

SkyPanel®

DMX Protocol Specification V4.4

LIGHTING – TECHNICAL INFORMATION

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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

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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	Dimmer 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Light Strobe No effect 1 flash / s → 25 flashes / s
4 – 5			Reserved for future use

Mode 2: 16 bit resolution per function

DMX Channel	Value	Percent	Function
1	HI	0 – 100	Dimmer 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Light Strobe No effect 1 flash / s → 25 flashes / s
5 – 6			Reserved for future use

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
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Light Strobe No effect 1 flash / s → 25 flashes / s
5 – 6			Reserved for future use

Sxx-C (Color)

Overview

8 bit 1 channel per function	16 bit 1 – 2 channels per function	Coarse / fine 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

Setting	Rosco #	Setting	Rosco #
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
Depending on DMX mode	0 – 11	0 – 4	Preset No Effect
			User Defined Presets
	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
			Factory Presets
	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
any	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
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
3	0 – 10	0 – 4	Green-Magenta Point 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
4	0 – 255	0 – 100	Crossfade to Color White → RGBW color
5	0 – 255	0 – 100	Intensity red 0% → 100%
6	0 – 255	0 – 100	Intensity green 0% → 100%
7	0 – 255	0 – 100	Intensity blue 0% → 100%
8	0 – 255	0 – 100	Intensity white 0% → 100%
9 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	Fan control 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
10	0 – 255	0 – 100	Preset See table on page 8
11	0 – 19	0 – 7	Light Strobe No effect
	20 – 255	8 – 100	1 flash / s → 25 flashes / s
12			Reserved for future use

Mode 2: CCT, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Color temperature CCT 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	Green–Magenta Point 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	Fan control 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	Preset See table on page 8
6	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
7			Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Color temperature CCT 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
4	0 – 255	0 – 100	Crossfade to Color White → RGBW color
5	0 – 255	0 – 100	Hue 0° → 360°
6	0 – 255	0 – 100	Saturation 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	Fan control 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	Preset See table on page 8
9	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
10			Reserved for future use

Mode 4: RGBW, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Intensity red 0% → 100%
3	0 – 255	0 – 100	Intensity green 0% → 100%
4	0 – 255	0 – 100	Intensity blue 0% → 100%
5	0 – 255	0 – 100	Intensity white 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
8	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
9			Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Hue 0° → 360°
3	0 – 255	0 – 100	Saturation 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	Fan control 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	Preset See table on page 8
6	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
7			Reserved for future use

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

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
5	6	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 7 8 – 15 16 – 46 47 – 61 62 – 92 93 – 100	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
7	8	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
9	10	0 – 65.535	0 – 100	Intensity red 0% → 100%
11	12	0 – 65.535	0 – 100	Intensity green 0% → 100%
13	14	0 – 65.535	0 – 100	Intensity blue 0% → 100%
15	16	0 – 65.535	0 – 100	Intensity white 0% → 100%
17		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	Fan control 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
18		0 – 255	0 – 100	Preset See table on page 8
19		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
20				Reserved for future use

Mode 7: CCT, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
5	6	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 7 8 – 15 16 – 46 47 – 61 62 – 92 93 – 100	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
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	Fan control 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	Preset See table on page 8
9		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
10				Reserved for future use

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	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
5	6	0 – 4.587 4.588 – 9.830 9.831 – 30.145 30.146 – 39.976 39.977 – 60.292 60.293 – 65.535	0 – 7 8 – 15 16 – 46 47 – 61 62 – 92 93 – 100	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
7	8	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
9	10	0 – 65.535	0 – 100	Hue 0° → 360°
11	12	0 – 65.535	0 – 100	Saturation White → full saturated
13		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	Fan control 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
14		0 – 255	0 – 100	Preset See table on page 8
15		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
16				Reserved for future use

Mode 9: RGBW, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Intensity red 0% → 100%
5	6	0 – 65.535	0 – 100	Intensity green 0% → 100%
7	8	0 – 65.535	0 – 100	Intensity blue 0% → 100%
9	10	0 – 65.535	0 – 100	Intensity white 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	Fan control 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	Preset See table on page 8
13		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
14				Reserved for future use

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

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Hue 0° → 360°
5	6	0 – 65.535	0 – 100	Saturation 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	Fan control 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	Preset See table on page 8
9		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
10				Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
3	0 – 255	0 – 100	Color temperature CCT coarse 2.800 K → 10.000 K
4	0 – 255	0 – 100	Color temperature CCT fine
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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
6	0 – 255	0 – 100	Crossfade to color White → RGBW color
7	0 – 255	0 – 100	Intensity red coarse 0% → 100%
8	0 – 255	0 – 100	Red fine
9	0 – 255	0 – 100	Intensity green coarse 0% → 100%
10	0 – 255	0 – 100	Green fine
11	0 – 255	0 – 100	Intensity blue coarse 0% → 100%
12	0 – 255	0 – 100	Blue fine
13	0 – 255	0 – 100	Intensity white coarse 0% → 100%
14	0 – 255	0 – 100	White fine
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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
17	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
18			Reserved for future use

Mode 12: CCT, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
3	0 – 255	0 – 100	Color temperature CCT coarse 2.800 K → 10.000 K
4	0 – 255	0 – 100	Color temperature CCT fine
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	Green–Magenta Point 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
8	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
9			Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
3	0 – 255	0 – 100	Color temperature CCT coarse 2.800 K → 10.000 K
4	0 – 255	0 – 100	Color temperature CCT fine
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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
6	0 – 255	0 – 100	Crossfade to color White → RGBW color
7	0 – 255	0 – 100	Hue coarse 0° → 360°
8	0 – 255	0 – 100	Hue fine
9	0 – 255	0 – 100	Saturation coarse 0 → full saturated
10	0 – 255	0 – 100	Saturation fine
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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
13	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
14			Reserved for future use

Mode 14: RGBW, Coarse / fine channel per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
3	0 – 255	0 – 100	Intensity red coarse 0% → 100%
4	0 – 255	0 – 100	Red fine
5	0 – 255	0 – 100	Intensity green coarse 0% → 100%
6	0 – 255	0 – 100	Green fine
7	0 – 255	0 – 100	Intensity blue coarse 0% → 100%
8	0 – 255	0 – 100	Blue fine
9	0 – 255	0 – 100	Intensity white coarse 0% → 100%
10	0 – 255	0 – 100	White fine
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	Fan control 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	Preset See table on page 8
13	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
14			Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Dimmer fine
3	0 – 255	0 – 100	Hue coarse 0° → 360°
4	0 – 255	0 – 100	Hue fine
5	0 – 255	0 – 100	Saturation coarse 0 → full saturated
6	0 – 255	0 – 100	Saturation fine
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	Fan control 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	Preset See table on page 8
9	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
10			Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Master Intensity 0 % (closed) → 100% (open)
2	0 – 127 128 – 255	0 – 50 51 – 100	Gel 1, CCT Selection 3.200 K 5.600 K
3	0 – 84 85 – 170 171 – 255	0 – 33 34 – 66 67 – 100	Gel 1, Color Matching Selection 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	Gel 1, Brand Choose category on ch. 5, gel on ch. 6 Rosco LEE filters
5	0 – 50 51 – 101 102 – 152 153 – 203 204 – 255	0 – 20 21 – 39 40 – 60 61 – 80 81 – 100	Gel 1, Category (Brand Dependent) Choose Gel manufacturer on channel 4 Category 1 Rosco: Color correction LEE: Color correction Category 2 Rosco: CalColor LEE: Color Filters Category 3 Rosco: Storaro Selection LEE: 600 Series Category 4 Rosco: Cinelux LEE: Cosmetic Filters Category 5 LEE: 700 Series
6	0 – 255	0 – 100	Gel 1 Please see tables below
7	0 – 255	0 – 100	Crossfade to gel Gel 1 → Gel 2
8	0 – 127 128 – 255	0 – 50 51 – 100	Gel 2, CCT Selection 3.200 K 5.600 K
9	0 – 84 85 – 170 171 – 255	0 – 33 34 – 66 67 – 100	Gel 2, Color Matching Selection Best Color <i>Note: Color quality optimized</i> Brightest <i>Note: Color brightness optimized</i> No Color Gel

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

DMX Channel	Value	Percent	Function
11	0 – 50	0 – 20	Gel 2, Category (Brand Dependent) Choose Gel manufacturer on channel 10 Category 1 Rosco: Color correction LEE: Color correction
	51 – 101	21 – 39	Category 2 Rosco: CalColor LEE: Color Filters
	102 – 152	40 – 60	Category 3 Rosco: Storaro Selection LEE: 600 Series
	153 – 203	61 – 80	Category 4 Rosco: Cinelux LEE: Cosmetic Filters
	204 – 255	81 – 100	Category 5 LEE: 700 Series
12	0 – 255	0 – 100	Gel 2 Please see tables below
13	0 – 51	0 – 20	Gel Transition Type 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	Fan control 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	Preset See table on page 8
16	0 – 19	0 – 7	Light Strobe No effect
	20 – 255	8 – 100	1 flash / s → 25 flashes / s
17			Reserved for future use

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

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Master Intensity 0 % (closed) → 100% (open)
3		0 – 127 128 – 255	0 – 50 51 – 100	Gel 1, CCT Selection 3.200 K 5.600 K
4		0 – 84 85 – 170 171 – 255	0 – 33 34 – 67 68 – 100	Gel 1, Color Matching Selection 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	Gel 1, Brand 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	Gel 1, Category (Brand Dependent) Choose Gel manufacturer on channel 4 Category 1 Rosco: Color correction LEE: Color correction Category 2 Rosco: CalColor LEE: Color Filters Category 3 Rosco: Storaro Selection LEE: 600 Series Category 4 Rosco: Cinelux LEE: Cosmetic Filters Category 5 LEE: 700 Series
7		0 – 255	0 – 100	Gel 1 Please see tables below
8	9	0 – 65.535	0 – 100	Crossfade to gel Gel 1 → Gel 2
10		0 – 127 128 – 255	0 – 50 51 – 100	Gel 2, CCT Selection 3.200 K 5.600 K
11		0 – 84 85 – 170 171 – 255	0 – 33 34 – 67 68 – 100	Gel 2, Color Matching Selection 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	Gel 2, Brand 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	Gel 2, Category (Brand Dependent) Choose Gel manufacturer on channel 10 Category 1 Rosco: Color correction LEE: Color correction Category 2 Rosco: CalColor LEE: Color Filters Category 3 Rosco: Storaro Selection LEE: 600 Series Category 4 Rosco: Cinelux LEE: Cosmetic Filters Category 5 LEE: 700 Series
14	0 – 255	0 – 100	Gel 2 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	Gel Transition Type 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Presets See table on page 8
18	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
19			Reserved for future use

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
8 bit:	28 – 29	1/2 CTS	3442
Gel 1: 6	30 – 31	1/4 CTS	3443
Gel 2: 12	32 – 33	1/8 CTS	3444
	34 – 35	Full Plusgreen	3304
16 bit:	36 – 37	1/2 Plusgreen	3315
Gel 1: 6	38 – 39	1/4 Plusgreen	3316
Gel 2: 14	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		Reserved for future use

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
8 bit:	30 – 31	60 Yellow	4560
Gel 1: 6	32 – 33	90 Yellow	4590
Gel 2: 12	34 – 35	15 Red	4615
16 bit:	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		Reserved for future use

Category 3, Rosco, Storaro Selection

DMX Channel	Value	Gel Name	Gel Number	
8 bit: 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	
	16 bit: 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			Reserved for future use	

Category 4, Rosco, Cinelux

DMX Channel	Value	Gel Name	Gel Number	
8 bit: Gel 1: 6 Gel 2: 12	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	
	16 bit: Gel 1: 6 Gel 2: 14	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
		36 – 37	Flesh Pink	34
		38 – 39	Pale Rose Pink	37
		40 – 41	Salmon	41
		42 – 43	Deep Salmon	42
		44 – 45	Middle Rose	44
		46 – 47	Light Rose Purple	47
		48 – 49	Surprise Pink	51
		50 – 51	No Color Blue	60

Category 4, Rosco, Cinelux, continued

DMX Channel	Value	Gel Name	Gel Number
	52 – 53	Clearwater	360
	54 – 55	Booster Blue	62
	56 – 57	Tipton Blue	362
	58 – 59	Blue Bell	364
	60 – 61	Daylight Blue	65
	62 – 63	Tharon Delft Blue	365
	64 – 65	Cerulean Blue	375
8 bit:	66 – 67	Bermuda Blue	376
Gel 1: 6	68 – 69	Green Blue	77
Gel 2: 12	70 – 71	Alice Blue	378
	72 – 73	Primary Blue	80
16 bit:	74 – 75	Baldassari Blue	381
Gel 1: 6	76 – 77	Medium Blue	83
Gel 2: 14	78 – 79	Pale Yellow Green	87
cont.	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		Reserved for future use

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
8 bit:	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
16 bit:	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		Reserved for future use

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
8 bit:	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
16 bit:	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		Reserved for future use

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
8 bit: 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
	10 – 11	Industry Sodium	650
16 bit: Gel 1: 6 Gel 2: 14	12 – 13	HI Sodium	651
	14 – 15	Urban Sodium	652
	16 – 17	LO Sodium	653
	18 – 255		Reserved for future use

Category 4, LEE, Cosmetic Filters

DMX Channel	Value	Gel Name	Gel Number
8 bit: 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
16 bit: 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		Reserved for future use	

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
8 bit:	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
16 bit:	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		Reserved for future use

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

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Master Intensity 0 % (closed) → 100% (open)
2	0 – 255	0 – 100	X1 Coordinate 0.0 – 0.8
3	0 – 255	0 – 100	Y1 Coordinate 0.0 – 0,8
4	0 – 255	0 – 100	Crossfade to Color X1, Y1 → X2, Y2
5	0 – 255	0 – 100	X2 Coordinate 0.0 – 0.8
6	0 – 255	0 – 100	Y2 Coordinate 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	Transition Type 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
10	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
11			Reserved for future use

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

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Master Intensity 0 % (closed) → 100% (open)
3	4	0 – 65.535	0 – 100	X1 Coordinate 0.0 – 0.8
5	6	0 – 65.535	0 – 100	Y1 Coordinate 0.0 – 0.8
7	8	0 – 65.535	0 – 100	Crossfade to Color X1, Y1 → X2, Y2
9	10	0 – 65.535	0 – 100	X2 Coordinate 0.0 – 0.8
11	12	0 – 65.535	0 – 100	Y2 Coordinate 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	Transition Type 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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
15		0 – 255	0 – 100	Preset See table on page 8
16		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
17				Reserved for future use

Mode 20: Source Matching, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Master Intensity 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	Category 1 Incandescent Fluorescent Discharge Other Reserved for future use
3	0 – 255	0 – 100	Source 1 Please see table below
4	0 – 255	0 – 100	Crossfade to Color 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	Category 2 Incandescent Fluorescent Discharge Other Reserved for future use
6	0 – 255	0 – 100	Source 2 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	Fan control 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	Preset See table on page 8
9	0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
10			Reserved for future use

Mode 21: Source Matching, 16 bit resolution per function

DMX Channel		Value	Percent	Function
HI	LO			
1	2	0 – 65.535	0 – 100	Master Intensity 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	Category 1 Incandescent Fluorescent Discharge Other Reserved for future use
4		0 – 255	0 – 100	Source 1 Please see table below
5	6	0 – 65.535	0 – 100	Crossfade to Color 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	Category 2 Incandescent Fluorescent Discharge Other Reserved for future use
8		0 – 255	0 – 100	Source 2 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	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	Preset See table on page 8
11		0 – 19 20 – 255	0 – 7 8 – 100	Light Strobe No effect 1 flash / s → 25 flashes / s
12				Reserved for future use

Source Matching, Sources

Category	Value	Name
Incandescent	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	Reserved for future use	
Flourescent	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	Reserved for future use	
Discharge	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	Reserved for future use	

Source Matching, Sources, continued

Category	Value	Name
Other	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	Reserved for future use	

Mode 22: Effects, 8 bit resolution per function

DMX Channel	Value	Percent	Function
1	0 – 255	0 – 100	Master Intensity 0 % (closed) → 100% (open)
2	0 – 9	0 – 4	Effect Selection No Effect
	10 – 19	5 – 7	Party Effect
	20 – 29	8 – 11	Candle
	30 – 39	12 – 15	Clouds Passing
	40 – 49	16 – 19	Club Lights
	50 – 59	20 – 23	Color Chase
	60 – 69	24 – 27	Cop Car
	70 – 79	28 – 31	Fire
	80 – 89	32 – 35	Fireworks
	90 – 99	36 – 39	Light Strobe
	100 – 109	40 – 43	Lightning
	110 – 119	44 – 47	Paparazzi
	120 – 129	48 – 51	Pulsing
	130 – 139	52 – 55	Television
	140 – 149	56 – 58	Explosion
	150 – 159	59 – 62	Fluorescent Flicker
	160 – 169	63 – 66	Process Effect
170 – 179	67 – 70	Welding	
180 – 255	71 – 100	Reserved for future use	
3	0 – 255	0 – 100	Effect Parameter 1 See table below
4	0 – 255	0 – 100	Effect Parameter 2 See table below
5	0 – 255	0 – 100	Effect Parameter 3 See table below
6	0 – 255	0 – 100	Effect Parameter 4 See table below
7	0 – 255	0 – 100	Effect Parameter 5 See table below
8	0 – 255	0 – 100	Effect Parameter 6 See table below
9	0 – 255	0 – 100	Effect Parameter 7 See table below
10 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	Fan control 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
11	0 – 255	0 – 100	Preset See table on page 8
12 – 13			Reserved for future use

Mode 23: Effects, 16 bit resolution per function

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

Party Effect

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 1 – 255	0 1 – 65.535	0 0 – 100	Saturation CCT 2.800 → 10.000 K 0 → 1.0 Saturation
2	0 – 255	0 – 65.535	0 – 100	Speed 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	CCT Range <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	Speed 0 → 120 changes / min

Clouds Passing

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Offset 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	Speed 2 x Slower → Default Speed Default Speed → 2 x Faster
3	255	65.535	100	Sync <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	Color Variety 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	Speed 0 → 120 changes / min

Color Chase

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Offset Offset Number 0 – 50 <i>Every 5 DMX values is a new offset</i>
2	0 – 255	0 – 65.535	0 – 100	Speed Loop 60 s → 1 s
3	0 1 – 255	0 1 – 65.535	0 1 – 100	Saturation CCT 2.800 → 10.000 K 0 → 1.0 Saturation
4	255	65.535	100	Sync <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	Color Combinations
	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	Flash Pattern
	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 Reserved for future use

Fire

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1				CCT Range
	0 – 84	0 – 21.504	0 – 33	<i>Not continuous, set range for random generation</i> 1.800 → 2.200 K
	85 – 170	21.505 – 43.520	34 – 66	2.200 → 2.600 K
	171 – 255	43.521 – 65.535	67 – 100	2.600 → 3.000 K
2	0 – 255	0 – 65.535	0 – 100	Speed 0 → 180 changes / min

Fireworks

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 63	0 – 16.128	0 – 25	Color Combinations
	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 Reserved for future use
2	0 – 255	0 – 65.535	0 – 100	Speed 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	Speed 1 → 25 flashes / second
2	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
4	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
5	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
6	0 – 255	0 – 65.535	0 – 100	Saturation 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	Frequency 2 → 14 lightning strikes set Random
2	0 – 254 255	0 – 65.534 65.535	0 – 99 100	Speed 0 → 10 flashes / second Random
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	255	65.535	100	Sync <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	Frequency 6 → 120 Flashes / min
2	0 – 127 128 – 255	0 – 32.767 32.768 – 65.535	0 – 50 51 – 100	Flash Type Flash Bulb Modern Flash
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point 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	Frequency 5 → 90 Pulses / minute
2	0 – 255	0 – 65.535	0 – 100	Pulse Duration 4 → 0.25 seconds
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	Saturation 0 → 1.0 Saturation

Television

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 – 32 33 – 66 67 – 100	CCT Range <i>Not continuous, set range for random generation</i> 2.800 → 4.700 K 4.700 → 6.500 K 6.500 → 10.000 K
2	0 – 255	0 – 65.535	0 – 100	Speed 4 → 24 changes / min

Explosion

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Decay Decay 4 → 0.5 seconds
2	250 – 255	64.224 – 65.535	98 – 100	Trigger Manual (bump intensity to explode)
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	Saturation 0 → 1.0 Saturation

Fluorescent Flicker

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Speed 2 → 6 seconds of still
2	0 – 255	0 – 65.535	0 – 100	Frequency 3 → 10 flickers per second
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	Saturation 0 → 1.0 Saturation

Process Effect

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Speed Slow → fast
2	0 – 127 128 – 255	0 – 32.764 32.765 – 65.535	0 – 50 51 – 100	Direction Left → right Right → left
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	Saturation 0 → 1.0 Saturation

Welding

Effect Parameter	Value 8 bit	Value 16 bit	Percent	Function
1	0 – 255	0 – 65.535	0 – 100	Speed Slow → fast
2	0 – 255	0 – 65.535	0 – 100	Min Intensity Level 0% → 75% minimum intensity level
3	0 – 255	0 – 65.535	0 – 100	Color Temperature 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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
5	0 – 255	0 – 65.535	0 – 100	Crossfade to Color White → RGBW Color
6	0 – 255	0 – 65.535	0 – 100	Hue 0 → 360°
7	0 – 255	0 – 65.535	0 – 100	Saturation 0 → 1.0 Saturation

Individual Light Engine Control

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

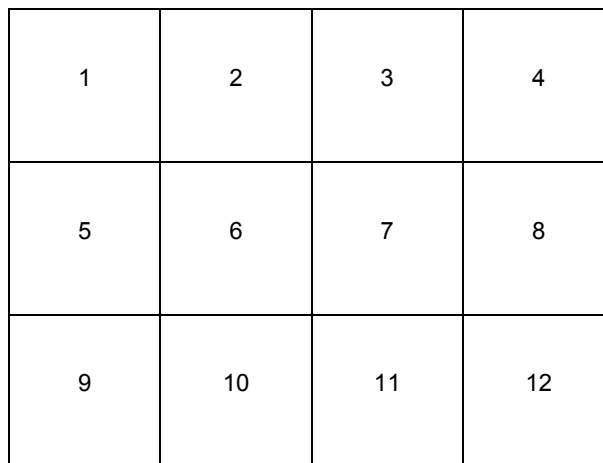
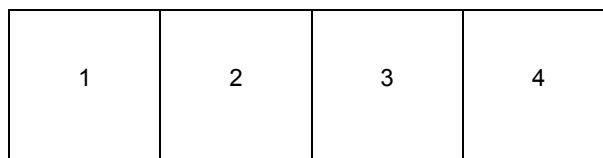
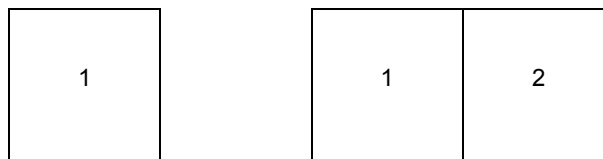
Individual light engine control supports the control of

- 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):



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

DMX Channel	Value	Percent	Function
Light Engine 1			
1	0 – 255	0 – 100	Dimmer closed → open
2	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
3	0 – 10	0 – 4	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
	11 – 20	5 – 8	
	21 – 119	9 – 47	
	120 – 145	48 – 57	
	146 – 244	58 – 96	
245 – 255	97 – 100		
4	0 – 255	0 – 100	Crossfade to Color White → RGBW color
5	0 – 255	0 – 100	Intensity red 0% → 100%
6	0 – 255	0 – 100	Intensity green 0% → 100%
7	0 – 255	0 – 100	Intensity blue 0% → 100%
8	0 – 255	0 – 100	Intensity white 0% → 100%
9			Fan control (only S30-C, see page 60)
Light Engine 2 (only S60–C, S120–C, S360)			
9	0 – 255	0 – 100	Dimmer closed → open
10	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
11	0 – 10	0 – 4	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
	11 – 20	5 – 8	
	21 – 119	9 – 47	
	120 – 145	48 – 57	
	146 – 244	58 – 96	
245 – 255	97 – 100		
12	0 – 255	0 – 100	Crossfade to Color White → RGBW color
13	0 – 255	0 – 100	Intensity red 0% → 100%
14	0 – 255	0 – 100	Intensity green 0% → 100%
15	0 – 255	0 – 100	Intensity blue 0% → 100%
16	0 – 255	0 – 100	Intensity white 0% → 100%
17			Fan control (only S60-C, see page 60)

DMX Channel	Value	Percent	Function
Light Engine 3 (only S120-C, S360)			
17	0 – 255	0 – 100	Dimmer closed → open
18	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
19	0 – 10	0 – 4	Green-Magenta Point 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
20	0 – 255	0 – 100	Crossfade to Color White → RGBW color
21	0 – 255	0 – 100	Intensity red 0% → 100%
22	0 – 255	0 – 100	Intensity green 0% → 100%
23	0 – 255	0 – 100	Intensity blue 0% → 100%
24	0 – 255	0 – 100	Intensity white 0% → 100%
Light Engine 4 (only S120-C, S360)			
25	0 – 255	0 – 100	Dimmer closed → open
26	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
27	0 – 10	0 – 4	Green-Magenta Point 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
28	0 – 255	0 – 100	Crossfade to Color White → RGBW color
29	0 – 255	0 – 100	Intensity red 0% → 100%
30	0 – 255	0 – 100	Intensity green 0% → 100%
31	0 – 255	0 – 100	Intensity blue 0% → 100%
32	0 – 255	0 – 100	Intensity white 0% → 100%
33			Fan control (only S120-C, see page 60)

DMX Channel	Value	Percent	Function
Light Engine 5 (only S360)			
33	0 – 255	0 – 100	Dimmer closed → open
34	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
35	0 – 10	0 – 4	Green–Magenta Point 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	Crossfade to Color White → RGBW color
37	0 – 255	0 – 100	Intensity red 0% → 100%
38	0 – 255	0 – 100	Intensity green 0% → 100%
39	0 – 255	0 – 100	Intensity blue 0% → 100%
40	0 – 255	0 – 100	Intensity white 0% → 100%
Light Engine 6 (only S360)			
41	0 – 255	0 – 100	Dimmer closed → open
42	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
43	0 – 10	0 – 4	Green–Magenta Point 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	Crossfade to Color White → RGBW color
45	0 – 255	0 – 100	Intensity red 0% → 100%
46	0 – 255	0 – 100	Intensity green 0% → 100%
47	0 – 255	0 – 100	Intensity blue 0% → 100%
48	0 – 255	0 – 100	Intensity white 0% → 100%

DMX Channel	Value	Percent	Function
Light Engine 7 (only S360)			
49	0 – 255	0 – 100	Dimmer closed → open
50	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
51	0 – 10	0 – 4	Green–Magenta Point 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
52	0 – 255	0 – 100	Crossfade to Color White → RGBW color
53	0 – 255	0 – 100	Intensity red 0% → 100%
54	0 – 255	0 – 100	Intensity green 0% → 100%
55	0 – 255	0 – 100	Intensity blue 0% → 100%
56	0 – 255	0 – 100	Intensity white 0% → 100%
Light Engine 8 (only S360)			
57	0 – 255	0 – 100	Dimmer closed → open
58	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
59	0 – 10	0 – 4	Green–Magenta Point 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
60	0 – 255	0 – 100	Crossfade to Color White → RGBW color
61	0 – 255	0 – 100	Intensity red 0% → 100%
62	0 – 255	0 – 100	Intensity green 0% → 100%
63	0 – 255	0 – 100	Intensity blue 0% → 100%
64	0 – 255	0 – 100	Intensity white 0% → 100%

DMX Channel	Value	Percent	Function
Light Engine 9 (only S360)			
65	0 – 255	0 – 100	Dimmer closed → open
66	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
67	0 – 10	0 – 4	Green–Magenta Point 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	Crossfade to Color White → RGBW color
69	0 – 255	0 – 100	Intensity red 0% → 100%
70	0 – 255	0 – 100	Intensity green 0% → 100%
71	0 – 255	0 – 100	Intensity blue 0% → 100%
72	0 – 255	0 – 100	Intensity white 0% → 100%
Light Engine 10 (only S360)			
73	0 – 255	0 – 100	Dimmer closed → open
74	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
75	0 – 10	0 – 4	Green–Magenta Point 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	Crossfade to Color White → RGBW color
77	0 – 255	0 – 100	Intensity red 0% → 100%
78	0 – 255	0 – 100	Intensity green 0% → 100%
79	0 – 255	0 – 100	Intensity blue 0% → 100%
80	0 – 255	0 – 100	Intensity white 0% → 100%

DMX Channel	Value	Percent	Function
Light Engine 11 (only S360)			
81	0 – 255	0 – 100	Dimmer closed → open
82	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
83	0 – 10	0 – 4	Green–Magenta Point 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
84	0 – 255	0 – 100	Crossfade to Color White → RGBW color
85	0 – 255	0 – 100	Intensity red 0% → 100%
86	0 – 255	0 – 100	Intensity green 0% → 100%
87	0 – 255	0 – 100	Intensity blue 0% → 100%
88	0 – 255	0 – 100	Intensity white 0% → 100%
Light Engine 12 (only S360)			
89	0 – 255	0 – 100	Dimmer closed → open
90	0 – 255	0 – 100	Color temperature CCT 2.800 K → 10.000 K
91	0 – 10	0 – 4	Green–Magenta Point 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
92	0 – 255	0 – 100	Crossfade to Color White → RGBW color
93	0 – 255	0 – 100	Intensity red 0% → 100%
94	0 – 255	0 – 100	Intensity green 0% → 100%
95	0 – 255	0 – 100	Intensity blue 0% → 100%
96	0 – 255	0 – 100	Intensity white 0% → 100%
97			Fan control (only S360, see page 60)

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

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

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 1				
1	2	0 – 65.535	0 – 100	Dimmer closed → open
3	4	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
5	6	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
9	10	0 – 65.535	0 – 100	Intensity red 0% → 100%
11	12	0 – 65.535	0 – 100	Intensity green 0% → 100%
13	14	0 – 65.535	0 – 100	Intensity blue 0% → 100%
15	16	0 – 65.535	0 – 100	Intensity white 0% → 100%
17				Fan control (only S30-C, see page 67)

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 2 (only S60-C, S120-C, S360)				
17	18	0 – 65.535	0 – 100	Dimmer closed → open
19	20	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
21	22	0 – 4.587	0 – 7	Green-Magenta Point 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	Crossfade to color White → RGBW color
25	26	0 – 65.535	0 – 100	Intensity red 0% → 100%
27	28	0 – 65.535	0 – 100	Intensity green 0% → 100%
29	30	0 – 65.535	0 – 100	Intensity blue 0% → 100%
31	32	0 – 65.535	0 – 100	Intensity white 0% → 100%
33				Fan control (only S60-C, see page 67)
Light Engine 3 (only S120-C, S360)				
33	34	0 – 65.535	0 – 100	Dimmer closed → open
35	36	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
37	38	0 – 4.587	0 – 7	Green-Magenta Point 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	Crossfade to color White → RGBW color
41	42	0 – 65.535	0 – 100	Intensity red 0% → 100%
43	44	0 – 65.535	0 – 100	Intensity green 0% → 100%
45	46	0 – 65.535	0 – 100	Intensity blue 0% → 100%
47	48	0 – 65.535	0 – 100	Intensity white 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 4 (only S120-C, S360)				
49	50	0 – 65.535	0 – 100	Dimmer closed → open
51	52	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
53	54	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
57	58	0 – 65.535	0 – 100	Intensity red 0% → 100%
59	60	0 – 65.535	0 – 100	Intensity green 0% → 100%
61	62	0 – 65.535	0 – 100	Intensity blue 0% → 100%
63	64	0 – 65.535	0 – 100	Intensity white 0% → 100%
65				Fan control (only S120-C, see page 67)
Light Engine 5 (only S360)				
65	66	0 – 65.535	0 – 100	Dimmer closed → open
67	68	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
69	70	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
73	74	0 – 65.535	0 – 100	Intensity red 0% → 100%
75	76	0 – 65.535	0 – 100	Intensity green 0% → 100%
77	78	0 – 65.535	0 – 100	Intensity blue 0% → 100%
79	80	0 – 65.535	0 – 100	Intensity white 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 6 (only S360)				
81	82	0 – 65.535	0 – 100	Dimmer closed → open
83	84	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
85	86	0 – 4.587	0 – 7	Green–Magenta Point 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		
87	88	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
89	90	0 – 65.535	0 – 100	Intensity red 0% → 100%
91	92	0 – 65.535	0 – 100	Intensity green 0% → 100%
93	94	0 – 65.535	0 – 100	Intensity blue 0% → 100%
95	96	0 – 65.535	0 – 100	Intensity white 0% → 100%
Light Engine 7 (only S360)				
97	98	0 – 65.535	0 – 100	Dimmer closed → open
99	100	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
101	102	0 – 4.587	0 – 7	Green–Magenta Point 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		
103	104	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
105	106	0 – 65.535	0 – 100	Intensity red 0% → 100%
107	108	0 – 65.535	0 – 100	Intensity green 0% → 100%
109	110	0 – 65.535	0 – 100	Intensity blue 0% → 100%
111	112	0 – 65.535	0 – 100	Intensity white 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 8 (only S360)				
113	114	0 – 65.535	0 – 100	Dimmer closed → open
115	116	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
117	118	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
121	122	0 – 65.535	0 – 100	Intensity red 0% → 100%
123	124	0 – 65.535	0 – 100	Intensity green 0% → 100%
125	126	0 – 65.535	0 – 100	Intensity blue 0% → 100%
127	128	0 – 65.535	0 – 100	Intensity white 0% → 100%
Light Engine 9 (only S360)				
129	130	0 – 65.535	0 – 100	Dimmer closed → open
131	132	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
133	134	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
137	138	0 – 65.535	0 – 100	Intensity red 0% → 100%
139	140	0 – 65.535	0 – 100	Intensity green 0% → 100%
141	142	0 – 65.535	0 – 100	Intensity blue 0% → 100%
143	144	0 – 65.535	0 – 100	Intensity white 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 10 (only S360)				
145	146	0 – 65.535	0 – 100	Dimmer closed → open
147	148	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
149	150	0 – 4.587	0 – 7	Green–Magenta Point 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		
151	152	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
153	154	0 – 65.535	0 – 100	Intensity red 0% → 100%
155	156	0 – 65.535	0 – 100	Intensity green 0% → 100%
157	158	0 – 65.535	0 – 100	Intensity blue 0% → 100%
159	160	0 – 65.535	0 – 100	Intensity white 0% → 100%
Light Engine 11 (only S360)				
161	162	0 – 65.535	0 – 100	Dimmer closed → open
163	164	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
165	166	0 – 4.587	0 – 7	Green–Magenta Point 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		
167	168	0 – 65.535	0 – 100	Crossfade to color White → RGBW color
169	170	0 – 65.535	0 – 100	Intensity red 0% → 100%
171	172	0 – 65.535	0 – 100	Intensity green 0% → 100%
173	174	0 – 65.535	0 – 100	Intensity blue 0% → 100%
175	176	0 – 65.535	0 – 100	Intensity white 0% → 100%

DMX Channel		Value	Percent	Function
HI	LO			
Light Engine 12 (only S360)				
177	178	0 – 65.535	0 – 100	Dimmer closed → open
179	180	0 – 65.535	0 – 100	Color temperature CCT 2.800 K → 10.000 K
181	182	0 – 4.587	0 – 7	Green–Magenta Point 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	Crossfade to color White → RGBW color
185	186	0 – 65.535	0 – 100	Intensity red 0% → 100%
187	188	0 – 65.535	0 – 100	Intensity green 0% → 100%
189	190	0 – 65.535	0 – 100	Intensity blue 0% → 100%
191	192	0 – 65.535	0 – 100	Intensity white 0% → 100%
17 (S30–C) 33 (S60–C) 65 (S120–C) 193 (S360) <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	Fan control 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

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

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

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

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

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

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

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

7 (S30-C)			Fan control
13 (S60-C)	0 – 9	0 – 3	Use Fan Mode Setting of Fixture Menu
25 (S120-C)	10 – 57	4 – 22	Quiet, Fan speed fixed
73 (S360)	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 28: LE x,y Coordinates, 8 bit resolution per function

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

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

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

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

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

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

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

Mode 30: Ultimate DMX Protocol, 8 bit

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

Mode 30: Ultimate DMX Protocol, 8 bit, continued

DMX Channel	Value	Percent	Function
21 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	
22	0 – 255	0 – 100	Preset See table on page 8
23	0 – 19	0 – 7	Light Strobe No effect 1 flash / s → 25 flashes / s
	20 – 255	8 – 100	
24			Reserved for future use

Mode 31: Ultimate DMX Protocol, 16 bit

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

Mode31: Ultimate DMX Protocol, 16 bit, continued

DMX Channel	Value	Percent	Function
39 <i>Note: Fan Mode reverts to fixture menu setting, when DMX signal is lost.</i>	0 – 9	0 – 3	Fan control Use Fan Mode Setting of Fixture Menu Quite, 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	
40	0 – 255	0 – 100	Preset See table on page 8
41	0 – 19	0 – 7	Light Strobe No effect 1 flash / s → 25 flashes / s
	20 – 255	8 – 100	
42			Reserved for future use

Color Mode Parameters

Color Mode	Parameter	Value 8 bit	Value 16 bit	Percent	Function
CCT & Green / Magenta Point	1	0 – 255	0 – 65.535	0 – 100	CCT Range 2.800 → 10.000 K
	2	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	Green–Magenta Point neutral / no effect full minus green –99% → –1% neutral / no effect 1% → 99% full plus green
HSI	1	0 – 255	0 – 65.535	0 – 100	Hue 0° → 360°
	2	0 – 255	0 – 65.535	0 – 100	Saturation 0 → full saturated
RGBW	1	0 – 255	0 – 65.535	0 – 100	Intensity red 0% → 100%
	2	0 – 255	0 – 65.535	0 – 100	Intensity green 0% → 100%
	3	0 – 255	0 – 65.535	0 – 100	Intensity blue 0% → 100%
	4	0 – 255	0 – 65.535	0 – 100	Intensity white 0% → 100%
	5	0 – 255	0 – 65.535	0 – 100	White Point CCT 2.800 K → 10.000 K
	6	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	White Point – Green–Magenta Point 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	Notice: No 16 bit GEL mode available in Ultimate DMX Mode. Uses only "HI" channels, LO channels default value = 0	0 – 50	Gel, CCT Selection 3.200 K
		128 – 255		51 – 100	5.600 K
2	0 – 84	0 – 33		Gel, Color Matching Selection 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		Gel, Brand Rosco	
	128 – 255	51 – 100		LEE filters	
4	0 – 50	0 – 20		Gel, Category Choose Gel manufacturer on parameter 3 Category 1 Rosco: Color correction LEE: Color correction	
	51 – 101	21 – 39		Category 2 Rosco: CalColor LEE: Color Filters	
	102 – 152	40 – 60		Category 3 Rosco: Storaro Selection LEE: 600 Series	
	153 – 203	61 – 80	Category 4 Rosco: Cinelux LEE: Cosmetic Filters		
	204 – 255	81 – 100	Category 5 LEE: 700 Series		
5	0 – 255	0 – 100	Gel See tables on page 28		
Source Matching	1	0 – 50	Notice: No 16 bit Source matching mode available in Ultimate DMX Mode. Uses only "HI" channels, LO channels default value = 0	0 – 20	Category Incandescent
		51 – 101		21 – 39	Fluorescent
2	2	102 – 152		40 – 59	Discharge
		153 – 203		60 – 79	Other
		204 – 255		80 – 100	Reserved for future use
		0 – 255		0 – 100	Source Please see table on page 41
x,y Coordinates	1	0 – 255	0 – 65.535	0 – 100	X Coordinate 0.0 – 0.8
	2	0 – 255	0 – 65.535	0 – 100	Y Coordinate 0.0 – 0.8

Color Mode Parameters, continued

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

Equations for conversion

CCT conversion

8 bit

$$DMX\ Value = \frac{Desired\ CCT - 2800}{28.235}$$

$$CCT = (DMX\ Value * 28.235) + 2800$$

16 bit

$$DMX\ Value = \frac{Desired\ CCT - 2800}{0.109865}$$

$$CCT = (DMX\ Value * 0.109865) + 2800$$

x,y Coordinate to DMX Value Conversion

8 bit

$$DMX_x = \frac{x_{value} * 255}{0.8}$$

$$DMX_y = \frac{y_{value} * 255}{0.8}$$

16 bit

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

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

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