

DMX PROTOCOL

A

Channel	Value	Percent	Function	
1	0 - 4	0 - 1	Dimmer, Strobe, Reset	
	5 - 154	2 - 60	Light off	
	155 - 169	61 - 66	Dimmer, closed to open	
	170 - 229	67 - 89	Dimmer full open	
	230 - 239	90 - 93	Strobe, fast to slow	
	240 - 249	94 - 97	Stand-alone, music trigger	
	250 - 255	98 - 100	Stand-alone, auto trigger Reset	
2	0 - 1	0 - 1	Parabolic Reflector	
	2 - 122	1 - 48	Stop	
	123 - 132	49 - 52	CCW rotation, slow to fast	
	133 - 253	52 - 99	Stop	
	254 - 255	99 - 100	CW rotation, fast to slow Stop	
3	0 - 11	0 - 4	Color / Gobo Wheel	
	12 - 23	5 - 8	Open	
	24 - 35	9 - 13	Worms	
	36 - 47	14 - 18	Web	
	48 - 59	19 - 23	Petals	
	60 - 71	24 - 27	Spokes	
	72 - 83	28 - 32	Cone	
	84 - 95	33 - 37	Maze	
	96 - 107	38 - 41	Crater	
	108 - 119	42 - 46	Holes	
	120 - 131	47 - 51	Cross	
	132 - 143	52 - 55	Jagged Cross	
	144 - 155	56 - 60	Atomic	
	156 - 167	61 - 65	Dot Circle	
	168 - 179	66 - 70	Nordic	
	180 - 191	71 - 74	Aim	
	192 - 203	75 - 79	Pie	
	204 - 215	80 - 84	Tie	
	216 - 227	85 - 88	Nova	
	228 - 239	89 - 96	Triple Beam	
	240 - 255	97 - 100	Blackout Random "stand-alone" position w/ music or auto trigger	
	4	0 - 255	0 - 100	Mirror Drum Swivel Left to right (127 = neutral)
	5	0 - 1	0 - 1	Mirror Drum Rotation
		2 - 122	1 - 48	Stop
123 - 132		49 - 52	CW rotation, slow to fast	
133 - 253		52 - 99	Stop	
254 - 255		99 - 100	CCW rotation, fast to slow Stop	
6	0 - 2	0 - 1	Mirror Swivel Speed	
	3 - 255	2 - 100	Tracking (speed function off) Fast to slow	
7*	0 - 255	0 - 100	Color / Gobo Speed (*extended mode only) Fast to slow	

