

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
1 to 37*				Main Fixture - Wash
1	Intensity High - Wash	0	0-65535	16-Bit control of Dimming
2	Intensity Low - Wash			
3	Strobe - Wash	0	0- 255	8-Bit control of Strobe
			0 - 5	Open
			6 - 10	Closed
			11 - 125	Strobe Slow>Fast 0.5Hz to 30Hz
			126 - 130	Open
			131 - 245	Strobe Random/Random Sync* Slow>Fast
			246 - 250	Open
			251 - 255	Closed
	*See Programmer channel for mode selection			
4	Cyan High	0	0 - 65535	16-Bit control of Cyan Smart Color - Wash Output Color
5	Cyan Low			
6	Yellow High	0	0 - 65535	16-Bit control of Yellow Smart Color - Wash Output Color
7	Yellow Low			
8	Magenta High	0	0 - 65535	16-Bit control of Magenta Smart Color - Wash Output Color
9	Magenta Low			
10	CCT	200	0 - 255	8-Bit control of variable color temperature Wash Output Color Values stated below are for guidance only
			0	1800K
			25	2700K
			50	3000K
			75	3200K
			100	4000K
			125	4500K
			150	5000K
			175	5600K
			200	6500K (Default)
			225	8000K
250-255	10000K			
11	CRI Boost	0	0 - 255	Optimized output for Output vs. Higher CRI Highest Output>>Highest CRI
12	Color Preset - Wash	0	0 - 255	Calibrated color presets 1 to 33 User definable color preset 1 to 20 (Future Activation)
			0 - 10	Channel OFF Color Mixing takes priority

*These three sections can be created as sub-fixture or instances for easier control

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
12	Color Preset - Wash Continued	0	11 - 14	Moroccan Pink
			15 - 18	Pink
			19 - 22	Flesh Pink
			23 - 26	Bright Rose
			27 - 30	Follies Pink
			31 - 34	Fuchsia Pink
			35 - 38	Surprise Pink
			39 - 42	Congo Blue
			43 - 46	Blue
			47 - 50	Virgin Blue
			51 - 54	Midnight Maya
			55 - 58	Double C.T. Blue
			59 - 62	Slate Blue
			63 - 66	Regal Blue
			67 - 70	Full C.T. Blue
			71 - 74	Steel Blue
			75 - 78	Lighter Blue
			79 - 82	Cyan
			83 - 86	Marine Blue
			87 - 90	Soft Green
			91 - 94	Moss Green
			95 - 98	Green
			99 - 102	Fern Green
			103 - 106	JAS Green
			107 - 110	Pale Green
			111 - 114	Spring Yellow
			115 - 118	Yellow
			119 - 122	Deep Amber
			123 - 126	Chrome Orange
			127 - 130	Orange
			131 - 134	Magenta
			135 - 138	Flame Red
139 - 142	Purple			
143 - 146	User Preset 1**			
147 - 150	User Preset 2**			
151 - 154	User Preset 3**			
155 - 158	User Preset 4**			
159 - 162	User Preset 5**			
163 - 166	User Preset 6**			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
12	Color Preset - Wash Continued	0	167 - 170	User Preset 7**
			171 - 174	User Preset 8**
			175 - 178	User Preset 9**
			179 - 182	User Preset 10**
			183 - 186	User Preset 11**
			187 - 190	User Preset 12**
			191 - 194	User Preset 13**
			195 - 198	User Preset 14**
			199 - 202	User Preset 15**
			203 - 206	User Preset 16**
			207 - 210	User Preset 17**
			211 - 214	User Preset 18**
			215 - 218	User Preset 19**
			219 - 222	User Preset 20**
			223 - 255	Channel OFF Color Mixing takes priority
	**User defined color preset when replayed from DMX will only playback stored color values			
13	Pan High	32767	0 - 65535	540° Total Pan Rotation
14	Pan Low			
15	Tilt High	32767	0 - 65535	240° Total Tilt
16	Tilt Low			
17	Edge/Focus	128	0 - 255	Edge/Focus Control
18	Zoom	128	0 - 255	Zoom Control
19	Digital Zoom	255	0 - 255	Digital Scaling of array size
20	Iris	0	0 - 255	Digital Iris Masking effect
			0 - 200	Iris beam size open to closed
			201 - 255	Iris pulse slow to fast
21	Frame 1A	0	0 - 255	Controls Digital Framing Shutter 1A Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter
22	Frame 1B	0	0 - 255	Controls Digital Framing Shutter 1B Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.
23	Frame 2A	0	0 - 255	Controls Digital Framing Shutter 2A Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.
24	Frame 2B	0	0 - 255	Controls Digital Framing Shutter 2B Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
25	Frame 3A	0	0 - 255	Controls Digital Framing Shutter 3A Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.
26	Frame 3B	0	0 - 255	Controls Digital Framing shutter 3B Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.
27	Frame 4A	0	0 - 255	Controls Digital Framing shutter 4A Open (DMX 0) to Full (DMX 255) Digital Framing masking effect of output to mimic Mechanical framing shutter.
28	Frame 4B	0	0 - 255	Controls Framing Shutter 4B Open (DMX 0) to Full (DMX 255) Digital Framing masking of output to mimic Mechanical framing shutter.
29	Frame Index/ Rotate	128	0 - 255	Controls Framing Shutter mechanism from +/- 180° and spin direction and speed
			0 - 127	Framing index from Center << Counter Clockwise
			128	Framing Centered
			129 - 255	Framing index from Center >> Clockwise
				See Programmer channel for index (default) or continuously rotating or mega stepping
30	Reserved			Reserved for future use.
31	Smoothing	0	0 - 255	Controls fade decay rate of image/animation 0 - no smoothing >> 255 = 10sec of fade
32	Diffusion/Frost	0	0 - 255	Controls the Vari*Glass from clear to opaque
			0 - 128	Clear
			129 - 255	Opaque*
				*Opaque limits the intensity to prevent long term damage
33	Transition FX	0	0 - 255	Transition effects applied to when changing between Images, Animations or layers
			0 - 5	No effect applied
			6 - 11	Fade in/out
			12 - 17	Dissolve
			18 - 23	Wipe X
			24 - 29	Wipe Y
			30 - 35	Wipe X/Y
			36 - 41	Wipe X/Y Rotated
			42 - 47	Flash
			48 - 53	Shrink and Expand
			54 - 59	Keystone X
			60 - 65	Keystone Y
66 - 71	Effect TBD (Future activation)			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
33	Transition FX - Continued	0	72 - 77	Effect TBD (Future activation)
			78 - 83	Effect TBD (Future activation)
			84 - 89	Effect TBD (Future activation)
			90 - 95	Effect TBD (Future activation)
			96 - 255	Reserved for future use.
34	Transition Timing	128	0 - 255	Controls Fade decay rate and speed of the transition effect.
			0 - 127	Reverse Fast to Slow
			128	No Effect
			129 - 255	Forward Slow to Fast
35	Programmer Controls	0	0 - 255	Functions do not require 3 second DMX rule, Function is activated when item is selected. Console should have this channel set to SNAP so timed moved is ignored.
			0 - 40	Idle
			41 - 45	Audience Blinder On
			46 - 50	Audience Blinder Off (Default)
			51 - 55	Audience Blinder Strobe (Future activation)
			56 - 60	Dimmer Snap On
			61 - 65	Dimmer Snap Off (Default)
			66 - 70	Reverse Iris On
			71 - 75	Reverse Iris Off (Default)
			76 - 80	Reverse Shutter On (Future activation)
			81 - 85	Reverse Shutter Off (Default) (Future activation)
			86 - 90	Reserved Values
			91 - 95	Color Snap Off (Default)
			96 - 100	Color Snap On (de-activates color timing channel)
			101 - 105	Reserved Values
			106 - 110	Strobe Random (Default)
			111 - 115	Strobe Random Sync
			116 - 120	Reserved Values
			121 - 125	Color FX Run
			126 - 130	Color FX Indexing (Default)
			131 - 150	Reserved Values
			151 - 155	Image Projection Up
			156 - 160	Image Projection Down (Default)
			161 - 165	Image Projection Front (Default)
166 - 170	Image Projection Rear			
171 - 180	Reserved Values			
181 - 185	Framing Shutter Index (Default)			
186 - 190	Framing Shutter continuous Rotate			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
35	Programmer Controls - Continued	0	191 - 195	Framing Shutter rotation megastep
			196 - 200	Default Snaps (Dimmer, color)
			201 - 205	Default Image Projections (Down, front)
			206 - 210	Default Mask Layer (Disable reverse iris/shutter, framing shutter index)
			211 - 215	Default FX (Color FX indes, audience blinder off)
			216 - 220	Default all Snaps, projection, mask and FX
			221 - 255	Reserved Values
36	Fixture Control	0	0 - 255	Control Channel used for full fixture settings and miscellaneous modes. Set discrete value of desired effect, wait for >3 seconds, then set value to 0 (idle)
			0 - 5	Idle (Default)
			6 - 10	Full Luminaire Re-Cal (Also used to Wake fixture from shutdown)
			11 - 15	Fixture Shutdown
			16 - 20	Re-Boot
			21 - 25	Display - Menu ON
			26 - 30	Display - Menu OFF
			31 - 85	Reserved Values
			86 - 90	Status Check (UI screen will be Green of OK, Red if any errors are present. Send again to turn off or will auto turn off in 5 min)
			91 - 95	Side Hang Disable (Default)
			96 - 100	Side Hang Enable
			101 - 110	Reserved Values
			111 - 115	Standard Mode - Default
			116 - 120	Studio Mode
			121 - 125	Whisper Mode
			126 - 135	Reserved Values
			136 - 140	Fan On (Default)
			141 - 145	Fan Auto
			146 - 148	Fan Control Channel On (Channel 12)
			149 - 150	Fan Control Channel Off (Default)
			151 - 155	ReCal Position
			156 - 165	Reserved Values
			166 - 170	ReCal Optics
			171 - 175	Reserved Values
			176 - 180	Reset fixture to default (NOTE - will NOT change DMX address or Map)
			181 - 195	Reserved Values
			196	LED Refresh 250Hz
197	LED Refresh 500Hz			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
36	Fixture Control - Continued	0	198	LED Refresh 1000Hz
			199	LED Refresh 2000Hz
			200	LED Refresh 4000Hz
			201	LED Refresh 6000Hz
			202	LED Refresh 8000Hz
			203	LED Refresh 10000Hz
			204	LED Refresh 12000Hz
			205	LED Refresh 14000Hz
			206	LED Refresh 16000Hz
			207	LED Refresh 18000Hz
			208	LED Refresh 20000Hz
			209 - 250	Reserved Values
			251 - 252	Listen for NDI ON (Default) - Future Activation
			253 - 255	Listen for NDI OFF - Future Activation
37	Fan Control**	0	0 - 255	Dynamically control fan speed vs. LED Output
			0 - 4	Automatic/On fan/output adjustment (Default)
			5 - 255	Linear control of fan speed and LED max output*
			DMX 5 = Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed *Standard mode only function is de-activated if Studio or Whisper modes are selected **Note channel is deactivated by default. The function requires activation from the UI or the luminaire control channel	
38 - 67				Image Layer
38	Intensity High - Image Layer	65535	0 - 65535	16Bit control of Dimming for Image layer
39	Intensity Low - Image Layer			
40	Strobe - Image	0	0 - 255	8Bit control of Strobe for Image layer
			0 - 5	Open
			6 - 10	CloseD
			11 - 125	Strobe 0.5Hz to 30Hz of Image layer
			126 - 130	Open
			131 - 245	Strobe Random/Random Sync* 0.5Hz to 30Hz of image layer
			246 - 250	Open
			251 - 255	Closed
		*See Programmer channel for mode selection		
41	Red High - Image Layer	0	0 - 65535	16Bit Control of Red LED Output of Image layer 0 - No Saturation - 255 Full Saturation
42	Red Low - Image Layer			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
43	Green High - Image Layer	0	0 - 65535	16Bit Control of Green LED Output of Image layer 0 - No Saturation - 255 Full Saturation
44	Green Low - Image Layer			
45	Blue High - Image Layer	0	0 - 65535	16Bit Control of Blue LED Output of Image layer 0 - No Saturation - 255 Full Saturation
46	Blue Low - Image Layer			
47	Lime High - Image Layer	0	0 - 65535	16Bit Control of Lime LED Output of Image layer 0 - No Saturation - 255 Full Saturation
48	Lime Low - Image Layer			
49	Color Preset - Image Layer	0	0 - 255	Image Layer Color Calibrated presets 1 to 33
			0 - 10	Channel OFF. Color mixing takes priority
			11 - 14	Moroccan Pink
			15 - 18	Pink
			19 - 22	Flesh Pink
			23 - 26	Bright Rose
			27 - 30	Follies Pink
			31 - 34	Fuchsia Pink
			35 - 38	Surprise Pink
			39 - 42	Congo Blue
			43 - 46	Blue
			47 - 50	Virgin Blue
			51 - 54	Midnight Maya
			55 - 58	Double C.T. Blue
			59 - 62	Slate Blue
			63 - 66	Regal Blue
			67 - 70	Full C.T. Blue
			71 - 74	Steel Blue
			75 - 78	Lighter Blue
			79 - 82	Cyan
			83 - 86	Marine Blue
			87 - 90	Soft Green
			91 - 94	Moss Green
95 - 98	Green			
99 - 102	Fern Green			
103 - 106	JAS Green			
107 - 110	Pale Green			
111 - 114	Spring Yellow			
115 - 118	Yellow			
119 - 122	Deep Amber			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
49	Color Preset - Image Layer - Continued	0	123 - 126	Chrome Orange
			127 - 130	Orange
			131 - 134	Magenta
			135 - 138	Flame Red
			139 - 142	Purple
			143 - 255	Channel OFF. Color mixing takes priority
50	Factory Images	0	0 - 255	Digital Factory Images - Images will deactivate active pixels in Wash Layer output when no color (RGL) is active for images
			0 - 2	Open
			3 - 5	Number 1
			6 - 8	Number 2
			9 - 11	Number 3
			12 - 14	Number 4
			15 - 17	Number 5
			18 - 20	Number 6
			21 - 23	Number 7
			24 - 26	Number 8
			27 - 29	Number 9
			30 - 32	Number 0
			33 - 35	Alpha A
			36 - 38	Alpha B
			39 - 41	Alpha C
			42 - 44	Alpha D
			46 - 47	Alpha E
			48 - 50	Alpha F
			51 - 53	Alpha G
			54 - 56	Alpha H
			57 - 59	Alpha I
			60 - 62	Alpha J
			63 - 65	Alpha K
			66 - 68	Alpha L
69 - 71	Alpha M			
72 - 74	Alpha N			
75 - 77	Alpha O			
78 - 80	Alpha P			
81 - 83	Alpha Q			
84 - 86	Alpha R			
87 - 89	Alpha S			
90 - 92	Alpha T			
93 - 95	Alpha U			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
50	Factory Images - Continued	-	96 - 98	Alpha V
			99 - 101	Alpha W
			102 - 104	Alpha X
			105 - 107	Alpha Y
			108 - 110	Alpha Z
			111 - 113	Square Outline
			114 - 116	Circle Outline
			117 - 119	Triangle
			120 - 122	Star 5 Pt
			123 - 125	Star 6 Pt
			126 - 128	Heart
			129 - 131	Jack
			132 - 134	Laser Wave
			135 - 137	Circle Holes
			138 - 140	Split Cone
			141 - 143	Four Sides
			144 - 146	Boomerang
			147 - 149	Psychone
			150 - 152	TriFan Blades
			153 - 155	Paddle Wheel
			156 - 158	Cyclone Spiral
			159 - 161	Pinwheel
			162 - 164	Twirler
			165 - 167	TriCone Circles
			168 - 170	Shield
			171 - 173	Clover
			174 - 176	Radial Lines
			177 - 179	Ray Gear
			180 - 182	TriTower
			183 - 185	Dot Flake
186 - 188	Beam Fan			
189 - 191	Ray			
192 - 194	Punchcard			
195 - 197	Horizontal Slits			
198 - 200	Lines			
201 - 203	New Horizon			
204 - 206	Grid			
207 - 209	Neurons			
210 - 212	Staples			
213 - 215	Blobs			
216 - 218	Chopped			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
50	Factory Images - Continued	0	219 - 221	Bar Break
			222 - 224	Night Sky
			225 - 227	Triangle Breakup
			228 - 230	Concurrent
			231 - 233	Pipes
			234 - 236	Bricked Out
			237 - 239	Wafer
			240 - 242	Weave
			243 - 255	Reserved
51	Factory Image Control	0	0 - 255	
			0 - 10	Index (Default)
			11 - 20	Rotate
			21 - 30	Mega Step
			31 - 255	Reserved Values
52	Factory Image Index/Rotation	128	0 - 255	Controls index/rotation of Image
			0 - 127	Rotate Fast to Slow <<<
			128	Stop
			129 - 255	Rotate Slow to Fast >>>
53	User Images	0	0 - 255	Digital User loaded Images. Images will deactivate active pixels in wash output when no color (RGLB) is active for images
			0 - 3	Open
			4 - 7	User Image 1
			8 - 11	User Image 2
			12 - 15	User Image 3
			16 - 19	User Image 4
			20 - 23	User Image 5
			24 - 27	User Image 6
			28 - 31	User Image 7
			32 - 35	User Image 8
			36 - 39	User Image 9
			40 - 43	User Image 10
			44 - 47	User Image 11
			48 - 51	User Image 12
			52 - 55	User Image 13
			56 - 59	User Image 14
			60 - 63	User Image 15
			64 - 67	User Image 16
			68 - 71	User Image 17
			72 - 75	User Image 18
76 - 79	User Image 19			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
53	User Images - Continued	0	80 - 83	User Image 20
			84 - 87	User Image 21
			88 - 91	User Image 22
			92 - 95	User Image 23
			96 - 99	User Image 24
			100 - 103	User Image 25
			104 - 107	User Image 26
			108 - 111	User Image 27
			112 - 115	User Image 28
			116 - 119	User Image 29
			120 - 123	User Image 30
			124 - 127	User Image 31
			128 - 131	User Image 32
			132 - 135	User Image 33
			136 - 139	User Image 34
			140 - 143	User Image 35
			144 - 147	User Image 36
			148 - 151	User Image 37
			152 - 155	User Image 38
			156 - 159	User Image 39
			160 - 163	User Image 40
			164 - 167	User Image 41
			168 - 171	User Image 42
			172 - 175	User Image 43
			176 - 179	User Image 44
			180 - 183	User Image 45
			184 - 187	User Image 46
			188 - 191	User Image 47
192 - 195	User Image 48			
196 - 199	User Image 49			
200 - 203	User Image 50			
204 - 207	User Image 51			
208 - 211	User Image 52			
212 - 215	User Image 53			
216 - 219	User Image 54			
220 - 223	User Image 55			
224 - 227	User Image 56			
228 - 231	User Image 57			
232 - 235	User Image 58			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
53	User Images - Continued	0	236 - 239	User Image 59
			240 - 243	User Image 60
			244 - 255	Reserved values
54	User Image Control	0	0 - 255	
			0 - 10	Index
			11 - 20	Rotate
			21 - 30	Mega Step
55	User Image Index/Rotation	128	31 - 255	Reserved values
			0 - 255	Control index/rotation of image
			0 - 127	Rotate Fast to Slow <<<
			128	Stop
56	Image Keystone X	128	129 - 255	Rotate Slow to Fast >>>
			0 - 255	Image keystone correction X axis, left to right
			0 - 127	Left of field to center
			128	Center of field (Default)
57	Image Keystone Y	128	129 - 255	Center to right of field
			0 - 255	Image keystone correction Y axis, top to bottom
			0 - 127	Bottom of field to center
			128	Center of field (Default)
58	Image Keystone FX	0	129 - 255	Center to top of field
			0 - 255	Keystone effect added to Image
			0 - 10	No Effect (Default)
			11 - 20	Whompify
			21 - 30	X Axis Bounce
			31 - 40	Y Axis Bounce
			41 - 50	X Axis Wave, anchor point left
			51 - 60	X Axis Wave, anchor point right
			61 - 70	Y Axis Wave, anchor point top
			71 - 80	Y Axis Wave, anchor point bottom
			81 - 90	X Axis Rotate
			91 - 100	Y Axis Tumble
			101 - 110	X/Y Axis Tumble
			111 - 120	Wompify X Axis
121 - 130	Wompify Y Axis			
131 - 255	Reserved			
59	Image Keystone FX Speed	128	0 - 255	Controls speed/direction of Image keystone effects
			0 - 127	<<Fastest speed to slowest
			128	Stop
			129 - 255	Slowest to Fastest>>

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
60	Image Polar X	128	0 - 255	Moves Image in field of projection left to right
			0 - 127	Left of field to center
			128	Center of field
			129 - 255	Center of field to right
61	Image Polar Y	128	0 - 255	Moves Image in field of projection bottom to top
			0 - 127	Bottom of field to center
			128	Center of field
			129 - 255	Center of field to top
62	Image X/Y FX	0	0 - 255	Polar effect movement across the field of Uimage (increased scale size of Image will reduce range)
				Start position defined by channels 60 and 61
			0 - 5	No effect
			6 - 11	Polar swipe X - Move Image from start point across array in single direction
			12 - 17	Polar swipe Y - Move Image from start point across array in single direction
			18 - 23	Polar swipe diagonal
			24 - 29	Rotated polar swipe diagonal
			30 - 35	Polar X axis bounce
			36 - 41	Polar Y axis bounce
			42 - 47	Polar diagonal bounce
			48 - 53	Rotate polar diagonal bounce
			54 - 59	Polar bow-tie/fig 8 vertical move
			60 - 65	Polar bow-tie/fig 8 diagonal move
			66 - 71	Rotated polar bow-tie/fig 8 diagonal move
			72 - 77	Polar bow-tie/fig 8 horizontal move
			78 - 83	X/Y axis rotate
			84 - 89	X/Y axis spiral rotate
			90 - 95	Corkscrew
			96 - 101	Earthquake X
			102 - 107	Earthquake Y
108 - 113	Earthquake X/Y			
114 - 119	Drop and rise			
120 - 125	Sawtooth			
126 - 131	Pendulum			
132 - 255	Reserved			
63	Image X/Y FX Speed	128	0 - 255	Controls speed/direction of Image polar effects
			0 - 127	<<Fastest speed to slowest
			128	Stop
			129 - 255	Slowest to Fastest>>

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
64	Image Color FX	0	0 - 255	Applies color effect to Image. Takes priority over Image mixed color or preset. Channels 72 (Hue) & 43 (Saturation) can tune the colors from Vivid to Pastel shades
			0 - 5	Open
			6 - 11	2 Split - Horizontal - Congo & Kelley Green
			12 - 17	2 Split - Horizontal - Fuchsia & Red
			18 - 23	2 Split - Horizontal - Kelley Green & Orange
			24 - 29	2 Split - Horizontal - Orange & Fuchsia
			30 - 35	2 Split - Horizontal - Red & Congo
			36 - 41	3 Split - Horizontal - Congo, Kelley Green & Orange
			42 - 47	3 Split - Horizontal - Fuchsia, Red & Congo
			48 - 53	3 Split - Horizontal - Kelley Green, Orange, Fuchsia
			54 - 59	3 Split - Horizontal - Orange, Fuchsia & Red
			60 - 65	3 Split - Horizontal - Red, Congo, & Kelley Green
			66 - 71	3 Split - Horizontal - Congo, White & Red
			72 - 77	4 Split - Horizontal - Congo, Kelley Green, Orange & Fuschia
			78 - 83	2 Split - Vertical - Congo & Kelley Green
			84 - 89	2 Split - Vertical - Fuschia & Red
			90 - 95	2 Split - Vertical - Kelley Green & Orange
			96 - 101	2 Split - Vertical - Orange & Fuschia
			102 - 107	2 Split - Vertical - Red & Congo
			108 - 113	3 Split - Vertical - Congo, Kelley Green & Orange
			114 - 119	3 Split - Vertical - Fuschia, Red & Congo
			120 - 125	3 Split - Vertical - Kelley Green, Orange & Fuschia
			126 - 131	3 Split - Vertical - Orange, Fushcia & Red
			132 - 137	3 Split - Vertical - Red, Congo & Kelley Green
			138 - 143	3 Split - Vertical - Congo, White & Red
			144 - 149	4 Split - Vertical - Cyan, Kelley Green, Orange & Fuschia
			150 - 155	V Split - Horizontal - Congo & Kelley Green
			156 - 161	V Split - Horizontal - Fuschia & Red
			162 - 167	V Split - Horizontal - Kelley Green & Orange
			168 - 173	V Split - Horizontal - Orange & Fuschia
174 - 179	V Split - Horizontal - Red & Congo			
180 - 185	V Split - Vertical - Congo & Kelley Green			
186 - 191	V Split - Vertical - Fuschia & Red			
192 - 197	V Split - Vertical - Kelley Green & Orange			
198 - 203	V Split - Vertical - Orange & Fushcia			
204 - 209	V split - Vertical - Red & Congo			
210 - 215	Color Band - Horizontal - Red & White			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
64	Image Color FX - continued	0	216 - 221	Color Band - Vertical - Red & White
			222 - 227	Hex Grow - Congo, Kelley Green, Orange & Fuschia
			228 - 233	X Spin - Congo, Kelley Green, Orange & Fuschia
			234 - 239	Square Split - Congo, Kelley Green, Orange & Fuschia
			240 - 245	Polka Dot - White, Congo, Kelley Green, Orange & Fuschia
			246 - 255	Future values
65	Image Color FX Speed	128	0 - 255	Controls speed/direction of image color effects
			0 - 127	<<Fastest to slowest
			128	Stop
			129 - 255	Slowest to fastest>>
66	Image Digital Scale	128	0 - 255	Digital scaling of image size
67	Image Contrast	0	0 - 255	Lowest contrast to highest
68 - 82				Animation Layer
68	Intensity High - Animations	65535	0 - 65535	16Bit control of dimming for animation layer. Default to max output so animation are visible when selected
69	Intensity Low - Animations			
70	Strobe - Animations	0	0 - 255	8Bit control of strobe for animations
			0 - 5	Open
			6 - 10	Closed
			11 - 125	Strobe 0.5Hz to 30Hz
			126 - 130	Open
			131 - 245	Strobe random/random sync* slow to fast
			246 - 250	Open
			251 - 255	Closed
	*See Programmer channel for mode selection			
71	Animation Contrast	0	0 - 255	Lowest contrast to highest
72	Animation Hue	128	0 - 255	8Bit control of animation hue
			0 - 127	<<Hue adjustment away from source
			128	Hue matches source animation
			129 - 255	Hue adjustment away from source>>
73	Animation Saturation	128	0 - 255	8Bit control of animation color saturation
			0 - 127	<<Saturation adjustment away from source
			128	Saturation matches source animation
			129 - 255	Saturation adjustment away from source>>

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
74	Factory Animations	0	0 - 255	Factory Digital Animations
			0 - 5	Open
			6 - 10	Fire
			11 - 15	Flicker
			16 - 20	Starfield Medium
			21 - 25	Starfield Small
			26 - 30	Color Noise
			31 - 35	Rift
			36 - 40	Laser Corner
			41 - 45	Sparkle
			46 - 50	Ripples
			51 - 55	TriTunnel
			56 - 60	Wave
			61 - 65	Growing Swirls
			66 - 70	Color Spiral
			71 - 75	Branches
			76 - 80	Cube Lines
			81 - 85	Crashing V
			86 - 90	Neural Creep
			91 - 95	Raising the Bar
			96 - 100	Shuffle
			101 - 105	Spinning Curves
			106 - 110	V Lines
			111 - 115	Geometric Bars
			116 - 120	Hourglass
			121 - 125	Hex Pulse
126 - 130	Lava Lamp			
131 - 135	Pulsing Bar			
136 - 140	Color Drops			
141 - 145	White Drops			
146 - 150	Bubbles			
151 - 155	Particles			
156 - 160	Hex			
161 - 165	Color Swirls			
166 - 170	Anamorphic Waves			
171 - 175	Rainbow Circles			
176 - 180	Hot Air Balloon			
181 - 185	Gel Wave			
186 - 190	Pillars			
191 - 195	Terrain			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
74	Factor Animations - Continued	0	196 - 200	Crawlers
			201 - 205	Dropplet
			206 - 210	Liquid
			211 - 215	Clouds
			216 - 220	Lakeside
			221 - 225	Meadow Evening
			226 - 230	Sunrise
			231 - 235	Ice Cream
			236 - 240	Clock
			241 - 245	Eyeball
			246 - 250	Heart Pulse
75	Factory Animation Control	0	0 - 255	Factory Animation playback mode
			0 - 5	Loop (Default)
			6 - 10	Stop
			11 - 15	Run Once
			16 - 20	Pause
			21 - 255	Reserved values
76	Factory Animation Speed/Direction	128	0 - 255	Factory Animation playback speed/direction
			0 - 127	<<Fastest to slowest
			128	Stop
			129 - 255	Slowest to fastest>>
77	User Animations	0	0 - 255	User loaded animations
			0 - 5	Open
			6 - 10	User Animation 1
			11 - 15	User Animation 2
			16 - 20	User Animation 3
			21 - 25	User Animation 4
			26 - 30	User Animation 5
			31 - 35	User Animation 6
			36 - 40	User Animation 7
			41 - 45	User Animation 8
			46 - 50	User Animation 9
			51 - 55	User Animation 10
			56 - 60	User Animation 11
			61 - 65	User Animation 12
			66 - 70	User Animation 13
			71 - 75	User Animation 14
			76 - 80	User Animation 15
81 - 85	User Animation 16			
86 - 90	User Animation 17			

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
77	User Animations - Continued	0	91 - 95	User Animation 18
			96 - 100	User Animation 19
			101 - 105	User Animation 20
			106 - 110	User Animation 21
			111 - 115	User Animation 22
			116 - 120	User Animation 23
			121 - 125	User Animation 24
			126 - 130	User Animation 25
			131 - 135	User Animation 26
			136 - 140	User Animation 27
			141 - 145	User Animation 28
			146 - 150	User Animation 29
			151 - 155	User Animation 30
			156 - 160	User Animation 31
			161 - 165	User Animation 32
			166 - 170	User Animation 33
			171 - 175	User Animation 34
			176 - 180	User Animation 35
			181 - 185	User Animation 36
			186 - 190	User Animation 37
			191 - 195	User Animation 38
			196 - 200	User Animation 39
			201 - 205	User Animation 40
			206 - 210	User Animation 41
			211 - 215	User Animation 42
			216 - 220	User Animation 43
			221 - 225	User Animation 44
			226 - 230	User Animation 45
			231 - 235	User Animation 46
			236 - 240	User Animation 47
241 - 245	User Animation 48			
246 - 250	User Animation 49			
251 - 255	User Animation 50			
78	User Animation Control	0	0 - 255	User Animation playback mode
			0 - 5	Loop (Default)
			6 - 10	Stop
			11 - 15	Run Once
			16 - 20	Pause
			21 - 255	Reserved values

DMX	PARAMETER	DEFAULTS	RANGE DMX	DESCRIPTION
16-BIT EXTENDED (DEFAULT)				
79	User Animation Speed/Direction	128	0 - 255	User animation playback speed/direction
			0 - 127	<<Fastest to slowest
			128	Stop
			129 - 255	Slowest to fastest>>
80	Animation Index	128	0 - 255	Animation Index
			0 - 127	Counter clockwise from center
			128	Center
			129 - 255	Clockwise from center
81	Reserved for Future use			
82	Reserved for Future use			
83 - 84				NDI Layer (Not Implemented)
83	NDI Intensity	0	0 - 255	8 bit control of dimming for NDI input. (Not implemented)
84	NDI Signal Select	0	0 - 255	Selection of stream ID from NDI Network. (Not implemented). Chanel should be set to NOT fade.
			0	No NDI Stream
			1	NDI Stream 1
			2	NDI Stream 2
			3	NDI Stream 3
			4	NDI Stream 4
			5	NDI Stream 5
			6	NDI Stream 6
			7	NDI Stream 7
			8	NDI Stream 8
			9	NDI Stream 9
			10	NDI Stream 10
11 - 255	Reserved values			
85	NDI Layout Selection	0	0	Full stream
			1	Configuration layout 1
			2	Configuration layout 2
			3	Configuration layout 3
			4	Configuration layout 4
			5	Configuration layout 5
			6	Configuration layout 6
			7	Configuration layout 7
		
255	Configuration layout 255			