

# SkyPanel®

## DMX Protocol Specification V4.4

LIGHTING – TECHNICAL INFORMATION

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12 / 2022

## Revision history

Date	Changes	Sign
2016-10-26	FAN control corrected	mfg
2016-11-23	DMX values "Best color" (Mode 16 & 17) corrected	mfg
2017-02-16	Implemented V4.3	mfg
2017-03-20	Updated V4.3	mfg
2017-04-24	Final adjustment of 16 bit values	mfg
2018-04-04	Implemented V4.4	mfg
2018-10-24	Minor changes	mfg
2020-04-14	Corrections of DMX values	mfg
2020-07-02	Ultimate Mode now fits to firmware	mfg
2022-12-15	Clarified calibrated RGBW white point controls; minor corrections	ar

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# DMX Protocol Specification Version 4.4

Used in fixtures from firmware version 4.0

## Sxx-RP

### Overview

8 bit 1 channel per function	16 bit 2 channels per function	Coarse / fine 1–2 channels per function
DMX mode 1*	DMX mode 2	DMX mode 3

\* = Factory default

### Mode 1: 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
3	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
4 – 5			<b>Reserved for future use</b>

### Mode 2: 16 bit resolution per function

DMX Channel	Value	Percent	Function
1	HI	0 – 100	<b>Dimmer</b> closed → open
2	LO		
3 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
4	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
5 – 6			<b>Reserved for future use</b>

**Mode 3: Coarse / fine channel per function**

Each of the 256 coarse steps is divided in 256 fine steps. Use this mode when your lighting control desk does not support true 16 bit resolution.

DMX Channel	Value	Percent	Function
<b>1</b>	0 – 255	0 – 100	<b>Dimmer</b> closed → open
<b>2</b>	0 – 255	0 – 100	<b>Dimmer fine</b>
<b>3</b> <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
<b>4</b>	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
<b>5 – 6</b>			<b>Reserved for future use</b>

## Sxx-C (Color)

### Overview

<b>8 bit</b> 1 channel per function	<b>16 bit</b> 1 – 2 channels per function	<b>Coarse / fine</b> 1 – 2 channels per function
DMX mode 1* CCT & RGBW	DMX mode 6 CCT & RGBW	DMX mode 11 CCT & RGBW
DMX mode 2 CCT	DMX mode 7 CCT	DMX mode 12 CCT
DMX mode 3 CCT & H S I	DMX mode 8 CCT & H S I	DMX mode 13 CCT & H S I
DMX mode 4 RGBW	DMX mode 9 RGBW	DMX mode 14 RGBW
DMX mode 5 H S I	DMX mode 10 H S I	DMX mode 15 H S I
DMX mode 16 GEL V2	DMX mode 17 GEL V2	
DMX Mode 18 x,y coordinates	DMX Mode 19 x,y coordinates	
DMX mode 20 Source Matching	DMX mode 21 Source Matching	
DMX mode 22 Effects	DMX mode 23 Effects	
DMX mode 24 LE** CCT & RGBW	DMX Mode 25 LE** CCT & RGBW	
DMX mode 26 LE HSI	DMX Mode 27 LE** HSI	
DMX mode 28 LE** x, y Coordinate	DMX mode 29 LE** x, y Coordinate	
DMX Mode 30 Ultimate DMX	DMX Mode 31 Ultimate DMX	

\* = Factory default

\*\* LE = Light Engine

### Green / Magenta Point – average equivalents

<b>Setting</b>	<b>Rosco #</b>	<b>Setting</b>	<b>Rosco #</b>
Full –Green	3308	Full +Green	3304
1/2–Green	3313	1/2 +Green	3315
1/4 –Green	3314	1/4 +Green	3316
1/8 –Green	3318	1/8 +Green	3317

Preset Channel – DMX Value Allocation

DMX Channel	Value	Percent	Function
<b>Depending on DMX mode</b>	0 – 11	0 – 4	<b>Preset</b> No Effect
			<b>User Defined Presets</b>
	12 – 23	5 – 9	Preset 01
	24 – 35	10 – 14	Preset 02
	36 – 47	15 – 18	Preset 03
	48 – 59	19 – 23	Preset 04
	60 – 71	24 – 28	Preset 05
	72 – 83	29 – 33	Preset 06
	84 – 95	34 – 37	Preset 07
	96 – 107	38 – 42	Preset 08
	108 – 119	43 – 47	Preset 09
	120 – 131	48 – 51	Preset 10
			<b>Factory Presets</b>
	132 – 143	52 – 56	Preset 01 (2,900 K, 0 +/- GN)
	144 – 155	57 – 61	Preset 02 (3,200 K, 0 +/- GN)
	156 – 167	62 – 65	Preset 03 (5,600 K, 0 +/- GN)
	168 – 179	66 – 70	Preset 04 (6,500 K, 0 +/- GN)
	180 – 191	71 – 75	Preset 05 (120° Hue, 100% Saturation)
	192 – 203	76 – 80	Preset 06 (240° Hue, 100% Saturation)
	204 – 215	81 – 84	Preset 07 (Rosco 3408, 5,600 K Base)
216 – 227	85 – 89	Preset 08 (Lee 187, 3,200 K Base)	
228 – 239	90 – 94	Preset 09 (Rosco 3152, 3,200 K Base)	
240 – 255	95 – 100	Preset 10 (Lee 162, 3,200 K Base)	

## Extended Color Control

When Extended Color Control is activated via the DMX Settings menu 8 additional channels for 8-bit DMX modes (accordingly 16 channels for 16-bit and coarse / fine DMX modes) are applied to the end of each DMX personality except LE DMX control AFTER the reserved channels.

Extended Color Control – Parameter Allocation

Parameter	Channel Layout		
	8 bit	16 bit and Coarse / Fine	
		Hi / Coarse	Lo / Fine
Warmer / Cooler	I + 1	I + 1	I + 2
Saturate / Desaturate	I + 2	I + 3	I + 4
+ Red / – Red	I + 3	I + 5	I + 6
+ Green / – Green	I + 4	I + 7	I + 8
+ Blue / – Blue	I + 5	I + 9	I + 10
+ Cyan / – Cyan	I + 6	I + 11	I + 12
+ Magenta / – Magenta	I + 7	I + 13	I + 14
+ Yellow / – Yellow	I + 8	I + 15	I + 16

Extended Color Control – DMX Value Allocation

Parameter	Value 8 bit	Value 16 bit	Percent	Function
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<b>any</b>	0 – 19	0 – 4.883	0 – 7	Neutral
	20 – 127	4.884 – 32.767	8 – 50	–1.000 → 0.000 (neutral)
	128 – 147	32.768 – 37.779	51 – 57	Neutral
	148 – 255	37.780 – 65.535	58 – 100	0.000 (neutral) → +1.000

Mode 1: CCT & RGBW, 8 bit resolution per function

DMX Channel	Value	Percent	Function
<b>1</b>	0 – 255	0 – 100	<b>Dimmer</b> closed → open
<b>2</b>	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>3</b>	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
<b>4</b>	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color <i>ONLY IF in calibrated mode, if X-fade to color is 100%.</i>
<b>5</b>	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
<b>6</b>	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
<b>7</b>	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>8</b>	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 2 and 3)</i> 0% → 100%
<b>9</b> <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
<b>10</b>	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
<b>11</b>	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
<b>12</b>			<b>Reserved for future use</b>

Mode 2: CCT, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
3	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
4	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
5	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
6	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
7			<b>Reserved for future use</b>

Mode 3: CCT & H S I, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
3	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
4	0 – 255	0 – 100	<b>Crossfade to Color</b> White → HSI color
5	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
6	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
7	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
8	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
9	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
10			<b>Reserved for future use</b>

Mode 4: RGBW, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
3	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
4	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
5	0 – 255	0 – 100	<b>Intensity white</b> 0% → 100%
6	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
7	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
8	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
9			<b>Reserved for future use</b>

Mode 5: H S I, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
3	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
4	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
5	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
6	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
7			<b>Reserved for future use</b>

Mode 6: CCT & RGBW, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
5	6	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
		4.588 – 9.830	8 – 15	
		9.831 – 30.145	16 – 46	
		30.146 – 39.976	47 – 61	
		39.977 – 60.292	62 – 92	
60.293 – 65.535	93 – 100			
7	8	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
9	10	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
11	12	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
13	14	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
15	16	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 3/4 and 5/6)</i> 0% → 100%
17 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>		0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
		10 – 57	4 – 22	
		58 – 105	23 – 41	
		106 – 153	42 – 60	
		154 – 201	61 – 78	
		202 – 249	79 – 97	
		251 – 255	99 – 100	
18		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
19		0 – 19	0 – 7	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
		20 – 255	8 – 100	
20				<b>Reserved for future use</b>

Mode 7: CCT, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
5	6	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
7	<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu
		10 – 57	4 – 22	Quiet, Fan speed fixed
		58 – 105	23 – 41	Variable, Fan speed variable
		106 – 153	42 – 60	High Temp, Fan speed fixed
		154 – 201	61 – 78	Normal (S360 only, no function on other models)
		202 – 249	79 – 97	Fan at Full Speed
		251 – 255	99 – 100	Fan Off
8		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
9		0 – 19	0 – 7	<b>Light Strobe</b> No effect
		20 – 255	8 – 100	1 flash / s → 25 flashes / s
10				<b>Reserved for future use</b>

Mode 8: CCT & H S I, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
5	6	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
		4.588 – 9.830	8 – 15	
		9.831 – 30.145	16 – 46	
		30.146 – 39.976	47 – 61	
		39.977 – 60.292	62 – 92	
60.293 – 65.535	93 – 100			
7	8	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → HSI color
9	10	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
11	12	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
13	<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
		10 – 57	4 – 22	
		58 – 105	23 – 41	
		106 – 153	42 – 60	
		154 – 201	61 – 78	
		202 – 249	79 – 97	
		251 – 255	99 – 100	
14		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
15		0 – 19	0 – 7	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
		20 – 255	8 – 100	
16				<b>Reserved for future use</b>



Mode 9: RGBW, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
5	6	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
7	8	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
9	10	0 – 65.535	0 – 100	<b>Intensity white</b> 0% → 100%
11		0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
12		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
13		0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
14				<b>Reserved for future use</b>

Mode 10: H S I, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
5	6	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
7		0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
8		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
9		0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
10				<b>Reserved for future use</b>

Mode 11: CCT & RGBW, Coarse/fine per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Dimmer fine</b>
3	0 – 255	0 – 100	<b>Color temperature CCT coarse</b> 2,800 K → 10,000 K
4	0 – 255	0 – 100	<b>Color temperature CCT fine</b>
5	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
6	0 – 255	0 – 100	<b>Crossfade to color</b> White → RGBW color
7	0 – 255	0 – 100	<b>Intensity red coarse</b> 0% → 100%
8	0 – 255	0 – 100	<b>Red fine</b>
9	0 – 255	0 – 100	<b>Intensity green coarse</b> 0% → 100%
10	0 – 255	0 – 100	<b>Green fine</b>
11	0 – 255	0 – 100	<b>Intensity blue coarse</b> 0% → 100%
12	0 – 255	0 – 100	<b>Blue fine</b>
13	0 – 255	0 – 100	<b>Intensity white coarse</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 3/4 and 5)</i> 0% → 100%
14	0 – 255	0 – 100	<b>White fine</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 3/4 and 5)</i>
15	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
16	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
17	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
18			<b>Reserved for future use</b>

Mode 12: CCT, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Dimmer fine</b>
3	0 – 255	0 – 100	<b>Color temperature CCT coarse</b> 2,800 K → 10,000 K
4	0 – 255	0 – 100	<b>Color temperature CCT fine</b>
5	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
6 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
7	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
8	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
9			<b>Reserved for future use</b>

Mode 13: CCT & H S I, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Dimmer fine</b>
3	0 – 255	0 – 100	<b>Color temperature CCT coarse</b> 2,800 K → 10,000 K
4	0 – 255	0 – 100	<b>Color temperature CCT fine</b>
5	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
6	0 – 255	0 – 100	<b>Crossfade to color</b> White → RGBW color
7	0 – 255	0 – 100	<b>Hue coarse</b> 0° → 360°
8	0 – 255	0 – 100	<b>Hue fine</b>
9	0 – 255	0 – 100	<b>Saturation coarse</b> 0 → full saturated
10	0 – 255	0 – 100	<b>Saturation fine</b>
11 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
12	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
13	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
14			<b>Reserved for future use</b>

Mode 14: RGBW, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Dimmer fine</b>
3	0 – 255	0 – 100	<b>Intensity red coarse</b> 0% → 100%
4	0 – 255	0 – 100	<b>Red fine</b>
5	0 – 255	0 – 100	<b>Intensity green coarse</b> 0% → 100%
6	0 – 255	0 – 100	<b>Green fine</b>
7	0 – 255	0 – 100	<b>Intensity blue coarse</b> 0% → 100%
8	0 – 255	0 – 100	<b>Blue fine</b>
9	0 – 255	0 – 100	<b>Intensity white coarse</b> 0% → 100%
10	0 – 255	0 – 100	<b>White fine</b>
11	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
12	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
13	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
14			<b>Reserved for future use</b>

Mode 15: H S I, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Dimmer fine</b>
3	0 – 255	0 – 100	<b>Hue coarse</b> 0° → 360°
4	0 – 255	0 – 100	<b>Hue fine</b>
5	0 – 255	0 – 100	<b>Saturation coarse</b> 0 → full saturated
6	0 – 255	0 – 100	<b>Saturation fine</b>
7	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
8	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
9	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
10			<b>Reserved for future use</b>

Mode 16: GEL, 8 bit resolution per function, base channels

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 1, CCT Selection</b> 3,200 K 5,600 K
3	0 – 84 85 – 170 171 – 255	0 – 33 34 – 66 67 – 100	<b>Gel 1, Color Matching Selection</b> Best Color <i>Note: Color quality optimized</i> Brightest <i>Note: Color brightness optimized</i> No Color Gel
4	0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 1, Brand</b> <i>Choose category on ch. 5, gel on ch. 6</i> Rosco LEE filters
5	0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 60 61 – 80 81 – 100	<b>Gel 1, Category (Brand Dependent)</b> <i>Choose Gel manufacturer on channel 4</i> Category 1 <a href="#">Rosco: Color correction</a> <a href="#">LEE: Color correction</a> Category 2 <a href="#">Rosco: CalColor</a> <a href="#">LEE: Color Filters</a> Category 3 <a href="#">Rosco: Storaro Selection</a> <a href="#">LEE: 600 Series</a> Category 4 <a href="#">Rosco: Cinelux</a> <a href="#">LEE: Cosmetic Filters</a> Category 5 <a href="#">LEE: 700 Series</a>
6	0 – 255	0 – 100	<b>Gel 1</b> Please see tables below
7	0 – 255	0 – 100	<b>Crossfade to gel</b> Gel 1 → Gel 2
8	0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 2, CCT Selection</b> 3,200 K 5,600 K
9	0 – 84 85 – 170 171 – 255	0 – 33 34 – 66 67 – 100	<b>Gel 2, Color Matching Selection</b> Best Color <i>Note: Color quality optimized</i> Brightest <i>Note: Color brightness optimized</i> No Color Gel
10	0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 2, Brand</b> <i>Choose category on ch. 11 gel on ch. 12</i> Rosco LEE filters



Mode 16: GEL, 8 bit resolution per function, base channels, continued

DMX Channel	Value	Percent	Function
11	0 – 50	0 – 20	<b>Gel 2, Category (Brand Dependent)</b> Choose Gel manufacturer on channel 10 Category 1 <a href="#">Rosco: Color correction</a> <a href="#">LEE: Color correction</a>
	51 – 101	21 – 39	Category 2 <a href="#">Rosco: CalColor</a> <a href="#">LEE: Color Filters</a>
	102 – 152	40 – 60	Category 3 <a href="#">Rosco: Storaro Selection</a> <a href="#">LEE: 600 Series</a>
	153 – 203	61 – 80	Category 4 <a href="#">Rosco: Cinelux</a> <a href="#">LEE: Cosmetic Filters</a>
	204 – 255	81 – 100	Category 5 <a href="#">LEE: 700 Series</a>
12	0 – 255	0 – 100	<b>Gel 2</b> Please see tables below
13	0 – 51	0 – 20	<b>Gel Transition Type</b> Direct
	52 – 102	21 – 40	Through White Point
	103 – 153	41 – 60	Through Black Point
	154 – 204	61 – 79	Over White Point
	205 – 255	80 – 100	Under White point
14 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu
	10 – 57	4 – 22	Quiet, Fan speed fixed
	58 – 105	23 – 41	Variable, Fan speed variable
	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off
15	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
16	0 – 19	0 – 7	<b>Light Strobe</b> No effect
	20 – 255	8 – 100	1 flash / s → 25 flashes / s
17			<b>Reserved for future use</b>

Mode 17: GEL, 16 bit resolution per function, base channels

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3		0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 1, CCT Selection</b> 3,200 K 5,600 K
4		0 – 84 85 – 170 171 – 255	0 – 33 34 – 67 68 – 100	<b>Gel 1, Color Matching Selection</b> Best Color <i>Note: Color quality optimized</i> Brightest <i>Note: Color brightness optimized</i> No Color Gel
5		0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 1, Brand</b> Choose category on ch. 5, gel on ch. 6 Rosco LEE filters
6		0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 60 61 – 80 81 – 100	<b>Gel 1, Category (Brand Dependent)</b> Choose Gel manufacturer on channel 4 Category 1 <a href="#">Rosco: Color correction</a> <a href="#">LEE: Color correction</a> Category 2 <a href="#">Rosco: CalColor</a> <a href="#">LEE: Color Filters</a> Category 3 <a href="#">Rosco: Storaro Selection</a> <a href="#">LEE: 600 Series</a> Category 4 <a href="#">Rosco: Cinelux</a> <a href="#">LEE: Cosmetic Filters</a> Category 5 <a href="#">LEE: 700 Series</a>
7		0 – 255	0 – 100	<b>Gel 1</b> Please see tables below
8	9	0 – 65.535	0 – 100	<b>Crossfade to gel</b> Gel 1 → Gel 2
10		0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 2, CCT Selection</b> 3,200 K 5,600 K
11		0 – 84 85 – 170 171 – 255	0 – 33 34 – 67 68 – 100	<b>Gel 2, Color Matching Selection</b> Best Color <i>Note: Color quality optimized</i> Brightest <i>Note: Color brightness optimized</i> No Color Gel

Mode 17: GEL, 16 bit resolution per function, base channels, continued

DMX Channel	Value	Percent	Function
12	0 – 127 128 – 255	0 – 50 51 – 100	<b>Gel 2, Brand</b> Choose category on ch. 11 gel on ch. 12 Rosco LEE filters
13	0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 60 61 – 80 81 – 100	<b>Gel 2, Category (Brand Dependent)</b> Choose Gel manufacturer on channel 10 Category 1 <a href="#">Rosco: Color correction</a> <a href="#">LEE: Color correction</a> Category 2 <a href="#">Rosco: CalColor</a> <a href="#">LEE: Color Filters</a> Category 3 <a href="#">Rosco: Storaro Selection</a> <a href="#">LEE: 600 Series</a> Category 4 <a href="#">Rosco: Cinelux</a> <a href="#">LEE: Cosmetic Filters</a> Category 5 <a href="#">LEE: 700 Series</a>
14	0 – 255	0 – 100	<b>Gel 2</b> Please see tables below
15	0 – 51 52 – 102 103 – 153 154 – 204 205 – 255	0 – 20 21 – 40 41 – 60 61 – 79 80 – 100	<b>Gel Transition Type</b> Direct Through White Point Through Black Point Over White Point Under White point
16	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
17	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
18	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
19			<b>Reserved for future use</b>

Modes 16 and 17: GEL, 8 bit or 16 bit resolution per function, GEL selection channel

Category 1, Rosco, Color correction

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	Full CTB	3202
	2 – 3	3/4 CTB	3203
	4 – 5	1/2 CTB	3204
	6 – 7	1/3 CTB	3206
	8 – 9	1/4 CTB	3208
	10 – 11	1/8 CTB	3216
	12 – 13	Double CTB	3220
	14 – 15	Full CTO	3407
	16 – 17	3/4 CTO	3411
	18 – 19	1/2 CTO	3408
	20 – 21	1/4 CTO	3409
	22 – 23	1/8 CTO	3410
	24 – 25	Double CTO	3420
	26 – 27	Full CTS	3441
<b>8 bit:</b>	28 – 29	1/2 CTS	3442
Gel 1: 6	30 – 31	1/4 CTS	3443
Gel 2: 12	32 – 33	1/8 CTS	3444
<b>16 bit:</b>	34 – 35	Full Plusgreen	3304
Gel 1: 6	36 – 37	1/2 Plusgreen	3315
Gel 2: 14	38 – 39	1/4 Plusgreen	3316
	40 – 41	1/8 Plusgreen	3317
	42 – 43	Full Minusgreen	3308
	44 – 45	3/4 Minusgreen	3309
	46 – 47	1/2 Minusgreen	3313
	48 – 49	1/4 Minusgreen	3314
	50 – 51	1/8 Minusgreen	3318
	52 – 53	Fluorofilter	3310
	54 – 55	Industrial Vapor	3150
	56 – 57	Urban Vapor	3152
	58 – 59	Tough Y-1	3107
	60 – 61	Tough MT 54	3134
	62 – 63	Tough MTY	3106
	64 – 65	Tough MT2	3102
	66 – 255		<b>Reserved for future use</b>

Category 2, Rosco, CalColor

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	15 Blue	4215
	2 – 3	30 Blue	4230
	4 – 5	60 Blue	4260
	6 – 7	90 Blue	4290
	8 – 9	7 Cyan	4307
	10 – 11	15 Cyan	4315
	12 – 13	30 Cyan	4330
	14 – 15	60 Cyan	4360
	16 – 17	90 Cyan	4390
	18 – 19	15 Green	4415
	20 – 21	30 Green	4430
	22 – 23	60 Green	4460
	24 – 25	90 Green	4490
	26 – 27	15 Yellow	4515
	28 – 29	30 Yellow	4530
<b>8 bit:</b>	30 – 31	60 Yellow	4560
Gel 1: 6	32 – 33	90 Yellow	4590
Gel 2: 12	34 – 35	15 Red	4615
<b>16 bit:</b>	36 – 37	30 Red	4630
Gel 1: 6	38 – 39	60 Red	4660
Gel 2: 14	40 – 41	90 Red	4690
	42 – 43	15 Magenta	4715
	44 – 45	30 Magenta	4730
	46 – 47	60 Magenta	4760
	48 – 49	90 Magenta	4790
	50 – 51	15 Pink	4815
	52 – 53	30 Pink	4830
	54 – 55	60 Pink	4860
	56 – 57	90 Pink	4890
	58 – 59	15 Lavender	4915
	60 – 61	30 Lavender	4930
	62 – 63	60 Lavender	4960
	64 – 65	90 Lavender	4990
	66 – 255		<b>Reserved for future use</b>

Category 3, Rosco, Storaro Selection

DMX Channel	Value	Gel Name	Gel Number	
<b>8 bit:</b> Gel 1: 6 Gel 2: 12	0 – 1	VS Red	2001	
	2 – 3	VS Orange	2202	
	4 – 5	VS Yellow	2003	
	6 – 7	VS Green	2004	
	8 – 9	VS Cyan	2005	
	10 – 11	VS Azure	2006	
	<b>16 bit:</b> Gel 1: 6 Gel 2: 14	12 – 13	VS Blue	2007
		14 – 15	VS Indigo	2008
		16 – 17	VS Violet	2009
		18 – 19	VS Magenta	2010
20 – 255			<b>Reserved for future use</b>	

Category 4, Rosco, Cinelux

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	Bastard Amber	2
	2 – 3	Pale Bastard Amber	302
	4 – 5	No Color Straw	6
	6 – 7	Pale Gold	8
	8 – 9	Daffodil	310
	10 – 11	Straw	12
	12 – 13	Light Amber	16
	14 – 15	Gallo Gold	316
	16 – 17	Light Flame	17
	18 – 19	Flame	18
	20 – 21	Mayan Sun	318
	22 – 23	Golden Amber	21
	24 – 25	Soft Golden Amber	321
	26 – 27	Orange	23
	28 – 29	Henna Sky	325
	30 – 31	Light Red	26
	32 – 33	No Color Pink	33
	34 – 35	Blush Pink	333
<b>8 bit:</b>	36 – 37	Flesh Pink	34
Gel 1: 6	38 – 39	Pale Rose Pink	37
Gel 2: 12	40 – 41	Salmon	41
<b>16 bit:</b>	42 – 43	Deep Salmon	42
Gel 1: 6	44 – 45	Middle Rose	44
Gel 2: 14	46 – 47	Light Rose Purple	47
<b>8 bit:</b>	48 – 49	Surprise Pink	51
Gel 1: 6	50 – 51	No Color Blue	60
Gel 2: 12	52 – 53	Clearwater	360
<b>16 bit:</b>	54 – 55	Booster Blue	62
Gel 1: 6	56 – 57	Tipton Blue	362
Gel 2: 14	58 – 59	Blue Bell	364
<b>cont.</b>	60 – 61	Daylight Blue	65
	62 – 63	Tharon Delft Blue	365
	64 – 65	Cerulean Blue	375
	66 – 67	Bermuda Blue	376
	68 – 69	Green Blue	77
	70 – 71	Alice Blue	378
	72 – 73	Primary Blue	80
	74 – 75	Baldassari Blue	381
	76 – 77	Medium Blue	83
	78 – 79	Pale Yellow Green	87
	80 – 81	Light Green	88
	82 – 83	Moss Green	89
	84 – 85	Primary Green	91
	86 – 87	Turquoise	92
	88 – 89	Blue Green	93
	90 – 91	Chocolate	99
	92 – 255		<b>Reserved for future use</b>

Category 1, LEE, Color correction

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	Double CTB	200
	2 – 3	Full CTB	201
	4 – 5	3/4 CTB	281
	6 – 7	1/2 CTB	202
	8 – 9	1/4 CTB	203
	10 – 11	1/8 CTB	218
	12 – 13	Double CTO	287
	14 – 15	Full CTO	204
	16 – 17	3/4 CTO	285
	18 – 19	1/2 CTO	205
	20 – 21	1/4 CTO	206
	22 – 23	1/8 CTO	223
	24 – 25	1 1/2 CTB	283
	26 – 27	1 1/2 CTO	286
	28 – 29	Full CTS	441
	30 – 31	1/2 CTS	442
	32 – 33	1/4 CTS	443
	34 – 35	1/8 CTS	444
<b>8 bit:</b>	36 – 37	Full CTO + .3 ND	207
Gel 1: 6	38 – 39	Full CTO + .6 ND	208
Gel 2: 12	40 – 41	L.C.T. Yellow (Y1)	212
<b>16 bit:</b>	42 – 43	White Flame Green	213
Gel 1: 6	44 – 45	LEE Fluorescent Green	219
Gel 2: 14	46 – 47	Super Correction L.C.T. Yellow	230
	48 – 49	Super Correction W.F. Green	232
	50 – 51	H.M.I. (to Tungsten)	236
	52 – 53	C.I.D. (to Tungsten)	237
	54 – 55	C.S.I. (to Tungsten)	238
	56 – 57	LEE Fluorescent 5700 Kelvin	241
	58 – 59	LEE Fluorescent 4300 Kelvin	242
	60 – 61	LEE Fluorescent 3600 Kelvin	243
	62 – 63	LEE Plus Green	244
	64 – 65	1/2 Plus Green	245
	66 – 67	1/4 Plus Green	246
	68 – 69	1/8 Plus Green	278
	70 – 71	LEE Minus Green	247
	72 – 73	1/2 Minus Green	248
	74 – 75	1/4 Minus Green	249
	76 – 77	1/8 Minus Green	279
	78 – 255		<b>Reserved for future use</b>



Category 2, LEE, Color Filters

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	Rose Pink	002
	2 – 3	Lavender Tint	003
	4 – 5	Medium Bastard Amber	004
	6 – 7	Pale Yellow	007
	8 – 9	Dark Salmon	008
	10 – 11	Pale Amber Gold	009
	12 – 13	Medium Yellow	010
	14 – 15	Straw Tint	013
	16 – 17	Surprise Peach	017
	18 – 19	Fire	019
	20 – 21	Medium Amber	020
	22 – 23	Gold Amber	021
	24 – 25	Dark Amber	022
	26 – 27	Scarlet	024
	28 – 29	Sunset Red	025
	30 – 31	Bright Red	026
	32 – 33	Light Pink	035
	34 – 35	Medium Pink	036
	36 – 37	Dark Magenta	046
<b>8 bit:</b>	38 – 39	Rose Purple	048
Gel 1: 6	40 – 41	Light Lavender	052
Gel 2: 12	42 – 43	Paler Lavender	053
	44 – 45	Lavender	058
<b>16 bit:</b>	46 – 47	Mist Blue	061
Gel 1: 6	48 – 49	Pale Blue	063
Gel 2: 14	50 – 51	Sky Blue	068
	52 – 53	Evening Blue	075
	54 – 55	Just Blue	079
	56 – 57	Deeper Blue	085
	58 – 59	Lime Green	088
	60 – 61	Moss Green	089
	62 – 63	Dark Yellow Green	090
	64 – 65	Spring Yellow	100
	66 – 67	Yellow	101
	68 – 69	Light Amber	102
	70 – 71	Straw	103
	72 – 73	Deep Amber	104
	74 – 75	Primary Red	106
	76 – 77	Light Rose	107
	78 – 79	English Rose	108
	80 – 81	Light Salmon	109
	82 – 83	Middle Rose	110
	84 – 85	Dark Pink	111
	86 – 87	Magenta	113

Category 2, LEE, Color Filters, continued

DMX Channel	Value	Gel Name	Gel Number
	88 – 89	Peacock Blue	115
	90 – 91	Steel Blue	117
	92 – 93	Light Blue	118
	94 – 95	Deep Blue	120
	96 – 97	LEE Green	121
	98 – 99	Fern Green	122
	100 – 101	Dark Green	124
	102 – 103	Smokey Pink	127
	104 – 105	Bright Pink	128
	106 – 107	Marine Blue	131
	108 – 109	Golden Amber	134
	110 – 111	Deep Golden Amber	135
	112 – 113	Pale Lavender	136
	114 – 115	Special Lavender	137
	116 – 117	Pale Green	138
	118 – 119	Summer Blue	140
	120 – 121	Pale Violet	142
	122 – 123	Pale Navy Blue	143
	124 – 125	No Color Blue	144
	126 – 127	Apricot	147
	128 – 129	Bright Rose	148
	130 – 131	Gold Tint	151
	132 – 133	Pale Gold	152
	134 – 135	Pale Salmon	153
	136 – 137	Pale Rose	154
	138 – 139	Chocolate	156
	140 – 141	Pink	157
	142 – 143	No Color Straw	159
	144 – 145	Slate Blue	161
	146 – 147	Bastard Amber	162
	148 – 149	Flame Red	164
	150 – 151	Daylight Blue	165
	152 – 153	Lilac Tint	169
	154 – 155	Deep Lavender	170
	156 – 157	Dark Steel Blue	174
	158 – 159	Loving Amber	176
	160 – 161	Dark Lavender	180
	162 – 163	Light Red	182
	164 – 165	Flesh Pink	192
	166 – 167	Surprise Pink	194
	168 – 169	Zenith Blue	195
	170 – 171	True Blue	196
	172 – 173	Alice Blue	197
	174 – 175	Palace Blue	198
	176 – 177	Regal Blue	199
	178 – 255		<b>Reserved for future use</b>

**8 bit:**  
Gel 1: 6  
Gel 2: 12

**16 bit:**  
Gel 1: 6  
Gel 2: 14  
**cont.**

Category 3, LEE, 600 Series

DMX Channel	Value	Gel Name	Gel Number	
<b>8 bit:</b> Gel 1: 6 Gel 2: 12	0 – 1	Arctic White	600	
	2 – 3	Silver	601	
	4 – 5	Platinum	602	
	6 – 7	Moonlight White	603	
	8 – 9	Full CT 85	604	
	<b>16 bit:</b> Gel 1: 6 Gel 2: 14	10 – 11	Industry Sodium	650
		12 – 13	HI Sodium	651
		14 – 15	Urban Sodium	652
		16 – 17	LO Sodium	653
		18 – 255		<b>Reserved for future use</b>

Category 4, LEE, Cosmetic Filters

DMX Channel	Value	Gel Name	Gel Number
<b>8 bit:</b> Gel 1: 6 Gel 2: 12	0 – 1	Cosmetic Peach	184
	2 – 3	Cosmetic Silver Rose	186
	4 – 5	Cosmetic Rouge	187
	6 – 7	Cosmetic Highlight	188
	8 – 9	Cosmetic Silver Moss	189
	10 – 11	Cosmetic Aqua Blue	191
	12 – 13	Lily Frost	705
	14 – 15	Shanklin Frost	717
	16 – 17	Half Shanklin Frost	718
	18 – 19	Durham Daylight Frost	720
<b>16 bit:</b> Gel 1: 6 Gel 2: 14	20 – 21	Hampshire Rose	749
	22 – 23	Durham Frost	750
	24 – 25	Soft Amber Key 1	774
	26 – 27	Soft Amber Key 2	775
	28 – 29	Moroccan Frost	791
	30 – 31	Blue Diffusion	217
	32 – 33	Blue Frost	221
	34 – 35	Daylight Blue frost	224
36 – 255		<b>Reserved for future use</b>	

Category 5, LEE, 700 series

DMX Channel	Value	Gel Name	Gel Number
	0 – 1	Perfect Lavender	700
	2 – 3	Provence	701
	4 – 5	Special Pale Lavender	702
	6 – 7	Cold Lavender	703
	8 – 9	Lily	704
	10 – 11	King Fals Lavender	706
	12 – 13	Cool Lavender	708
	14 – 15	Electric Lilac	709
	16 – 17	Spir Special Blue	710
	18 – 19	Cold Blue	711
	20 – 21	Bedford Blue	712
	22 – 23	Elysian Blue	714
	24 – 25	Cabana Blue	715
	26 – 27	Mikkel Blue	716
	28 – 29	Colour Wash Blue	719
	30 – 31	Berry Blue	721
	32 – 33	Virgin Blue	723
	34 – 35	Ocean Blue	724
<b>8 bit:</b>	36 – 37	Old Steel Blue	725
Gel 1: 6	38 – 39	Steel Green	728
Gel 2: 12	40 – 41	Liberty Green	730
	42 – 43	Dirty Ice	731
<b>16 bit:</b>	44 – 45	Damp Squib	733
Gel 1: 6	46 – 47	JAS Green	738
Gel 2: 14	48 – 49	Bram Brown	742
	50 – 51	Dirty White	744
	52 – 53	Brown	746
	54 – 55	Easy White	747
	56 – 57	Seedy Pink	748
	58 – 59	Wheat	763
	60 – 61	Sun Colour Straw	764
	62 – 63	LEE Yellow	765
	64 – 65	Cardbox Amber	773
	66 – 67	Nectarine	776
	68 – 69	Millenium Gold	778
	70 – 71	Bastard Pink	779
	72 – 73	Terry Red	781
	74 – 75	Blood Red	789
	76 – 77	Moroccan Pink	790
	78 – 79	Pretty n'Pink	794
	80 – 81	Magical Magenta	795
	82 – 255		<b>Reserved for future use</b>

Mode 18: x,y Coordinates, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 255	0 – 100	<b>X1 Coordinate</b> 0.0 – 0.8
3	0 – 255	0 – 100	<b>Y1 Coordinate</b> 0.0 – 0,8
4	0 – 255	0 – 100	<b>Crossfade to Color</b> X1, Y1 → X2, Y2
5	0 – 255	0 – 100	<b>X2 Coordinate</b> 0.0 – 0.8
6	0 – 255	0 – 100	<b>Y2 Coordinate</b> 0.0 – 0,8
7	0 – 51 52 – 102 103 – 153 154 – 204 205 – 255	0 – 20 21 – 40 41 – 60 61 – 79 80 – 100	<b>Transition Type</b> Direct Through White Point Through Black Point Over White Point Under White point
8	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
9	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
10	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
11			<b>Reserved for future use</b>

Mode 19: x,y Coordinates 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3	4	0 – 65.535	0 – 100	<b>X1 Coordinate</b> 0.0 – 0.8
5	6	0 – 65.535	0 – 100	<b>Y1 Coordinate</b> 0.0 – 0.8
7	8	0 – 65.535	0 – 100	<b>Crossfade to Color</b> X1, Y1 → X2, Y2
9	10	0 – 65.535	0 – 100	<b>X2 Coordinate</b> 0.0 – 0.8
11	12	0 – 65.535	0 – 100	<b>Y2 Coordinate</b> 0.0 – 0.8
13		0 – 51 52 – 102 103 – 153 154 – 204 205 – 255	0 – 20 21 – 40 41 – 60 61 – 79 80 – 100	<b>Transition Type</b> Direct Through White Point Through Black Point Over White Point Under White point
14 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>		0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
15		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
16		0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
17				<b>Reserved for future use</b>

Mode 20: Source Matching, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 59 60 – 79 80 – 100	<b>Category 1</b> <a href="#">Incandescent</a> <a href="#">Fluorescent</a> <a href="#">Discharge</a> <a href="#">Other</a> <b>Reserved for future use</b>
3	0 – 255	0 – 100	<b>Source 1</b> Please see table below
4	0 – 255	0 – 100	<b>Crossfade to Color</b> Cat 1, Source 1 → Cat 2, Source 2
5	0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 59 60 – 79 80 – 100	<b>Category 2</b> <a href="#">Incandescent</a> <a href="#">Fluorescent</a> <a href="#">Discharge</a> <a href="#">Other</a> <b>Reserved for future use</b>
6	0 – 255	0 – 100	<b>Source 2</b> Please see table below
7 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
8	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
9	0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
10			<b>Reserved for future use</b>

Mode 21: Source Matching, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3		0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 59 60 – 79 80 – 100	<b>Category 1</b> <a href="#">Incandescent</a> <a href="#">Fluorescent</a> <a href="#">Discharge</a> <a href="#">Other</a> <b>Reserved for future use</b>
4		0 – 255	0 – 100	<b>Source 1</b> Please see table below
5	6	0 – 65.535	0 – 100	<b>Crossfade to Color</b> Cat 1, Source 1 → Cat 2, Source 2
7		0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 59 60 – 79 80 – 100	<b>Category 2</b> <a href="#">Incandescent</a> <a href="#">Fluorescent</a> <a href="#">Discharge</a> <a href="#">Other</a> <b>Reserved for future use</b>
8		0 – 255	0 – 100	<b>Source 2</b> Please see table below
9 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>		0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
10		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
11		0 – 19 20 – 255	0 – 7 8 – 100	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
12				<b>Reserved for future use</b>



Source Matching, Sources

Category	Value	Name
<b>Incandescent</b>	0 – 2	Tungsten Bulb
	3 – 5	Incandescent
	6 – 8	Halogen
	9 – 11	Antique Bulb
	12 – 14	Warm Antique Bulb
	15 – 17	Christmas Lights
	18 – 20	Night Light
	21 – 23	Infrared Heat Lamp
	24 – 26	Grow light
	27 – 255	<b>Reserved for future use</b>
<b>Flourescent</b>	0 – 2	CFL Soft White
	3 – 5	CFL Bright White
	6 – 8	CFL Cool White
	9 – 11	CFL Daylight
	12 – 14	Cool White 1
	15 – 17	Cool White 2
	18 – 20	Cool White 3
	21 – 23	Warm White
	24 – 26	CFL Blacklight
	27 – 255	<b>Reserved for future use</b>
<b>Discharge</b>	0 – 2	HMI
	3 – 5	High Pressure Sodium
	6 – 8	Low Pressure Sodium
	9 – 11	Mercury Vapor
	12 – 14	Metal Halide
	15 – 17	Ceramic
	18 – 20	Carbon Arc
	21 – 23	Xenon
	24 – 255	<b>Reserved for future use</b>

*Source Matching, Sources, continued*

Category	Value	Name
<b>Other</b>	0 – 2	Candle
	3 – 5	Gas Fire
	6 – 8	Sun Direct
	9 – 11	Sun Overcast
	12 – 14	Sun Blue Hour
	15 – 17	Mobile Phone
	18 – 20	Computer Monitor
	21 – 23	Electroluminescence
	24 – 26	Blow Torch
	27 – 29	Road Flare
	30 – 32	Amber Caution
	33 – 35	Green Traffic Light
	36 – 38	Yellow Traffic Light
	39 – 41	Red Traffic Light
	42 – 44	Blue Glow Stick
	45 – 47	Green Glow Stick
	48 – 50	Red Glow Stick
	51 – 53	Yellow Glow Stick
	54 – 56	Pink Glow Stick
	57 – 59	Violet Glow Stick
60 – 255	<b>Reserved for future use</b>	

Mode 22: Effects, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 9 10 – 19 20 – 29 30 – 39 40 – 49 50 – 59 60 – 69 70 – 79 80 – 89 90 – 99 100 – 109 110 – 119 120 – 129 130 – 139 140 – 149 150 – 159 160 – 169 170 – 179 180 – 255	0 – 4 5 – 7 8 – 11 12 – 15 16 – 19 20 – 23 24 – 27 28 – 31 32 – 35 36 – 39 40 – 43 44 – 47 48 – 51 52 – 55 56 – 58 59 – 62 63 – 66 67 – 70 71 – 100	<b>Effect Selection</b> No Effect <a href="#">Party Effect</a> <a href="#">Candle</a> <a href="#">Clouds Passing</a> <a href="#">Club Lights</a> <a href="#">Color Chase</a> <a href="#">Cop Car</a> <a href="#">Fire</a> <a href="#">Fireworks</a> <a href="#">Light Strobe</a> <a href="#">Lightning</a> <a href="#">Paparazzi</a> <a href="#">Pulsing</a> <a href="#">Television</a> <a href="#">Explosion</a> <a href="#">Fluorescent Flicker</a> <a href="#">Process Effect</a> <a href="#">Welding</a> <b>Reserved for future use</b>
3	0 – 255	0 – 100	<b>Effect Parameter 1</b> See table below
4	0 – 255	0 – 100	<b>Effect Parameter 2</b> See table below
5	0 – 255	0 – 100	<b>Effect Parameter 3</b> See table below
6	0 – 255	0 – 100	<b>Effect Parameter 4</b> See table below
7	0 – 255	0 – 100	<b>Effect Parameter 5</b> See table below
8	0 – 255	0 – 100	<b>Effect Parameter 6</b> See table below
9	0 – 255	0 – 100	<b>Effect Parameter 7</b> See table below
10 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal (S360 only, no function on other models) Fan at Full Speed Fan Off
11	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
12 – 13			<b>Reserved for future use</b>

Mode 23: Effects, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3		0 – 9	0 – 4	<b>Effect Selection</b> No Effect
		10 – 19	5 – 7	<a href="#">Party Effect</a>
		20 – 29	8 – 11	<a href="#">Candle</a>
		30 – 39	12 – 15	<a href="#">Clouds Passing</a>
		40 – 49	16 – 19	<a href="#">Club Lights</a>
		50 – 59	20 – 23	<a href="#">Color Chase</a>
		60 – 69	24 – 27	<a href="#">Cop Car</a>
		70 – 79	28 – 31	<a href="#">Fire</a>
		80 – 89	32 – 35	<a href="#">Fireworks</a>
		90 – 99	36 – 39	<a href="#">Light Strobe</a>
		100 – 109	40 – 43	<a href="#">Lightning</a>
		110 – 119	44 – 47	<a href="#">Paparazzi</a>
		120 – 129	48 – 51	<a href="#">Pulsing</a>
		130 – 139	52 – 55	<a href="#">Television</a>
		140 – 149	56 – 58	<a href="#">Explosion</a>
		150 – 159	59 – 62	<a href="#">Fluorescent Flicker</a>
	160 – 169	63 – 66	<a href="#">Process Effect</a>	
	170 – 179	67 – 70	<a href="#">Welding</a>	
	180 – 255	71 – 100	<b>Reserved for future use</b>	
4	5	0 – 65.535	0 – 100	<b>Effect Parameter 1</b> See table below
6	7	0 – 65.535	0 – 100	<b>Effect Parameter 2</b> See table below
8	9	0 – 65.535	0 – 100	<b>Effect Parameter 3</b> See table below
10	11	0 – 65.535	0 – 100	<b>Effect Parameter 4</b> See table below
12	13	0 – 65.535	0 – 100	<b>Effect Parameter 5</b> See table below
14	15	0 – 65.535	0 – 100	<b>Effect Parameter 6</b> See table below
16	17	0 – 65.535	0 – 100	<b>Effect Parameter 7</b> See table below
18 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>		0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu
		10 – 57	4 – 22	Quiet, Fan speed fixed
		58 – 105	23 – 41	Variable, Fan speed variable
		106 – 153	42 – 60	High Temp, Fan speed fixed
		154 – 201	61 – 78	Normal (S360 only, no function on other models)
		202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off	
19		0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
20 – 21				<b>Reserved for future use</b>

### Party Effect

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 1 – 255	0 1 – 65.535	0 0 – 100	<b>Saturation</b> CCT 2,800 → 10,000 K 0 → 1.0 Saturation
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> Loop 60 s → 1 s

### Candle

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 84 85 – 170 171 – 255	0 – 21.504 21.505 – 43.520 43.521 – 65.535	0 – 33 34 – 66 67 – 100	<b>CCT Range</b> <i>Not continuous, set range for random generation</i> 1.400 → 1.700 K 1.700 → 2.000 K 2.000 → 2.300 K
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 0 → 120 changes / min

### Clouds Passing

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Offset</b> Offset Number 0 – 50 <i>Every 5 DMX values is a new offset</i>
2	0 – 127 128 – 255	0 – 32.767 32.768 – 65.535	0 – 50 51 – 100	<b>Speed</b> 2 x Slower → Default Speed Default Speed → 2 x Faster
3	255	65.535	100	<b>Sync</b> <i>If bumped to 100%, the loop will start at zero (or depending on the offset value)</i>

### Club Lights

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 31	0 – 7.936	0 – 12	<b>Color Variety</b> 3 Colors
	32 – 63	7.937 – 16.128	13 – 25	6 Colors
	64 – 95	16.129 – 24.320	26 – 37	9 Colors
	96 – 127	24.321 – 32.767	38 – 49	12 Colors
	128 – 159	32.768 – 40.704	50 – 62	15 Colors
	160 – 191	40.705 – 48.896	63 – 75	18 Colors
	192 – 223	48.897 – 57.088	76 – 87	21 Colors
	224 – 255	57.089 – 65.535	88 – 100	24 Colors
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 0 → 120 changes / min

### Color Chase

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Offset</b> Offset Number 0 – 50 <i>Every 5 DMX values is a new offset</i>
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> Loop 60 s → 1 s
3	0 1 – 255	0 1 – 65.535	0 1 – 100	<b>Saturation</b> CCT 2,800 → 10,000 K 0 → 1.0 Saturation
4	255	65.535	100	<b>Sync</b> <i>If bumped to 100%, the loop will start at zero (or depending on the offset value)</i>

Cop Car

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 27	0 – 6.912	0 – 11	<b>Color Combinations</b>
	28 – 55	6.913 – 14.080	12 – 21	Just Blue
	56 – 83	14.081 – 21.248	22 – 32	Blue and Red
	84 – 111	21.249 – 28.416	33 – 43	Blue and White
	112 – 139	28.417 – 35.584	44 – 54	Blue, Red and White
	140 – 167	35.585 – 42.752	55 – 65	Blue and Amber
	168 – 195	42.753 – 49.920	66 – 76	Blue, Red and Amber
	196 – 223	49.921 – 57.088	77 – 87	Red and Amber
	224 – 255	57.089 – 65.535	88 – 100	Amber
				Red
2	0 – 31	0 – 7.936	0 – 12	<b>Flash Pattern</b>
	32 – 63	7.937 – 16.128	13 – 25	Single Flash
	64 – 95	16.129 – 24.320	26 – 37	Double Flash
	96 – 127	24.321 – 32.767	38 – 49	Quint All Flash
	128 – 159	32.768 – 40.704	50 – 62	Quint Flash
	160 – 191	40.705 – 48.896	63 – 75	Quad Flash
	192 – 255	48.897 – 65.535	76 – 100	Cycle All
				<b>Reserved for future use</b>

Fire

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1				<b>CCT Range</b>
	0 – 84	0 – 21.504	0 – 33	<i>Not continuous, set range for random generation</i>
	85 – 170	21.505 – 43.520	34 – 66	1,800 → 2,200 K
	171 – 255	43.521 – 65.535	67 – 100	2,200 → 2,600 K 2,600 → 3,000 K
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 0 → 180 changes / min

Fireworks

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 63	0 – 16.128	0 – 25	<b>Color Combinations</b>
	64 – 127	16.129 – 32.767	26 – 50	Colors
	128 – 191	32.768 – 48.896	51 – 75	White
	192 – 255	48.897 – 65.535	76 – 100	Colors and White
				<b>Reserved for future use</b>
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 10 → 0,5 s between fireworks

Strobe

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 1 → 25 flashes / second
2	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
3	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
4	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
5	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
6	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

Lightning

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 254 255	0 – 65.534 65.535	0 – 99 100	<b>Frequency</b> 2 → 14 lightning strikes set Random
2	0 – 254 255	0 – 65.534 65.535	0 – 99 100	<b>Speed</b> 0 → 10 flashes / second Random
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	255	65.535	100	<b>Sync</b> <i>If bumped to 100%, the loop will start at zero (or depending on the offset value)</i>



*Paparazzi*

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Frequency</b> 6 → 120 Flashes / min
2	0 – 127 128 – 255	0 – 32.767 32.768 – 65.535	0 – 50 51 – 100	<b>Flash Type</b> Flash Bulb Modern Flash
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 - 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green

*Pulsing*

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Frequency</b> 5 → 90 Pulses / minute
2	0 – 255	0 – 65.535	0 – 100	<b>Pulse Duration</b> 4 → 0.25 seconds
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 - 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

Television

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 84	0 – 21.504	0 – 32	<b>CCT Range</b> <i>Not continuous, set range for random generation</i> 2,800 → 4.700 K 4.700 → 6,500 K 6.500 → 10,000 K
	85 – 170	21.505 – 43.520	33 – 66	
	171 – 255	43.521 – 65.535	67 – 100	
2	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 4 → 24 changes / min

Explosion

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Decay</b> Decay 4 → 0.5 seconds
2	250 – 255	64.224 – 65.535	98 – 100	<b>Trigger</b> Manual (bump intensity to explode)
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10	0 – 4.587	0 – 4	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
	11 – 20	4.588 – 9.830	5 – 8	
	21 – 119	9.831 – 30.145	9 – 47	
	120 – 145	30.146 – 39.976	48 – 57	
	146 – 244	39.977 – 60.292	58 – 96	
245 – 255	60.293 – 65.535	97 – 100		
5	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

Fluorescent Flicker

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> 2 → 6 seconds of still
2	0 – 255	0 – 65.535	0 – 100	<b>Frequency</b> 3 → 10 flickers per second
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

Process Effect

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> Slow → fast
2	0 – 127 128 – 255	0 – 32.764 32.765 – 65.535	0 – 50 51 – 100	<b>Direction</b> Left → right Right → left
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

*Welding*

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	<b>Speed</b> Slow → fast
2	0 – 255	0 – 65.535	0 – 100	<b>Min Intensity Level</b> 0% → 75% minimum intensity level
3	0 – 255	0 – 65.535	0 – 100	<b>Color Temperature</b> CCT 2,800 → 10,000 K
4	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	<b>Crossfade to Color</b> White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → 1.0 Saturation

## Individual Light Engine Control

These DMX modes support the individual control of each light engine of a SkyPanel.

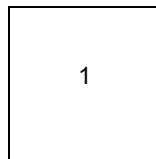
Individual light engine control supports the control of

- One (1) light engine of the S30-C,
- Two (2) light engines of the S60-C,
- Four (4) light engines of the S120-C,
- Twelve (12) light engines of the S360.

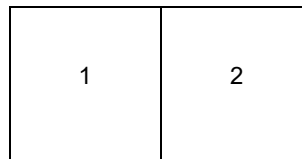
Each DMX protocol supports the DMX modes CCT & RGBW, HSI and x, y coordinates for each light engine.

### Light Engine Numbering

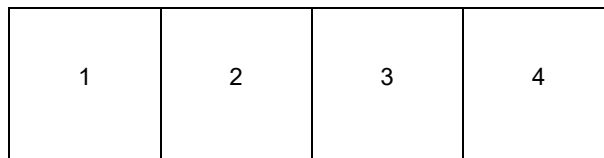
For individual light engine control via DMX each light engine is identified by a specific number. The following definition will be used (Light engine positions seen from the front):



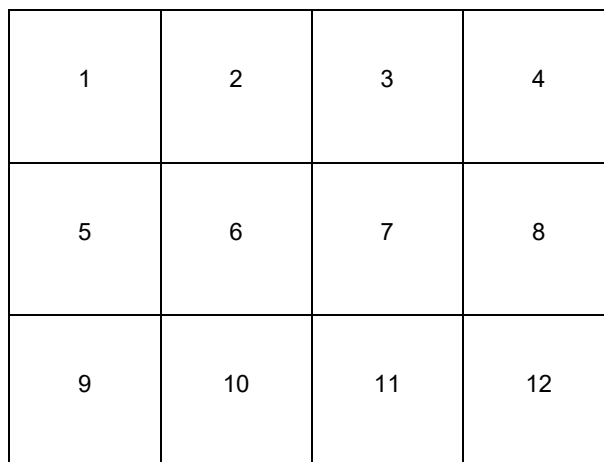
**S30**



**S60**



**S120**



**S360**

Mode 24: LE CCT & RGBW, 8 bit resolution per function

DMX Channel	Value	Percent	Function
<b>Light Engine 1</b>			
<b>1</b>	0 – 255	0 – 100	<b>Dimmer</b> closed → open
<b>2</b>	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>3</b>	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect full minus green
	11 – 20	5 – 8	
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
<b>4</b>	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
<b>5</b>	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
<b>6</b>	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
<b>7</b>	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>8</b>			<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 2 and 3)</i>
	0 – 255	0 – 100	0% → 100%
<b>9</b>			<b>Fan control (only S30-C, see page 60)</b>
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>			
<b>9</b>	0 – 255	0 – 100	<b>Dimmer</b> closed → open
<b>10</b>	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>11</b>	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect full minus green
	11 – 20	5 – 8	
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
<b>12</b>	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
<b>13</b>	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
<b>14</b>	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
<b>15</b>	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>16</b>			<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 10 and 11)</i>
	0 – 255	0 – 100	0% → 100%
<b>17</b>			<b>Fan control (only S60-C, see page 60)</b>

DMX Channel	Value	Percent	Function
<b>Light Engine 3 (only S120-C, S360)</b>			
17	0 – 255	0 – 100	<b>Dimmer</b> closed → open
18	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
19	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
20	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
21	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
22	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
23	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
24	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 18 and 19)</i> 0% → 100%
<b>Light Engine 4 (only S120-C, S360)</b>			
25	0 – 255	0 – 100	<b>Dimmer</b> closed → open
26	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
27	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
28	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
29	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
30	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
31	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
32	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 26 and 27)</i> 0% → 100%
33			<b>Fan control (only S120-C, see page 60)</b>

DMX Channel	Value	Percent	Function
<b>Light Engine 5 (only S360)</b>			
33	0 – 255	0 – 100	<b>Dimmer</b> closed → open
34	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
35	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect
	11 – 20	5 – 8	full minus green
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
36	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
37	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
38	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
39	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
40	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 34 and 35)</i> 0% → 100%
<b>Light Engine 6 (only S360)</b>			
41	0 – 255	0 – 100	<b>Dimmer</b> closed → open
42	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
43	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect
	11 – 20	5 – 8	full minus green
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
44	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
45	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
46	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
47	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
48	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 42 and 43)</i> 0% → 100%



DMX Channel	Value	Percent	Function
<b>Light Engine 7 (only S360)</b>			
49	0 – 255	0 – 100	<b>Dimmer</b> closed → open
50	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
51	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
52	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
53	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
54	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
55	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
56	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 50 and 51)</i> 0% → 100%
<b>Light Engine 8 (only S360)</b>			
57	0 – 255	0 – 100	<b>Dimmer</b> closed → open
58	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
59	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
60	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
61	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
62	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
63	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
64	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 58 and 59)</i> 0% → 100%

DMX Channel	Value	Percent	Function
<b>Light Engine 9 (only S360)</b>			
65	0 – 255	0 – 100	<b>Dimmer</b> closed → open
66	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
67	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect
	11 – 20	5 – 8	full minus green
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
68	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
69	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
70	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
71	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
72	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 66 and 67)</i> 0% → 100%
<b>Light Engine 10 (only S360)</b>			
73	0 – 255	0 – 100	<b>Dimmer</b> closed → open
74	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
75	0 – 10	0 – 4	<b>Green–Magenta Point</b> neutral / no effect
	11 – 20	5 – 8	full minus green
	21 – 119	9 – 47	–99% → –1%
	120 – 145	48 – 57	neutral / no effect
	146 – 244	58 – 96	1% → 99%
	245 – 255	97 – 100	full plus green
76	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
77	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
78	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
79	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
80	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 74 and 75)</i> 0% → 100%

DMX Channel	Value	Percent	Function
<b>Light Engine 11 (only S360)</b>			
81	0 – 255	0 – 100	<b>Dimmer</b> closed → open
82	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
83	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
84	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
85	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
86	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
87	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
88	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 82 and 83)</i> 0% → 100%
<b>Light Engine 12 (only S360)</b>			
89	0 – 255	0 – 100	<b>Dimmer</b> closed → open
90	0 – 255	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
91	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4 5 – 8 9 – 47 48 – 57 58 – 96 97 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
92	0 – 255	0 – 100	<b>Crossfade to Color</b> White → RGBW color
93	0 – 255	0 – 100	<b>Intensity red</b> 0% → 100%
94	0 – 255	0 – 100	<b>Intensity green</b> 0% → 100%
95	0 – 255	0 – 100	<b>Intensity blue</b> 0% → 100%
96	0 – 255	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 90 and 91)</i> 0% → 100%
97			<b>Fan control (only S360, see page 60)</b>

DMX Channel	Value	Percent	Function
<b>9 (S30-C)</b>			<b>Fan control</b>
<b>17 (S60-C)</b>	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
<b>33 (S120-C)</b>	10 – 57	4 – 22	Quiet, Fan speed fixed
<b>97 (S360)</b>	58 – 105	23 – 41	Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off

Mode 25: LE CCT & RGBW, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 1</b>				
<b>1</b>	<b>2</b>	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
<b>3</b>	<b>4</b>	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>5</b>	<b>6</b>	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
		4.588 – 9.830	8 – 15	
		9.831 – 30.145	16 – 46	
		30.146 – 39.976	47 – 61	
		39.977 – 60.292	62 – 92	
60.293 – 65.535	93 – 100			
<b>7</b>	<b>8</b>	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
<b>9</b>	<b>10</b>	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
<b>11</b>	<b>12</b>	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
<b>13</b>	<b>14</b>	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>15</b>	<b>16</b>	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 3/4 and 5/6)</i> 0% → 100%
<b>17</b>				<b>Fan control (only S30-C, see page 67)</b>

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>				
17	18	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
19	20	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
21	22	0 – 4.587	0 – 7	<b>Green-Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
		60.293 – 65.535	93 – 100	full plus green
23	24	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
25	26	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
27	28	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
29	30	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
31	32	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 19/20 and 21/22)</i> 0% → 100%
33				<b>Fan control (only S60-C, see page 67)</b>
<b>Light Engine 3 (only S120-C, S360)</b>				
33	34	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
35	36	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
37	38	0 – 4.587	0 – 7	<b>Green-Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
		60.293 – 65.535	93 – 100	full plus green
39	40	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
41	42	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
43	44	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
45	46	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
47	48	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 35/36 and 37/38)</i> 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 4 (only S120-C, S360)</b>				
49	50	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
51	52	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
53	54	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
55	56	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
57	58	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
59	60	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
61	62	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
63	64	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 51/52 and 53/54)</i> 0% → 100%
65				<b>Fan control (only S120-C, see page 67)</b>
<b>Light Engine 5 (only S360)</b>				
65	66	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
67	68	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
69	70	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
71	72	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
73	74	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
75	76	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
77	78	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
79	80	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 67/68 and 69/70)</i> 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 6 (only S360)</b>				
<b>81</b>	<b>82</b>	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
<b>83</b>	<b>84</b>	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>85</b>	<b>86</b>	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
<b>87</b>	<b>88</b>	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
<b>89</b>	<b>90</b>	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
<b>91</b>	<b>92</b>	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
<b>93</b>	<b>94</b>	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>95</b>	<b>96</b>	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 83/84 and 85/86)</i> 0% → 100%
<b>Light Engine 7 (only S360)</b>				
<b>97</b>	<b>98</b>	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
<b>99</b>	<b>100</b>	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
<b>101</b>	<b>102</b>	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
<b>103</b>	<b>104</b>	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
<b>105</b>	<b>106</b>	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
<b>107</b>	<b>108</b>	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
<b>109</b>	<b>110</b>	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
<b>111</b>	<b>112</b>	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 99/100 and 101/102)</i> 0% → 100%



DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 8 (only S360)</b>				
113	114	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
115	116	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
117	118	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
119	120	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
121	122	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
123	124	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
125	126	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
127	128	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 115/116 and 117/118)</i> 0% → 100%
<b>Light Engine 9 (only S360)</b>				
129	130	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
131	132	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
133	134	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
60.293 – 65.535	93 – 100	full plus green		
135	136	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
137	138	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
139	140	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
141	142	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
143	144	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 131/132 and 133/134)</i> 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 10 (only S360)</b>				
145	146	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
147	148	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
149	150	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
		4.588 – 9.830	8 – 15	
		9.831 – 30.145	16 – 46	
		30.146 – 39.976	47 – 61	
		39.977 – 60.292	62 – 92	
60.293 – 65.535	93 – 100			
151	152	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
153	154	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
155	156	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
157	158	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
159	160	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 147/148 and 149/150)</i> 0% → 100%
<b>Light Engine 11 (only S360)</b>				
161	162	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
163	164	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
165	166	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
		4.588 – 9.830	8 – 15	
		9.831 – 30.145	16 – 46	
		30.146 – 39.976	47 – 61	
		39.977 – 60.292	62 – 92	
60.293 – 65.535	93 – 100			
167	168	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
169	170	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
171	172	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
173	174	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
175	176	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 163/164 and 165/166)</i> 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 12 (only S360)</b>				
177	178	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
179	180	0 – 65.535	0 – 100	<b>Color temperature CCT</b> 2,800 K → 10,000 K
181	182	0 – 4.587	0 – 7	<b>Green–Magenta Point</b> neutral / no effect
		4.588 – 9.830	8 – 15	full minus green
		9.831 – 30.145	16 – 46	–99% → –1%
		30.146 – 39.976	47 – 61	neutral / no effect
		39.977 – 60.292	62 – 92	1% → 99%
		60.293 – 65.535	93 – 100	full plus green
183	184	0 – 65.535	0 – 100	<b>Crossfade to color</b> White → RGBW color
185	186	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
187	188	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
189	190	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
191	192	0 – 65.535	0 – 100	<b>Intensity white</b> <i>(While in calibrated RGBW, white point CCT and +/- green adjustments via channels 179/180 and 181/182)</i> 0% → 100%
<b>17 (S30–C)</b>		0 – 9 10 – 57 58 – 105 106 – 153 154 – 201 202 – 249 251 – 255	0 – 3 4 – 22 23 – 41 42 – 60 61 – 78 79 – 97 99 – 100	<b>Fan control</b>
<b>33 (S60–C)</b>				Use Fan Mode Setting of Fixture Menu
<b>65 (S120–C)</b>				Quiet, Fan speed fixed
<b>193 (S360)</b>				Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>				High Temp, Fan speed fixed
				Normal (S360 only, no function on other models)
				Fan at Full Speed
		Fan Off		

Mode 26: LE H S I, 8 bit resolution per function

DMX Channel	Value	Percent	Function
<b>Light Engine 1</b>			
1	0 – 255	0 – 100	<b>Dimmer</b> closed → open
2	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
3	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
4			<b>Fan control (only S30-C, see page 73)</b>
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>			
4	0 – 255	0 – 100	<b>Dimmer</b> closed → open
5	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
6	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
7			<b>Fan control (only S60-C, see page 73)</b>
<b>Light Engine 3 (only S120-C, S360)</b>			
7	0 – 255	0 – 100	<b>Dimmer</b> closed → open
8	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
9	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 4 (only S120-C, S360)</b>			
10	0 – 255	0 – 100	<b>Dimmer</b> closed → open
11	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
12	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
13			<b>Fan control (only S120-C, see page 73)</b>
<b>Light Engine 5 (only S360)</b>			
13	0 – 255	0 – 100	<b>Dimmer</b> closed → open
14	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
15	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 6 (only S360)</b>			
16	0 – 255	0 – 100	<b>Dimmer</b> closed → open
17	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
18	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated

DMX Channel	Value	Percent	Function
<b>Light Engine 7 (only S360)</b>			
19	0 – 255	0 – 100	<b>Dimmer</b> closed → open
20	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
21	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 8 (only S360)</b>			
22	0 – 255	0 – 100	<b>Dimmer</b> closed → open
23	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
24	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 9 (only S360)</b>			
25	0 – 255	0 – 100	<b>Dimmer</b> closed → open
26	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
27	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 10 (only S360)</b>			
28	0 – 255	0 – 100	<b>Dimmer</b> closed → open
29	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
30	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 11 (only S360)</b>			
31	0 – 255	0 – 100	<b>Dimmer</b> closed → open
32	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
33	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
<b>Light Engine 12 (only S360)</b>			
34	0 – 255	0 – 100	<b>Dimmer</b> closed → open
35	0 – 255	0 – 100	<b>Hue</b> 0° → 360°
36	0 – 255	0 – 100	<b>Saturation</b> 0 → full saturated
37			<b>Fan control (only S360, see page 73)</b>

DMX Channel	Value	Percent	Function
<b>4 (S30-C)</b>			<b>Fan control</b>
<b>7 (S60-C)</b>	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
<b>13 (S120-C)</b>	10 – 57	4 – 22	Quiet, Fan speed fixed
<b>37 (S360)</b>	58 – 105	23 – 41	Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off

Mode 27: LE H S I, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 1</b>				
1	2	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
3	4	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
5	6	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
7				<b>Fan control (only S30-C, see page 73)</b>
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>				
7	8	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
9	10	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
11	12	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
13				<b>Fan control (only S60-C, see page 73)</b>
<b>Light Engine 3 (only S120-C, S360)</b>				
13	14	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
15	16	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
17	18	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 4 (only S120-C, S360)</b>				
19	20	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
21	22	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
23	24	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
25				<b>Fan control (only S120-C, see page 73)</b>
<b>Light Engine 5 (only S360)</b>				
25	26	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
27	28	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
29	30	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 6 (only S360)</b>				
31	32	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
33	34	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
35	36	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 7 (only S360)</b>				
37	38	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
39	40	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
41	42	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 8 (only S360)</b>				
43	44	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
45	46	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
47	48	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 9 (only S360)</b>				
49	50	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
51	52	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
53	54	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 10 (only S360)</b>				
55	56	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
57	58	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
59	60	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 11 (only S360)</b>				
61	62	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
63	64	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
65	66	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
<b>Light Engine 12 (only S360)</b>				
67	68	0 – 65.535	0 – 100	<b>Dimmer</b> closed → open
69	70	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
71	72	0 – 65.535	0 – 100	<b>Saturation</b> White → full saturated
73				<b>Fan control (only S360, see page 73)</b>



<b>7 (S30-C)</b>			<b>Fan control</b>
<b>13 (S60-C)</b>	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
<b>25 (S120-C)</b>	10 – 57	4 – 22	Quiet, Fan speed fixed
<b>73 (S360)</b>	58 – 105	23 – 41	Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off

DMX Channel	Value	Percent	Function
<b>Light Engine 1</b>			
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
3	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
4			<b>Fan control (only S30-C, see page 76)</b>
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>			
4	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
5	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
6	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
7			<b>Fan control (only S60-C, see page 76)</b>
<b>Light Engine 3 (only S120-C, S360)</b>			
7	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
8	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
9	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 4 (only S120-C, S360)</b>			
10	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
11	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
12	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
13			<b>Fan control (only S120-C, see page 76)</b>
<b>Light Engine 5 (only S360)</b>			
13	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
14	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
15	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 6 (only S360-C)</b>			
16	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
17	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
18	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8

DMX Channel	Value	Percent	Function
<b>Light Engine 7 (only S360)</b>			
19	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
20	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
21	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 8 (only S360)</b>			
22	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
23	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
24	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 9 (only S360)</b>			
25	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
26	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
27	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 10 (only S360–C)</b>			
28	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
29	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
30	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 11 (only S360)</b>			
31	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
32	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
33	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 12 (only S360)</b>			
34	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
35	0 – 255	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
36	0 – 255	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
37			<b>Fan control (only S360, see page 76)</b>

DMX Channel	Value	Percent	Function
<b>4 (S30-C)</b>			<b>Fan control</b>
<b>7 (S60-C)</b>	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
<b>13 (S120-C)</b>	10 – 57	4 – 22	Quiet, Fan speed fixed
<b>37 (S360)</b>	58 – 105	23 – 41	Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off

Mode 29: LE x,y Coordinates 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 1</b>				
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3	4	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
5	6	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
7				<b>Fan control (only S30-C, see page 79)</b>
<b>Light Engine 2 (only S60-C, S120-C, S360)</b>				
7	8	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
9	10	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
11	12	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
13				<b>Fan control (only S60-C, see page 79)</b>
<b>Light Engine 3 (only S120-C, S360)</b>				
13	14	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
15	16	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
17	18	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 4 (only S120-C, S360)</b>				
19	20	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
21	22	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
23	24	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
7				<b>Fan control (only S120-C, see page 79)</b>
<b>Light Engine 5 (only S360)</b>				
25	26	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
27	28	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
29	30	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 6 (only S360)</b>				
31	32	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
33	34	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
35	36	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8

DMX Channel		Value	Percent	Function
HI	LO			
<b>Light Engine 7 (only S360)</b>				
37	38	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
39	40	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
41	42	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 8 (only S360)</b>				
43	44	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
45	46	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
47	48	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 9 (only S360)</b>				
49	50	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
51	52	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
53	54	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 10 (only S360)</b>				
55	56	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
57	58	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
59	60	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 11 (only S360)</b>				
61	62	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
63	64	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
65	66	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
<b>Light Engine 12 (only S360)</b>				
67	68	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
69	70	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
71	72	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8
73				<b>Fan control (only S360, see page 79)</b>

DMX Channel	Value	Percent	Function
<b>7 (S30-C)</b>			<b>Fan control</b>
<b>13 (S60-C)</b>	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
<b>25 (S120-C)</b>	10 – 57	4 – 22	Quiet, Fan speed fixed
<b>73 (S360)</b>	58 – 105	23 – 41	Variable, Fan speed variable
<i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	106 – 153	42 – 60	High Temp, Fan speed fixed
	154 – 201	61 – 78	Normal (S360 only, no function on other models)
	202 – 249	79 – 97	Fan at Full Speed
	251 – 255	99 – 100	Fan Off

Mode 30: Ultimate DMX Mode, 8 bit

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
2	0 – 9	0 – 4	<b>Color Mode Selection 1</b> CCT & Green–Magenta Point
	10 – 19	5 – 7	H S I
	20 – 29	8 – 11	RGBW
	30 – 39	12 – 16	Gel Selection
	40 – 49	17 – 19	Source Matching
	50 – 59	20 – 23	X,y Coordinate
	60 – 69	24 – 27	Effects
	70 – 255	28 – 100	Reserved
3	<a href="#">See tables below</a>		<b>Color Paramter #1</b>
4			<b>Color Paramter #2</b>
5			<b>Color Paramter #3</b>
6			<b>Color Paramter #4</b>
7			<b>Color Paramter #5</b>
8			<b>Color Paramter #6</b>
9			<b>Color Paramter #7</b>
10			<b>Color Paramter #8</b>
11	0 – 255	0 – 100	<b>Crossfade to Color</b> Color Mode Selection 1 → Color Mode Selection 2
12	0 – 9	0 – 4	<b>Color Mode Selection 2</b> CCT & Green–Magenta Point
	10 – 19	5 – 7	H S I
	20 – 29	8 – 11	RGBW
	30 – 39	12 – 16	Gel Selection
	40 – 49	17 – 19	Source Matching
	50 – 59	20 – 23	X,y Coordinate
	60 – 69	24 – 27	Effects
	70 – 255	28 – 100	Reserved
13	<a href="#">See tables below</a>		<b>Color Paramter #1</b>
14			<b>Color Paramter #2</b>
15			<b>Color Paramter #3</b>
16			<b>Color Paramter #4</b>
17			<b>Color Paramter #5</b>
18			<b>Color Paramter #6</b>
19			<b>Color Paramter #7</b>
20			<b>Color Paramter #8</b>



Mode 30: Ultimate DMX Mode, 8 bit, continued

DMX Channel	Value	Percent	Function
<b>21</b> <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
	10 – 57	4 – 22	
	58 – 105	23 – 41	
	106 – 153	42 – 60	
	154 – 201	61 – 78	
	202 – 249	79 – 97	
	251 – 255	99 – 100	
<b>22</b>	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
<b>23</b>	0 – 19	0 – 7	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
	20 – 255	8 – 100	
<b>24</b>			<b>Reserved for future use</b>

Mode 31: Ultimate DMX Mode, 16 bit

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	<b>Master Intensity</b> 0 % (closed) → 100% (open)
3		0 – 9	0 – 4	<b>Color Mode Selection 1</b> CCT & Green–Magenta Point
		10 – 19	5 – 7	H S I
		20 – 29	8 – 11	RGBW
		30 – 39	12 – 16	Gel Selection (no 16 bit mode, see <a href="#">page 60</a> )
		40 – 49	17 – 19	Source Matching (no 16 bit mode, see <a href="#">page 60</a> )
		50 – 59	20 – 23	X,Y Coordinate
		60 – 69	24 – 27	Effects
		70 – 255	28 – 100	Reserved
4	5	<a href="#">See tables below</a>		<b>Color Parameter #1</b>
6	7			<b>Color Parameter #2</b>
8	9			<b>Color Parameter #3</b>
10	11			<b>Color Parameter #4</b>
12	13			<b>Color Parameter #5</b>
14	15			<b>Color Parameter #6</b>
16	17			<b>Color Parameter #7</b>
18	19			<b>Color Parameter #8</b>
20	21	0 – 65.535	0 – 100	<b>Crossfade to Color</b> Color Mode Selection 1 → Color Mode Selection 2
22		0 – 9	0 – 4	<b>Color Mode Selection</b> CCT & Green–Magenta Point
		10 – 19	5 – 7	H S I
		20 – 29	8 – 11	RGBW
		30 – 39	12 – 16	Gel Selection (no 16 bit mode, see <a href="#">page table60</a> )
		40 – 49	17 – 19	Source Matching (no 16 bit mode, see <a href="#">page table60</a> )
		50 – 59	20 – 23	X,y Coordinate
		60 – 69	24 – 27	Effects
		70 – 255	28 – 100	Reserved
23	24	<a href="#">See tables below</a>		<b>Color Parameter #1</b>
25	26			<b>Color Parameter #2</b>
27	28			<b>Color Parameter #3</b>
29	30			<b>Color Parameter #4</b>
31	32			<b>Color Parameter #5</b>
33	34			<b>Color Parameter #6</b>
35	36			<b>Color Parameter #7</b>
37	38			<b>Color Parameter #8</b>

Mode31: Ultimate DMX Mode, 16 bit, continued

DMX Channel	Value	Percent	Function
<b>39</b> <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	<b>Fan control</b> Use Fan Mode Setting of Fixture Menu Quiet, Fan speed fixed Variable, Fan speed variable High Temp, Fan speed fixed Normal ( <i>S360 only, no function on other models</i> ) Fan at Full Speed Fan Off
	10 – 57	4 – 22	
	58 – 105	23 – 41	
	106 – 153	42 – 60	
	154 – 201	61 – 78	
	202 – 249	79 – 97	
	251 – 255	99 – 100	
<b>40</b>	0 – 255	0 – 100	<b>Preset</b> See table on <a href="#">page 8</a>
<b>41</b>	0 – 19	0 – 7	<b>Light Strobe</b> No effect 1 flash / s → 25 flashes / s
	20 – 255	8 – 100	
<b>42</b>			<b>Reserved for future use</b>

Color Mode Parameters

Color Mode	Parameter	Value 8 bit	Value 16 bit	Percent	Function
<b>CCT &amp; Green / Magenta Point</b>	<b>1</b>	0 – 255	0 – 65.535	0 – 100	<b>CCT Range</b> 2,800 → 10,000 K
	<b>2</b>	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 4 5 – 8 16 – 46 47 – 57 58 – 95 96 – 100	<b>Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
<b>H S I</b>	<b>1</b>	0 – 255	0 – 65.535	0 – 100	<b>Hue</b> 0° → 360°
	<b>2</b>	0 – 255	0 – 65.535	0 – 100	<b>Saturation</b> 0 → full saturated
<b>RGBW</b>	<b>1</b>	0 – 255	0 – 65.535	0 – 100	<b>Intensity red</b> 0% → 100%
	<b>2</b>	0 – 255	0 – 65.535	0 – 100	<b>Intensity green</b> 0% → 100%
	<b>3</b>	0 – 255	0 – 65.535	0 – 100	<b>Intensity blue</b> 0% → 100%
	<b>4</b>	0 – 255	0 – 65.535	0 – 100	<b>Intensity white</b> 0% → 100%
	<b>5</b>	0 – 255	0 – 65.535	0 – 100	<b>White Point CCT</b> 2,800 K → 10,000 K
	<b>6</b>	0 – 10 11 – 20 21 – 119 120 – 145 146 – 244 245 – 255	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	n/a	<b>White Point – Green–Magenta Point</b> neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green

Color Mode Parameters, continued

Color Mode	Parameter	Value 8 bit	Value 16 bit	Percent	Function
Gel Selection	1	0 – 127	<b>Notice:</b> No 16 bit GEL mode available in Ultimate DMX Mode. Uses only “HI” channels, LO channels default value = 0	0 – 50	<b>Gel, CCT Selection</b> 3,200 K
		128 – 255		51 – 100	5,600 K
	2	0 – 84		0 – 33	<b>Gel, Color Matching Selection</b> Best Color <i>Note: Color quality optimized</i>
		85 – 170		34 – 67	Brightest <i>Note: Color brightness optimized</i>
		171 – 255		68 – 100	No Color Gel
3	0 – 127	0 – 50	<b>Gel, Brand</b> Rosco		
	128 – 255	51 – 100	LEE filters		
	4	0 – 50	0 – 20	<b>Gel, Category</b> Choose Gel manufacturer on parameter 3 Category 1 <a href="#">Rosco: Color correction</a> <a href="#">LEE: Color correction</a>	
		51 – 101	21 – 39	Category 2 <a href="#">Rosco: CalColor</a> <a href="#">LEE: Color Filters</a>	
		102 – 152	40 – 60	Category 3 <a href="#">Rosco: Storaro Selection</a> <a href="#">LEE: 600 Series</a>	
		153 – 203	61 – 80	Category 4 <a href="#">Rosco: Cinelux</a> <a href="#">LEE: Cosmetic Filters</a>	
		204 – 255	81 – 100	Category 5 <a href="#">LEE: 700 Series</a>	
	5	0 – 255		0 – 100	<b>Gel</b> See tables on page 28
Source Matching	1	0 – 50	<b>Notice:</b> No 16 bit Source matching mode available in Ultimate DMX Mode. Uses only “HI” channels, LO channels default value = 0	0 – 20	<b>Category</b> <a href="#">Incandescent</a>
		51 – 101		21 – 39	<a href="#">Fluorescent</a>
	2	102 – 152		40 – 59	<a href="#">Discharge</a>
		153 – 203		60 – 79	<a href="#">Other</a>
		204 – 255		80 – 100	<b>Reserved for future use</b>
		0 – 255		0 – 100	<b>Source</b> Please see table on page 41
x,y Coordinates	1	0 – 255	0 – 65.535	0 – 100	<b>X Coordinate</b> 0.0 – 0.8
	2	0 – 255	0 – 65.535	0 – 100	<b>Y Coordinate</b> 0.0 – 0.8

*Color Mode Parameters, continued*

Color Mode	Parameter	Value 8 bit	Value 16 bit	Percent	Function
<b>Effects</b>	<b>1</b>	0 – 9	0 – 2304	0 – 4	<b>Effect Selection</b> No Effect
		10 – 19	2305 – 4864	5 – 7	<a href="#">Party Effect</a>
		20 – 29	4865 – 7424	8 – 11	<a href="#">Candle</a>
		30 – 39	7425 – 9984	12 – 15	<a href="#">Clouds Passing</a>
		40 – 49	9985 – 12544	16 – 19	<a href="#">Club Lights</a>
		50 – 59	12545 – 15104	20 – 23	<a href="#">Color Chase</a>
		60 – 69	15105 – 17664	24 – 27	<a href="#">Cop Car</a>
		70 – 79	17665 – 20224	28 – 31	<a href="#">Fire</a>
		80 – 89	20225 – 22784	32 – 35	<a href="#">Fireworks</a>
		90 – 99	22785 – 25344	36 – 39	<a href="#">Light Strobe</a>
		100 – 109	25345 – 27904	40 – 43	<a href="#">Lightning</a>
		110 – 119	27905 – 30464	44 – 47	<a href="#">Paparazzi</a>
		120 – 129	30465 – 33024	48 – 51	<a href="#">Pulsing</a>
		130 – 139	33025 – 35584	52 – 55	<a href="#">Television</a>
		140 – 149	35585 – 38144	56 – 58	<a href="#">Explosion</a>
		150 – 159	38145 – 40704	59 – 62	<a href="#">Fluorescent Flicker</a>
		160 – 169	40705 – 43264	63 – 66	<a href="#">Process Effect</a>
		170 – 179	43265 – 45824	67 – 70	<a href="#">Welding</a>
180 – 255	45825 – 65535	71 – 100	<b>Reserved for future use</b>		
	<b>2</b>	See tables from page 45			<b>Effect Parameter 1</b>
	<b>3</b>				<b>Effect Parameter 2</b>
	<b>4</b>				<b>Effect Parameter 3</b>
	<b>5</b>				<b>Effect Parameter 4</b>
	<b>6</b>				<b>Effect Parameter 5</b>
	<b>7</b>				<b>Effect Parameter 6</b>
	<b>8</b>				<b>Effect Parameter 7</b>

## Equations for conversion

### CCT conversion

8 bit

$DMX\ Value = \frac{Desired\ CCT - 2800}{28.235}$	<p><u>Quick References:</u>                  2,800 K – DMX value of 0                  3,200 K – DMX value of 14                  4,300 K – DMX value of 53                  5,600 K – DMX value of 99                  6,500 K – DMX value of 131                  10,000 K – DMX value of 255</p>
$CCT = (DMX\ Value * 28.235) + 2800$	

16 bit

$DMX\ Value = \frac{Desired\ CCT - 2800}{0.109865}$	<p><u>Quick References:</u>                  2,800 K – DMX value of 0                  3,200 K – DMX value of 3640                  4,300 K – DMX value of 13653                  5,600 K – DMX value of 25485                  6,500 K – DMX value of 33678                  10,000 K – DMX value of 65535</p>
$CCT = (DMX\ Value * 0.109865) + 2800$	

### x,y Coordinate to DMX Value Conversion

8 bit

$DMX_x = \frac{x_{value} * 255}{0.8}$	$DMX_y = \frac{y_{value} * 255}{0.8}$
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16 bit

$DMX_x = \frac{x_{value} * 65535}{0.8}$	$DMX_y = \frac{y_{value} * 65535}{0.8}$
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**ARRI** 