

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1 2	Intensity	0-65535	0-100%	0	16#Bit Dimming	
3 4	Pan High Pan Low	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
5 6	Tilt High Tilt Low	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
7 8	Focus High Focus Low	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
9 10	Zoom High Zoom Low	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
11	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
12	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
13	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
14	Color Wheel	0 - 255 0 22-26 45-49 69-73 92-96 115-119 138-142 162-166 185-189 208-212 231-235 236-355	0-100%	0	0 → → → → → → → → → → → →	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED Centre 25 Color 2 BLUE Centre 47 Color 3 YELLOW Centre 71 Color 4 KELLY GREEN Centre 94 Color 5 MAGENTA Centre 94 Color 6 CTO Centre 140 Color 7 LAVENDER Centre 164 Color 8 GREEN Centre 187 Color 9 AMBER Centre 210 Color 10 CONGO BLUE Centre 233 Open Centre @ 225
15	Color Wheel Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0-100%	0	0 → → → → → → → →	Used as a control channel for different movement options of Color Wheel Channel 14 Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin CW Forward Wheel Spin STOP Wheel Spin CCW Reverse Color Shake Shortest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values
16	Gobo Wheel 1 (aperture wheel Fixed)	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 30 31 - 35 36 - 40 41 - 45 46 - 50 51 - 55 56 - 60 61 - 65 66 - 225	0-100%	0	0 → → → → → → → → → → → → → → →	8-bit control of Gobo Wheel 1. See Channel 17 for control options. Open Aperture hole EXTRA SMALL Aperture hole SMALL Aperture hole MEDIUM Aperture hole LARGE Aperture HORIZONTAL BAR Aperture HORIZONTAL SLITS Aperture 3 DOT SPLIT Aperture SPLIT CONE Aperture PEACE Aperture BAR BREAK Aperture VERTICAL SLITS Aperture CLOVER Reserved
17	Gobo Wheel 1 Control	0 - 255 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	0-100%	0	0 → → → → → → → → → → → → → →	Used as a control channel for different movement options for Gobo Wheel 1 Channel 16. Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin CW Forward (Fast to Slow) Wheel Spin STOP Wheel Spin CCW Reverse (Slow to Fast) Gobo Shake Shortest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Reserved Values Reserved Values Reserved Values

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
25	VLFX Wheel (Gobo Wheel 3) Control	0 - 255 Gobo Wheel 2 - 2 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	0-100%	0	0 → → → → → → → → → → → →	Used as a control channel for different movement options for VLFX Wheel Gobo Wheel 3 - Channel 22. Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Gobo Twist Shortest Path (Slow to Fast) Gobo Twist Normal Path (Slow to Fast) Reserved Values
26	Prism 1 Triangular Prism	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 255		0 - 255	0 → → → → →	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
27 28	Prism 1 Index/Rot High Byte Low Byte	0-65535 0 - 32756 32757 - 32780 32781 - 65535	0-100%	0 - 65535	32767 → → →	16-bit control of prism rotation and index. Rotate Slow to Fast <<< Rotation STOP Rotate Slow to Fast >>>
29	Prism 2 Triangular Prism	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 255		0 - 255	0 → → → → →	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
30 31	Prism 2 Index/Rot High Byte Low Byte	0-65535 0 - 32756 32757 - 32780 32781 - 65535	0-100%	0 - 65535	32767 → → →	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
32	Frost 1	0-255	0-100%	0		Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
33	Wash Mode (Frost 2)	0-255	0-100%	0		Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
34	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255)
35	Strobe Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 255	0-100%	5	0 → → → → → →	Control Channel for strobing functions. Open*Default Closed Normal Strobe Random Strobe Random Sync Reserved Values
36	Focus Timing	0 - 255		255	255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
37	Optics Timing	0 - 255		255	255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
38	Color Timing	0 - 255		255	255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
39	Beam Timing	0 - 255		255	255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
40	Gobo Timing	0 - 255		255	255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual

VL10 BEAMWASH
16bit Enhanced
(Default Mode)

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
41	Luminaire Control	0 - 255		0	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle).
		0 - 5			→	Idle (Default)
		6 - 10			→	Full Luminaire ReCal
		11 - 15			→	Lamp On
		16 - 20			→	Lamp Off
		21 - 25			→	Fixture shutdown
		26 - 30			→	Display-Menu On
		31 - 35			→	Display-Menu Off
		36 - 40			→	ReCal Position
		41 - 45			→	ReCal Color
		46 - 50			→	ReCal Gobo
		51 - 55			→	ReCal Beam
		56 - 60			→	ReCal Optics
		61 - 65			→	Reserved (Future use)
		66 - 70			→	Reset Fixture to Defaults
		71 - 75			→	Full Luminaire Reboot This command will douse lamp and reset all processors in fixture, then ReCal all parameters.
		76 - 80				Fixture Status On/Off. This command will enable to display to show fixture status for 5 min. After this time, display return of default configurations. Repeating this command in less than 5 minutes will behave as a toggle
		81 - 85			→	Reserved Values
		86 - 90			→	Reserved Values
		91 - 95			→	Reserved Values
		96 - 100			→	Reserved Values
		101 - 105			→	Reserved Values
		111 - 115			→	Reserved Values
		116 - 120			→	Reserved Values
		121 - 125			→	Reserved Values
		126 - 225			→	Reserved Values
		126 - 130			→	Reserved Values
		131-135			→	Reserved Values
		136-255			→	Reserved Values

**VL10 BEAMWASH 16bit
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1	Intensity	0-65535	0-100%	0	16#Bit Dimming	
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low					
5	Tilt High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Tilt Low					
7	Focus High	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
8	Focus Low					
9	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
10	Zoom Low					
11	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
12	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
13	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
14	Color Wheel	0 - 255	0-100%	0	0	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) → Color 1 RED Centre 25 → Color 2 BLUE Centre 47 → Color 3 YELLOW Centre 71 → Color 4 KELLY GREEN Centre 94 → Color 5 MAGENTA Centre 94 → Color 6 CTO Centre 140 → Color 7 LAVENDER Centre 164 → Color 8 GREEN Centre 187 → Color 9 AMBER Centre 210 → Color 10 CONGO BLUE Centre 233 → Open Centre @ 225
15	Color Wheel Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options of Color Wheel Channel 14 → 0 - 5 Linear Movement using shortest (quickest) path. → 6 - 10 Linear Movement using normal (longest) path. → 11 - 15 Wheel Spin CW Forward → 16 - 20 Wheel Spin STOP → 21 - 25 Wheel Spin CCW Reverse → 26 - 56 Color Shake Shortest Path (Slow to Fast) → 57 - 87 Color Shake Normal Path (Slow to Fast) → 88 - 255 Reserved Values
16	Gobo Wheel 1 (aperture wheel Fixed)	0 - 255	0-100%	0	0	8-bit control of Gobo Wheel 1. See Channel 17 for control options. → Open → Aperture hole EXTRA SMALL → Aperture hole SMALL → Aperture hole MEDIUM → Aperture hole LARGE → Aperture HORIZONTAL BAR → Aperture HORIZONTAL SLITS → Aperture 3 DOT SPLIT → Aperture SPLIT CONE → Aperture PEACE → Aperture BAR BREAK → Aperture VERTICAL SLITS → Aperture CLOVER → Reserved
17	Gobo Wheel 1 Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 1 Channel 16. → Gobo Selection using shortest (quickest) path. → Gobo Selection using normal (longest) path. → Reserved Values → Wheel Spin CW Forward (Fast to Slow) → Wheel Spin STOP → Wheel Spin CCW Reverse (Slow to Fast) → Gobo Shake Shortest Path (Slow to Fast) → Gobo Shake Normal Path (Slow to Fast) → Reserved Values → Reserved Values → Reserved Values

**VL10 BEAMWASH 16bit
Channel Map**

DMX	Parameter	Range DMX	Range %	Defaults*	Description	Notes
18	Gobo Wheel 2	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 30 31 - 35 36 - 40 41 - 45 46 - 50 51 - 55 56 - 60 61 - 65 66 - 70 71 - 75 76 - 80 81 - 85 86 - 90 91 - 95 96 - 100 101 - 105 106 - 110 111 - 115 116 - 120 121 - 125 125 - 130 131 - 135 136 - 225	0-100%	0	0	8-bit control of Gobo Wheel 2. See Channel 21 for control options. → Open - No Gobo → Gobo 1 Index CIRCLE SPACE VL10 → Gobo 2 Index DOUBLE 3 HOLE VL10 → Gobo 3 Index PSYCLONE VL10 → Gobo 4 Index CROSSED BAR VL10 → Gobo 5 Index RAY GEAR VL10 → Gobo 6 Index PUNCHCARD VL10 → Gobo 7 Index SHOCK BREAKUP VL10 → Gobo 8 Index ROOS OVAL VL10 → Open - No Gobo → Gobo 1 Rotate CIRCLE SPACE VL10 → Gobo 2 Rotate DOUBLE 3 HOLE VL10 → Gobo 3 Rotate PSYCLONE VL10 → Gobo 4 Rotate CROSSED BAR VL10 → Gobo 5 Rotate RAY GEAR VL10 → Gobo 6 Rotate PUNCHCARD VL10 → Gobo 7 Rotate SHOCK BREAKUP VL10 → Gobo 8 Rotate ROOS OVAL VL10 → Open - No Gobo → Gobo 1 MegaStep CIRCLE SPACE VL10 → Gobo 2 MegaStep DOUBLE 3 HOLE VL10 → Gobo 3 MegaStep PSYCLONE VL10 → Gobo 4 MegaStep CROSSED BAR VL10 → Gobo 5 MegaStep RAY GEAR VL10 → Gobo 6 MegaStep PUNCHCARD VL10 → Gobo 7 MegaStep SHOCK BREAKUP VL10 → Gobo 8 MegaStep ROOS OVAL VL10 Reserved
19 20	Gobo 2 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	0-100%	0	32767	16-bit control of index and rotation of gobo wheel 2 channel 18. → Rotate Slow to Fast <<< → Rotation STOP → Rotate Slow to Fast >>>
21	Gobo Wheel 2 Control	0 - 255 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 2 Channel 17. → Gobo Selection using shortest (quickest) path. → Gobo Selection using normal (longest) path. → Reserved Values → Wheel Spin Forward (Fast to Slow) → Wheel Spin STOP → Wheel Spin Reverse (Slow to Fast) → Gobo Shake Quickest Path (Slow to Fast) → Gobo Shake Normal Path (Slow to Fast) → Gobo Twist Shortest Path (Slow to Fast) → Gobo Twist Normal Path (Slow to Fast) → Reserved Values
22	VLFX Wheel (gobo Wheel 3)	0-255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 30 31 - 35 36 - 40 41 - 45 46 - 50 51 - 55 56 - 60 61 - 65 66 - 70 71 - 75 76 - 80 81 - 85 86 - 90 91 - 255	0-100%	0	0	8-bit control of VLFX Wheel (Gobo Wheel 3) See Channel 25 for control options. → Open - → Animation Wheel 1 Index DICHROFUSION → Animation Wheel 2 Index CONCURRENT → Animation Wheel 3 Index WICKEDWAVES → Animation Wheel 4 Index CONCETRIC → Animation Wheel 5 Index ON THE ROCKS → Open - → Animation Wheel 1 Rotation DICHROFUSION → Animation Wheel 2 Rotation CONCURRENT → Animation Wheel 3 Rotation WICKEDWAVES → Animation Wheel 4 Rotation CONCETRIC → Animation Wheel 5 Rotation ON THE ROCKS → Open - → Animation Wheel 1 Megastep DICHROFUSION → Animation Wheel 2 Megastep CONCURRENT → Animation Wheel 3 Megastep WICKEDWAVES → Animation Wheel 4 Megastep CONCETRIC → Animation Wheel 5 Megastep ON THE ROCKS Reserved
23 24	VLFX Wheel (Gobo 3 Rot/Index) High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	0-100%	0	32767	16-bit control of index and rotation of VLFX wheel (Gobo Wheel 3) . → Rotate Slow to Fast <<< → Rotation STOP → Rotate Slow to Fast >>>

DMX Value	% Values	Time (sec)
0		Full Speed
1		0.2
2		0.4
3	1	0.6
4		0.8
5	2	1
6		1.2
7		1.4
8	3	1.6
9		1.8
10	4	2
11		2.2
12		2.4
13	5	2.6
14		2.8
15	6	3
16		3.2
17		3.4
18	7	3.6
19		3.8
20	8	4
21		4.2
22		4.4
23	9	4.6
24		4.8
25	10	5
26		5.2
27		5.4
28	11	5.6
29		5.8
30		6
31	12	6.2
32		6.4
33	13	6.6
34		6.8
35		7
36	14	7.2
37		7.4
38	15	7.6
39		7.8
40		8
41	16	8.2
42		8.4
43	17	8.6
44		8.8
45		9
46	18	9.2
47		9.4
48	19	9.6
49		9.8
50		10
51	20	10.2
52		10.4
53		10.6
54	21	11
55		11
56	22	12
57		12
58		13
59	23	13
60		14
61	24	14
62		14
63		15
64	25	15
65		16
66	26	16
67		16
68		17
69	27	17
70		18
71	28	18
72		18
73		19
74	29	19
75		20
76	30	20
77		20
78		21
79	31	21
80		21
81		22
82	32	22
83		23
84	33	23
85		23
86		24
87	34	24
88		25
89	35	25
90		25
91		26
92	36	26
93		27

DMX Value	% Values	Time (sec)
94	37	27
95		27
96		28
97	38	28
98		29
99	39	29
100		29
101		30
102	40	30
103		30
104		31
105	41	31
106		32
107	42	32
108		32
109		33
110	43	33
111		34
112	44	34
113		34
114		35
115	45	35
116		36
117	46	36
118		36
119		37
120	47	37
121		38
122	48	38
123		38
124		39
125	49	39
126		39
127		40
128	50	40
129		41
130	51	41
131		41
132		42
133	52	42
134		43
135	53	43
136		43
137		44
138	54	44
139		45
140	55	45
141		45
142		46
143	56	46
144		47
145	57	47
146		47
147		48
148	58	48
149		49
150	59	49
151		49
152		50
153	60	50
154		50
155		51
156	61	51
157		52
158	62	52
159		52
160		53
161	63	53
162		54
163	64	54
164		54
165		55
166	65	55
167		56
168	66	56
169		56
170		57
171	67	57
172		58
173	68	58
174		58
175		59
176	69	59
177		59
178		60
179	70	60
180		65
181	71	65
182		65
183		70
184	72	70
185		75
186	73	75
187		75
188		80
189	74	80

DMX Value	% Values	Time (sec)
190		85
191	75	85
192		85
193		90
194	76	90
195		95
196	77	95
197		95
198		100
199	78	100
200		110
201	79	110
202		110
203		120
204	80	120
205		120
206	81	130
207		130
208		140
209	82	140
210		140
211		150
212	83	150
213		160
214	84	160
215		160
216		170
217	85	170
218		180
219	86	180
220		180
221		190
222	87	190
223		200
224	88	200
225		200
226		210
227	89	210
228		210
229		220
230	90	220
231		230
232	91	230
233		230
234		240
235	92	240
236		250
237	93	250
238		250
239		260
240	94	260
241		270
242	95	270
243		270
244		280
245	96	280
246		290
247	97	290
248		290
249		300
250	98	300
251		310
252	99	310
253		310
254		310
255	100	Follows Cue Data