# DMX Operation

## VL550 Wash Channel Mapping

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes channel 1 function and other functions follow in sequence.

**Figure 3-2: VL550 Wash Luminaire Channel Mapping**

| Parameters | Range | DMX Channels | | |
|---|---|---|---|---|
| | | Extended 16-Bit Mode | 16-Bit Mode | 8-Bit Mode |
| Intensity | 0 (closed) - 255 (open) | 1 | 1 | 1 |
| Pan Hi Byte | 0 - 65535 | 2 | 2 | 2 |
| Pan Lo Byte | | 3 | 3 | |
| Tilt Hi Byte | 0 - 65535 | 4 | 4 | 3 |
| Tilt Lo Byte | | 5 | 5 | |
| Cyan Mixer | 0 (open) - 255 (full saturation) | 6 | 6 | 4 |
| Yellow Mixer | 0 (open) - 255 (full saturation) | 7 | 7 | 5 |
| Magenta Mixer | 0 (open) - 255 (full saturation) | 8 | 8 | 6 |
| Diffuser | 0 - 255 | 9 | 9 | 7 |
| Zoom *(CD units only)* | | | | |
| Focus Timing | 0 (fast) - 255 (proportional) | 10 | - | - |
| Color Timing | 0 (fast) - 255 (proportional) | 11 | - | - |
| Beam Timing | 0 (fast) - 255 (proportional) **Tungsten units only** | 12 | - | - |
| Not Used | Not Used | 12 | - | - |
| Control* | See Table 3-6 on page 36 | 13 | 10 | 8 |

**\*Notes:**

**Use of Timing Channels:** The default value setting in the profile should be 255 (proportional control) to allow smooth movement when using console timing. The Timing channel data should change as a snap. A zero value will give the fastest move but without any smoothing, this can look steppy in console-timed moves.

To use a timing channel instead of console timing it is necessary to set the timing channel to the desired value and set cue and/or parameter time to zero. A combination of time controls can produce unexpected results. Refer to "Luminaire Timing" on page 29 for more information.

**Timing Channel Control:** The luminaire uses the timing channel value to calculate a smooth continuous movement for a given time and transition.

**Console Timing:** The Console calculates the time duration between the DMX increments to be sent for a given time and transition.

**Timing Channel Mapping:**

Focus timing: Pan and Tilt

Color Timing: Cyan, Yellow, and Magenta.