

DMX PROTOCOL

A

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

