: Int. Plate fine	Pattern Wash Blue
50		Pattern Wash Lime	PE segments, see table below	Pattern Wash Lime
51		Pattern Wash Select		Pattern Wash Select
52		Pattern Wash Speed		Pattern Wash Speed
53		Pattern Wash X-Fade		Pattern Wash X-Fade
54		Pattern Wash Transition		Pattern Wash Transition
55		Pattern Beam Int. coarse		Pattern Beam Int. coarse
56		Pattern Beam Int. fine		Pattern Beam Int. fine
57		Pattern Beam Shutter		Pattern Beam Shutter
58		Pattern Beam Select		Pattern Beam Select
59		Pattern Beam Speed		Pattern Beam Speed
60		Pattern Beam X-Fade		Pattern Beam X-Fade
61		Pattern Beam Transition		Pattern Beam Transition
62		Pattern Plate Int. coarse		Pattern Plate Int. coarse
63		Pattern Plate Int. fine		Pattern Plate Int. fine
64		Pattern Plate Shutter		Pattern Plate Shutter
65		Pattern Plate Red		Pattern Plate Red
66		Pattern Plate Green		Pattern Plate Green
67		Pattern Plate Blue		Pattern Plate Blue
68		Pattern Plate White		Pattern Plate White

CH	M1 Basic 43 CH	M2 FX 72 CH	M3 Segment 49 + 36 + 6 + 96 = 187 CH	M4 Full Segment 78 + 36 + 6 + 96 = 216 CH
69		Pattern Plate Select		Pattern Plate Select
70		Pattern Plate Speed		Pattern Plate Speed
71		Pattern Plate X-Fade		Pattern Plate X-Fade
72		Pattern Plate Transition		Pattern Plate Transition
73				PE: Int. Wash coarse
74				PE: Int. Wash fine
75				PE: Int. Beam coarse
76				PE: Int. Beam fine
77				PE: Int. Plate coarse
78				PE: Int. Plate fine
79				PE segments, see table below

Pixel Engine segments

In M3 and M4 the pixel engine segment channels follow at the end. They are arranged in three blocks:

Block	Size	M3	M4
PE Wash segments	9 × 4 ch = 36 ch	50–85	79–114
PE Beam segments	6 × 1 ch = 6 ch	86–91	115–120
PE Plate segments	24 × 4 ch = 96 ch	92–187	121–216

Each wash segment has 4 color channels (RGBL), each beam segment has 1 intensity channel, and each plate segment has 4 color channels (RGBW).

4. DMX control channel layout

The following tables give the values of the channels that have more than one function. Slot style “snap” means the value changes instantly; “fade” means it changes smoothly across the range. Where the default/home value is not 0, it is stated after the table.

Pan/Tilt

Pan and tilt are 16-bit channels (coarse/fine) from −360° to +360°.

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

CW = positive pan/tilt direction; CCW = negative pan/tilt direction.

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)
Not used	60	255		

Tilt Offset

Additional offset on tilt. Use it to switch between the plate side and the wash side facing “front”: the operator can create positions with the wash and then reuse all of them with the plate side.

Function	DMX from	DMX to	Slot style	Note
−180°	0	0	fade	“Flipped CW”
Crossfade CW	1	126	fade	
0°	127	127	fade	“Normal” (default)
Crossfade CCW	128	254	fade	
180°	255	255	fade	“Flipped CCW”

Default/Home value: 127

Mix Prio

The fixture has three engines for the beam (strobe) pixels and three engines for the RGBW plate:

- Main Beam/Plate
- Pattern (internal FX engine)
- Pixel Engine

Each engine has its own intensity control, so they can be crossfaded. The Mix Prio channels (Mix Prio Beam, Mix Prio Plate and Mix Prio Wash) set 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)	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 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 = Main & Sub (HTP)
Main & Pattern (HTP) Module only	128	130	snap	
Crossfade ...	...	...	fade	smooth fading
Main Module & Pattern & Pixel Module (HTP)	191	192	snap	(default)
Crossfade ...	...	...	fade	smooth fading
Pixel Module only	253	255	snap	

Shutter Mode

The shutter mode applies to the beam module and to the plate module (Shutter Mode (Module Beam), Shutter Mode (Plate)). Intensity, Duration and Rate are set with their own channels.

Function	DMX from	DMX to	Slot style	Note
Off - Normal sync Flashes	0	4	snap	(normal strobe)
Single Flash (at Rate Change)	5	9	snap	One Single Flash with each Flash Rate Value Change
Spread (Offset) FX	10	14	snap	Timing Offset to create amazing flash chaser
Random (All)	15	19	snap	Random Flashes between multiple fixtures with all Pixel Sync / Set flash intensity, duration, and rate as normal.

Function	DMX from	DMX to	Slot style	Note
Random (Segments)	20	24	snap	Random Flashes of random Pixel/ Segment within a fixture and between multiple fixtures. Low Rate = low quantity of pixel / High rate = higher quantity of pixel. Duration will set the flash duration.
Pulse (All) (Ramp Up / Ramp Down)	25	29	snap	Light gradually increases and decreases / all Fixture sync / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (All) (Ramp Up / Ramp Down)	30	34	snap	Light gradually increases and decreases / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (Segments) (Ramp Up / Ramp Down)	35	39	snap	
Pulse Open (All) (Ramp Up / Snap Down)	40	44	snap	Light gradually increases in intensity, then blacks out / all Fixture sync / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (All) (Ramp Up / Snap Down)	45	49	snap	Light gradually increases in intensity, then blacks out / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (Segments) (Ramp Up / Snap Down)	50	54	snap	
Pulse Close (All) (Snap open / Ramp Down)	55	59	snap	Light flashes to full intensity, then gradually fades / all Fixture sync / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (All) (Snap open / Ramp Down)	60	64	snap	Light flashes to full intensity, then gradually fades / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (Segments) (Snap open / Ramp Down)	65	69	snap	
Double-Flash (All)	70	74	snap	Quick Double-Flash / all Fixture sync / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Double-Flash Random (All)	75	79	snap	Quick Double-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Triple-Flash (All)	80	84	snap	Quick Triple-Flash / all Fixture sync / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Triple-Flash Random (All)	85	89	snap	Quick Triple-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal

Function	DMX from	DMX to	Slot style	Note
Lightning	90	94	snap	The flashes simulate lightning. Duration is not adjustable / Set intensity and rate as normal
Paparazzi	95	99	snap	Flashes like Paparazzi photographs
Spikes (All) (Light over Lowlight)	100	104	snap	The LEDs remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act as one group.
Spikes (Segments) (Light Segments over Lowlight)	105	109	snap	The lamp remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act individually.
Chaser Flash LR	110	114	snap	Sync Chaser Flash Left to Right
Chaser Flash LR Random*	115	119	snap	random Chaser Flash Left to Right
Chaser Flash RL	120	124	snap	Sync Chaser Flash Right to Left
Chaser Flash RL Random*	125	129	snap	Random Chaser Flash Right to Left
Bounce Flash LR	130	134	snap	Sync Bounce, starting left
Bounce Flash LR Random*	135	139	snap	Random Bounce, starting left
Bounce Flash RL	140	144	snap	Sync Bounce, starting right
Bounce Flash RL Random*	145	149	snap	Random Bounce, starting right
Bounce center to out	150	154	snap	
Bounce center to out random*	155	159	snap	
Center to Out Flash	160	164	snap	Sync Flash from Center to outside
Center to Out Flash Random	165	169	snap	Random Flash from Center to outside
Out to Center Flash	170	174	snap	Sync Flash from Outside to center
Out to Center Flash Random	175	179	snap	Random Flash from Outside to center
Bounce Out to Center Flash	180	184	snap	
Bounce Out to Center Flash Random	185	189	snap	
not used	190	250	snap	behave like “Off - Normal sync Flashes“
Open	251	255	snap	

Modes marked with * are random variants.

Pattern Select

Pattern Select is available for each pattern engine (Pattern Wash Select, Pattern Beam Select, Pattern Plate Select).

Function	DMX from	DMX to	Slot style	Note
Idle	0	9	snap	All Pixel
Patterns	10	229	snap	
not used	230	231	snap	
not used	232	233	snap	
not used	234	235	snap	

Function	DMX from	DMX to	Slot style	Note
not used	236	237	snap	
not used	238	239	snap	
not used	240	241	snap	
not used (reserved for FVP (NDI) Input 4)	242	243	snap	
not used (reserved for FVP (NDI) Input 3)	244	245	snap	
not used (reserved for FVP (NDI) Input 2)	246	247	snap	
not used (reserved for FVP (NDI) Input 1)	248	249	snap	
Random Pixel	250	255	snap	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	
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	

Function	DMX from	DMX to	Slot style	Note
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	
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				

Function	DMX from	DMX to	Slot style	Note
Next Step A	248	249	snap	
Next Step B	250	251	snap	
Previous Step A	252	253	snap	
Previous Step B	254	255	snap	

Next Step A/B: jumping to this value steps forward exactly one step in the dynamic pattern. Previous Step A/B: jumping to this value steps backward exactly one step in the dynamic pattern. Jumping between A and B lets the user control the speed of the steps.

Pattern Step Crossfade

Fade time between pattern steps.

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

Magenta-Green-Shift

The M/G shift works over the entire CTC range, also when the selected color point is used (0–9).

Function	DMX from	DMX to	Slot style	Note
Off - (no correction)	0	9	snap	neutral / no effect
full plus Magenta +100% (-0,05 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% (+ 0,05 Duv)	255	255		

Control/Setting

The Control/Setting channel is the same in DMX modes 1 to 4.

- (3s hold): the DMX value must be held for at least 3 seconds to trigger the feature.
- (trigger once): even if the DMX value is set permanently, the feature is triggered only once. To trigger it

again, leave the DMX value slot for at least 3 seconds and set it again.

- All other settings are *trigger permanent*: as long as the DMX value is set, the feature is enabled and re-triggered continuously.
- The default setting of the fixture is shown in bold type and marked (DEFAULT).

Function	DMX from	DMX to	Slot style	Note
Idle	0	9	snap	
not used	10	11		
iQ.Service Connect	12	13	snap	(3s hold) As long this DMX slot is triggered, the iQ.Mesh Module is active. After leaving this DMX value the iQ.Mesh Module is active for at least 5 minutes → then the iQ.Mesh Module will go into sleep mode.
not used	14	19		
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)
not used	26	29		
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)
not used	36	37		
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)
not used	44	45		
No Signal: Blackout	46	47	snap	(3s hold) **(DEFAULT)**
No Signal: Hold	48	49	snap	(3s hold)
No Signal: Houselight	50	51	snap	(3s hold)
No Signal: Scene	52	53	snap	(3s hold)
Capture DMX Scene	54	55	snap	(trigger once) (3s hold)
Fan Mode: Regulated	56	57	snap	(3s hold) **(DEFAULT)**
Fan Mode: High	58	59	snap	(3s hold)
Fan Mode: Medium	60	61	snap	(3s hold)
Fan Mode: Low	62	63	snap	(3s hold)
Fan Mode: Off	64	65		(3s hold)
Power Mode: Dynamic	66	67		(3s hold) **(DEFAULT)**
Power Mode: Balanced	68	69		(3s hold)
Pixel Mirror Wash: Off	70	71		(3s hold) **(DEFAULT)** (Reserved for Flash Mode)
Pixel Mirror: x-mirror	72	73		(3s hold)
Pixel Mirror: y-mirror	74	75		(3s hold)
Pixel Mirror: x;y-mirror	76	77		(3s hold)
Segment Mirror Plate: Off	78	79	snap	(3s hold) **(DEFAULT)**
Segment Mirror: x-mirror	80	81	snap	(3s hold)
Segment Mirror: y-mirror	82	83	snap	(3s hold)

Function	DMX from	DMX to	Slot style	Note
Segment Mirror: x;y-mirror	84	85	snap	(3s hold)
Segment Mirror Beam: Off	86	87		(3s hold) **(DEFAULT)**
Segment Mirror Beam: On	88	89		(3s hold)
Duration Control: Normal	90	91	snap	(3s hold) **(DEFAULT)**
Duration Control: Percentage	92	93	snap	(3s hold)
not used	93	107		
Performance: Fast	108	109	snap	(3s hold)
Performance: Normal	110	111	snap	(3s hold) **(DEFAULT)**
Performance: Smooth	112	113	snap	(3s hold)
Position Feedback: OFF	114	115	snap	(3s hold)
Position Feedback: ON	116	117	snap	(3s hold) **(DEFAULT)**
Tilt invert: OFF	118	119	snap	(3s hold) **(DEFAULT)**
Tilt invert: ON	120	121	snap	(3s hold)
Pan invert: OFF	122	123	snap	(3s hold) **(DEFAULT)**
Pan invert: ON	124	125		(3s hold)
Tilt Disable: Off	126	127	snap	(3s hold) **(DEFAULT)**
Tilt Disable: Current Disabled	128	129	snap	(3s hold)
Pan Disable: Off	130	131		(3s hold) **(DEFAULT)**
Pan Disable: Current Disabled	132	133		(3s hold)
Color Mode (Wash): RGB (iQ.Gamut)	134	135	snap	(3s hold) **(DEFAULT)** Color Mix Mode for the Main Plate Module (not for Plate Segments). RGB (iQ.Gamut) = Calibrated Colors with defined White Point mixed by RGB Channels with automatically added white using the GLP iQ.Gamut. RGBW = Calibrated Colors without defined White Point mixed by RGBW Channels.
Color Mode (Wash): RGBL	136	137	snap	(3s hold)
Color Mode (Wash): x:y	138	139		(3s hold)
RGB Color space: FULL	140	141		(3s hold) **(DEFAULT)**
RGB Color space: Rec.2020	142	143		(3s hold)
RGB Color space: REC.709	144	145		(3s hold)
RGB Color space: DCI P3.65	146	147		(3s hold)
White Beam: Normal	148	149		(3s hold) **(DEFAULT)** White Plate LEDs follow RGB pixels according to Color Gamut
White Beam: Expanded White	150	151		(3s hold) White Plate LEDs follow the beam pixels to have more white punch
RGB Color space: X5	152	153	snap	
RGB White Point Wash: 8000K	154	155	snap	(3s hold)
RGB White Point Wash: 6500K	156	157	snap	(3s hold) **(DEFAULT)**
RGB White Point Wash: 5600K	158	159	snap	(3s hold)
RGB White Point Wash: 4200K	160	161		(3s hold)
RGB White Point Wash: 3200K	162	163		(3s hold)
not used	164	165		
PWM Frequency: Max	166	167		(3s hold)
PWM Frequency: High 2	168	169		(3s hold)

Function	DMX from	DMX to	Slot style	Note
PWM Frequency: High 1	170	171		(3s hold)
PWM Frequency: Optimal	172	173		(3s hold) **(DEFAULT)**
Hibernation: OFF	190	191	snap	(3s hold)
Hibernation: ON	192	193	snap	(3s hold)
not used	194	225		
Strobe Cycle at Zero: Reset	226	227		(3s hold) **(DEFAULT)**
Strobe Cycle at Zero: Continue	228	229		(3s hold)
Rate/Duration Cycle: Smart	230	231		(3s hold)
Rate/Duration Cycle: Finish	232	233		(3s hold) **(DEFAULT)**
Rate/Duration Cycle: Restart	234	235		(3s hold)
Save as User Setting Preset 1	236	237		
Save as User Setting Preset 2	238	239		
Save as User Setting Preset 3	240	241		
Load User Setting Preset 1	242	243		
Load User Setting Preset 2	244	245		
Load User Setting Preset 3	246	247		
Load Settings Default	248	249	snap	(trigger once) (3s hold)
Reset P/T	250	251		(trigger once) (3s hold)
Reset Head	252	253	snap	(trigger once) (3s hold)
Reset ALL	254	255	snap	(trigger once) (3s hold)