

MAC 575 Krypton DMX protocol

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function
1	1	0 - 19	0 - 7	Shutter, strobe, reset, lamp on/off Shutter closed
		20 - 49	8 - 19	Shutter open
		50 - 72	20 - 28	Strobe, fast → slow
		73 - 79	29 - 30	Shutter open
		80 - 99	31 - 39	Opening pulse, fast → slow
		100 - 119	40 - 47	Closing pulse, fast → slow
		120 - 127	48 - 50	Shutter open
		128 - 147	51 - 57	Random strobe, fast
		148 - 167	58 - 65	Random strobe, medium
		168 - 187	66 - 73	Random strobe, slow
		188 - 190	74	Shutter open
		191 - 193	75	Random opening pulse, fast
		194 - 196	76	Random opening pulse, slow
		197 - 199	77	Random closing pulse, fast
		200 - 202	78 - 79	Random closing pulse, slow
		203 - 207	80 - 81	Shutter open
		208 - 217	82 - 85	Reset fixture* **
		218 - 227	86 - 89	Shutter open
		228 - 237	90 - 93	Lamp on
		238 - 247	94 - 97	Shutter open
248 - 255	98 - 100	Lamp off*		
<p><i>*If disabled in the control menu, Reset fixture and Lamp off work only if the following effects are selected:</i></p> <ul style="list-style-type: none"> • Both color wheels to slot 1 – DMX value 17 on channels 3 and 4 (in basic mode) or 4 and 6 (extended mode) • Prism on, no rotation – DMX value 80-89 on channel 10 (basic) or 13 (extended) • Gobo wheel 1 open – DMX value 0 on channel 5 (basic) or 8 (extended) • Gobo wheel 2 open – DMX value 0 on channel 8 (basic) or 11 (extended) <p><i>** A five-second delay for the Reset fixture command can be set in the control menu under IRES.</i></p>				
2	2	0 - 255	0 - 100	Dimmer Closed → open
-	3	0 - 255	0 - 100	Dimmer, fine (LSB)

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function	
3	4	0	0	Color wheel 1	
		<i>Continuous scroll</i>			
		1 - 16	1 - 6	Open	
		17	7	Open → slot 1	
		18 - 33	8 - 12	Slot 1 (Medium blue)	
		34	13	Slot 1 → slot 2	
		35 - 50	14 - 19	Slot 2 (Light green)	
		51	20	Slot 2 → slot 3	
		52 - 67	21 - 26	Slot 3 (Deep orange)	
		68	27	Slot 3 → slot 4	
		69 - 84	28 - 32	Slot 4 (Light yellow)	
		85	33	Slot 4 → slot 5	
		86 - 101	34 - 39	Slot 5 (Pink)	
		102	40	Slot 5 → slot 6	
		103 - 118	41 - 46	Slot 6 (Magenta)	
		119	47	Slot 6 → slot 7	
		120 - 135	48 - 52	Slot 7 (Deep blue)	
		136	53	Slot 7 → slot 8	
		137 - 152	54 - 59	Slot 8 (Red)	
		153	60	Slot 8 → open	
				Open	
				<i>Stepped scroll</i>	
		154 - 158	61 - 62	Slot 8	
		159 - 163	63 - 64	Slot 7	
		164 - 168	65 - 66	Slot 6	
		169 - 173	67 - 68	Slot 5	
		174 - 178	69 - 70	Slot 4	
179 - 183	71 - 72	Slot 3			
184 - 188	73 - 74	Slot 2			
189 - 193	75 - 76	Slot 1			
194 - 198	77 - 78	Open			
		<i>Continuous rotation</i>			
199 - 219	79 - 86	CW, fast → slow			
220 - 240	87 - 94	CCW, slow → fast			
		<i>Random color</i>			
241 - 245	95 - 96	Fast			
246 - 250	97 - 98	Medium			
251 - 255	99 - 100	Slow			
-	5	0 - 255	0 - 100	Color Wheel 1 fine (LSB)	

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function	
4	6	0	0	Color wheel 2	
		<i>Continuous scroll</i>			
		1 - 16	1 - 6	Open	
		17	7	Open → slot 1	
		18 - 33	8 - 12	Slot 1 (Green)	
		34	13	Slot 1 → slot 2	
		35 - 50	14 - 19	Slot 2 (Purple)	
		51	20	Slot 2 → slot 3	
		52 - 67	21 - 26	Slot 3 (Sky blue)	
		68	27	Slot 3 → slot 4	
		69 - 84	28 - 32	Slot 4 (Deep golden amber)	
		85	33	Slot 4 → slot 5	
		86 - 101	34 - 39	Slot 5 (Aqua green)	
		102	40	Slot 5 → slot 6	
		103 - 118	41 - 46	Slot 6 (Deep purple)	
		119	47	Slot 6 → slot 7	
		120 - 135	48 - 52	Slot 7 (Light blue)	
		136	53	Slot 7 → slot 8	
		137 - 152	54 - 59	Slot 8 (CTC 5500-4200 K)	
		153	60	Slot 8 → open	
				Open	
				<i>Stepped scroll</i>	
		154 - 158	61 - 62	Slot 8	
		159 - 163	63 - 64	Slot 7	
		164 - 168	65 - 66	Slot 6	
		169 - 173	67 - 68	Slot 5	
		174 - 178	69 - 70	Slot 4	
		179 - 183	71 - 72	Slot 3	
		184 - 188	73 - 74	Slot 2	
		189 - 193	75 - 76	Slot 1	
194 - 198	77 - 78	Open			
		<i>Continuous rotation</i>			
199 - 219	79 - 86	CW, fast → slow			
220 - 240	87 - 94	CCW, slow → fast			
		<i>Random color</i>			
241 - 245	95 - 96	Fast			
246 - 250	97 - 98	Medium			
251 - 255	99 - 100	Slow			
-	7	0 - 255	0 - 100	Color Wheel 2 fine (LSB)	

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function
5	8	0 - 11	0 - 4	Gobo wheel 1 (rotating gobos): gobo selection, shake, rotation <i>Indexed gobo position: set angle on channel 6 (basic) or 9 (extended)</i> Open
		12 - 15	4 - 5	Gobo 1 (Laser dots)
		16 - 19	6 - 7	Gobo 2 (Ovals)
		20 - 23	7 - 9	Gobo 3 (Three Rings)
		24 - 27	9 - 10	Gobo 4 (Fractal)
		28 - 31	11 - 12	Gobo 5 (Red Eye)
		32 - 35	12 - 13	Gobo 6 (Blue Ripple)
				<i>Continuous gobo rotation: set gobo rotation speed on channel 6 (basic) or 9 (extended)</i>
		36 - 39	14 - 15	Gobo 1
		40 - 43	15 - 16	Gobo 2
		44 - 47	17 - 18	Gobo 3
		48 - 51	18 - 20	Gobo 4
		52 - 55	20 - 21	Gobo 5
		56 - 59	22 - 23	Gobo 6
				<i>Indexed gobo position with shake: set angle on channel 6 (basic) or 9 (extended)</i>
		60 - 71	23 - 27	Gobo 1, slow → fast
		72 - 83	28 - 32	Gobo 2, slow → fast
		84 - 95	33 - 36	Gobo 3, slow → fast
		96 - 107	37 - 41	Gobo 4, slow → fast
		108 - 119	42 - 46	Gobo 5, slow → fast
120 - 131	47 - 51	Gobo 6, slow → fast		
		<i>Continuous gobo rotation with shake: set gobo rotation speed on channel 6 (basic) or 9 (extended)</i>		
132 - 143	52 - 56	Gobo 6, slow → fast		
144 - 155	57 - 61	Gobo 5, slow → fast		
156 - 167	62 - 65	Gobo 4, slow → fast		
168 - 179	66 - 70	Gobo 3, slow → fast		
180 - 191	71 - 75	Gobo 2, slow → fast		
192 - 203	76 - 80	Gobo 1, slow → fast		
		<i>Gobo wheel scroll with continuous gobo rotation: set gobo rotation speed on channel 6 (basic) or 9 (extended)</i>		
204 - 229	81 - 90	CW scroll, slow → fast		
230 - 255	91 - 100	CCW scroll, fast → slow		
6	9	0 - 255	0 - 100	Rotating gobo: indexing, speed <i>If indexed gobo is selected on channel 5 (basic) or 8 (extended)</i> Rotating gobo indexing, 0 → 395°
				<i>If continuous gobo rotation is selected on channel 5 (basic) or 8 (extended)</i>
		0 - 2	0	No rotation
		3 - 127	1 - 50	CW, slow → fast
		128 - 252	51 - 99	CCW, fast → slow
253 - 255	100	No rotation		
7	10	0 - 255	0 - 100	Rotating gobo, fine indexing (LSB) <i>If indexed gobo is selected on channel 5 (basic) or 8 (extended)</i>

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function
8	11			Gobo wheel 2 (static gobos): gobo selection, wheel scroll, random gobo
				<i>Continuous scroll</i>
		0	0	Open
		0 - 10	1 - 3	Open → slot 1
		11	4	Slot 1 (Inspiral)
		12 - 21	5 - 7	Slot 1 → slot 2
		22	8	Slot 2 (Spiral Drops)
		23 - 32	9 - 12	Slot 2 → slot 3
		33	13	Slot 3 (Radial Circles)
		34 - 43	14 - 16	Slot 3 → slot 4
		44	17	Slot 4 ("Les Mis" Whirlpool)
		45 - 54	18 - 21	Slot 4 → slot 5
		55	21	Slot 5 (Triangles)
		56 - 65	22 - 25	Slot 5 → slot 6
		66	26	Slot 6 (DNA)
		67 - 76	27 - 29	Slot 6 → slot 7
		77	30	Slot 7 (Radial Breakup)
		78 - 87	31 - 33	Slot 7 → slot 8
		88	34	Slot 8 (Warp Speed)
		89 - 98	35 - 38	Slot 8 → slot 9
		99	39	Slot 9 (Star Field)
		100 - 109	40 - 42	Slot 9 → open
		110 - 112	43	Open
				<i>Stepped scroll</i>
		113 - 121	44 - 47	Slot 9
		122 - 130	48 - 51	Slot 8
		131 - 139	52 - 54	Slot 7
		140 - 148	55 - 58	Slot 6
		149 - 157	59 - 61	Slot 5
		158 - 166	62 - 65	Slot 4
		167 - 175	66 - 69	Slot 3
		176 - 184	70 - 72	Slot 2
		185 - 193	73 - 76	Slot 1
194 - 202	77 - 79	Open		
		<i>Continuous wheel rotation</i>		
203 - 221	80 - 87	CW, fast → slow		
222 - 240	88 - 94	CCW, slow → fast		
		<i>Random gobo</i>		
241 - 245	95 - 96	Fast		
246 - 250	97 - 98	Medium		
251 - 255	99 - 100	Slow		
9	12			Macros
		0 - 15	0 - 5	No macro
		16 - 55	6 - 21	Static gobo wheel shake, slow → fast
		56 - 95	22 - 37	Color wheel 1 shake, slow → fast
		96 - 135	37 - 53	Color wheel 2 shake, slow → fast
		136 - 175	54 - 69	Static gobo wheel and color wheel 1 shake, slow → fast
		176 - 215	70 - 84	Static gobo wheel and color wheel 2 shake, slow → fast
		216 - 255	85 - 100	Static gobo wheel and color wheels 1 and 2 shake, slow → fast
10	13			Prism
		0 - 19	0 - 7	Prism off
		20 - 79	8 - 31	Prism on, CCW rotation, fast → slow
		80 - 89	31 - 35	Prism on, no rotation
		90 - 149	35 - 58	Prism on, CW rotation, slow → fast
		150 - 255	59 - 100	Prism off
11	14			Iris
		0 - 199	0 - 77	Open → closed
		200 - 215	78 - 84	Closed
		216 - 229	85 - 89	Opening pulse, fast → slow
		230 - 243	90 - 94	Closing pulse, fast → slow
		244 - 246	95 - 96	Random opening pulse, fast
		247 - 249	97	Random opening pulse, slow
		250 - 252	98 - 99	Random closing pulse, fast
253 - 255	100	Random closing pulse, slow		

16-bit Basic Mode	16-bit Extended Mode	DMX Value	Percent	Function
-	15	0 - 255	0 - 100	Iris, fine (LSB)
12	16	0 - 255	0 - 100	Focus Infinity → near
-	17	0 - 255	0 - 100	Focus, fine (LSB)
13	18	0 - 255	0 - 100	Zoom Flood → spot
-	19	0 - 255	0 - 100	Zoom, fine (LSB)
14	20	0 - 255	0 - 100	Pan Left → right (128 = neutral)
15	21	0 - 255	0 - 100	Pan, fine (LSB)
16	22	0 - 255	0 - 100	Tilt Left → right (128 = neutral)
17	23	0 - 255	0 - 100	Tilt, fine (LSB)
18	24	0 - 2 3 - 242 243 - 245 246 - 248 249 - 251 252 - 255	0 - 1 1 - 95 96 96 - 97 98 99 - 100	Pan/tilt speed Tracking Vector control, fast → slow Tracking, PTSP = SLOW (menu override) Tracking, PTSP = NORM (menu override) Tracking, PTSP = FAST (menu override) Blackout while moving
19	25	0 - 2 3 - 245 246 - 251 252 - 255 0 - 2 3 - 245 246 - 248 249 - 251 252 - 255 0 - 245 246 - 248 249 - 251 252 - 255 0 - 251 252 - 255	0 - 1 1 - 96 96 - 98 99 - 100 0 - 1 1 - 96 96 - 97 98 99 - 100 0 - 96 96 - 97 98 99 - 100 0 - 98 99 - 100	Effects speed <i>Dimmer, iris, zoom and focus</i> Tracking Vector control, fast → slow Tracking Blackout while moving <i>Color wheels, static gobo wheel</i> Tracking Vector control, fast → slow Tracking, SCUT = OFF (menu override) Tracking, SCUT = ON (menu override) Blackout while moving <i>Rotating gobo wheel</i> Vector control, fast → slow Normal, SCUT = OFF (menu override) Normal, SCUT = ON (menu override) Blackout while moving <i>Prism</i> Normal (no blackout) Blackout while moving