

DMX Operation

VL2500 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 3-4: VL2500 Wash Luminaire Channel Mapping

DMX Channel	Parameters	Range
1	Intensity	0 (closed) - 255 (open)
2	Pan Hi Byte	0 - 65535
3	Pan Lo Byte	
4	Tilt Hi Byte	
5	Tilt Lo Byte	0 - 65535
6	Cyan Mixer	0 (open) - 255 (full saturation)
7	Yellow Mixer	0 (open) - 255 (full saturation)
8	Magenta Mixer	0 (open) - 255 (full saturation)
9	Fixed Color Wheel	0 - 216 (index) / 217 - 255 (spins)
10	Beam Diffuser	0 - 255
11	Strobe	0 - 5 (open/closed)/6 - 12 (random operation)/13 - 255 (speed range)
12	F Time*	0 (fast) - 255 (proportional)
13	C Time*	0 (fast) - 255 (proportional)
14	B Time*	0 (fast) - 255 (proportional)
15	Control*	See Table 3-9 on page 40

***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 33 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, Magenta, and the Fixed Color Wheel.

Beam timing: Zoom/Diffusion.

Note, Wheel spins channels are not mapped to a Timing Channel.