

DMX PROTOCOL

A

1	2	3	4	Value	Percent	Function
1				0 - 19	0 - 7	Shutter, Strobe, Reset, Lamp On/Off Shutter closed
				20 - 49	7 - 19	Shutter open
				50 - 112	19 - 44	Strobe, fast to slow
				113 - 127	44 - 50	Shutter open
				128 - 137	50 - 53	Random strobe, fast
				138 - 147	54 - 57	Random strobe, medium
				148 - 157	58 - 61	Random strobe, slow
				158 - 207	62 - 81	Shutter open
				208 - 217	81 - 85	*Reset <i>* If disabled, confirm with image 4 and close focus.</i>
				218 - 227	85 - 87	Shutter open
				228 - 237	89 - 93	Lamp on
				238 - 247	93 - 97	Shutter open
				248 - 255	97 - 100	*Lamp off: hold for 5 seconds
	2				0 - 19	0 - 7
			20 - 39	7 - 15	Image 2, indexed rotation	
			40 - 59	15 - 23	Image 3, indexed rotation	
			60 - 79	23 - 31	Image 4, indexed rotation	
			80 - 99	31 - 39	Image 1, continuous rotation	
			100 - 119	39 - 46	Image 2, continuous rotation	
			120 - 139	47 - 54	Image 3, continuous rotation	
			140 - 159	55 - 62	Image 4, continuous rotation	
			160 - 198	63 - 78	Clockwise wheel rotation, slow to fast	
			199 - 255	78 - 100	Counterclockwise rotation, fast to slow	
3				0 - 255	0 - 100	Image Rotation (select image on ch. 3) Coarse position index (MSB), Min → Max
				0 - 2	0	Rotation velocity No rotation
				3 - 127	1 - 50	CW rotation, slow to fast
				128 - 252	50 - 99	CCW rotation, fast to slow
				253 - 255	99 - 100	No rotation
-	4	-	4	0 - 255	0 - 100	Image Rotation, Fine Position Fine position index (LSB), Min → Max
4	5	4	5	0 - 255	0 - 100	Focus Infinity → near

1	2	3	4	Value	Percent	Function
5	6	5	6	0 - 255	0-100	Pan Left to right (128 = neutral)
-	7	-	7	0 - 255	0-100	Pan fine (LSB) Left to right
6	8	6	8	0 - 255	0-100	Tilt Up to down (128 = neutral)
-	9	-	9	0 - 255	0-100	Tilt fine (LSB) Up to down
-	-	7	10	0 - 2 3 - 245 246 - 248 249 - 251 252 - 255	0 1 - 96 96 - 97 98 99 - 100	Pan/Tilt Speed Tracking mode Fast to slow Tracking, P t S = S L O Tracking, P t S = F S t Blackout while moving
-	-	8	11	0 - 2 3 - 251 252 - 255	0 1 - 96 97 - 100	Image and Focus Speed Tracking mode Fast to slow Blackout while moving