

Short Mode	Standard Mode	Extended Mode	Function	DMX Value	Description
1	1	1	Strobe	0-10	Closed
				11-25	Open
				26-225	Pulse strobe effect from slow to fast
				226-246	Random strobe effect from slow to fast
				247-255	Open
2	2	2	Dimmer	0-35	Closed
				36-255	Dimming from dark to bright linearly adjusted
	3	3	Dimmer	0-255	Dimming in 16 bit
3	4	4	CYM Macro	0-16	White
				17-35	Yellow + Magenta = Red
				36-54	Yellow
				55-73	Yellow + Cyan = Green
				74-92	Cyan
				93-111	Cyan + Magenta = Purple
				112-128	Magenta
				129-255	CYM color mixing from slow to fast
4	5	5	Cyan	0-255	Cyan from light to deep linearly adjusted
		6	Cyan Fine	0-255	Cyan in 16 bit
5	6	7	Yellow	0-255	Yellow from light to deep linearly adjusted
		8	Yellow Fine	0-255	Yellow in 16 bit
6	7	9	Magenta	0-255	Magenta from light to deep linearly adjusted
					10
7	8	11	CTO	0-5	No effect
				6-24	Even lens
				25-255	CTO linearly adjusted
		12	CTO Fine	0-255	CTO in 16 bit
8	9	13	Color Wheel	0-63	Position (0°~360°)
				64-68	Color 1 (Red)
				69-73	Color 2 (Light green)
				74-78	Color 3 (Blue)
				79-83	Color 4 (Cyan)
				84-88	Color 5 (Yellow)
				89-93	Color 6 (Magenta)
				94-98	Color 7 (Orange)
				99-103	Color 8 (Green)
				104-108	Color 9 (Deep blue)
				109-113	Color 10 (Ultraviolet)
				114-118	Color 11 (Light yellow)
				119-123	Color 12 (Deep yellow)
				124-127	White
				128-191	Clockwise rotation from slow to fast
192-255	Anticlockwise rotation from fast to slow				
	10	14	Color Wheel Fine	0-255	Color wheel in 16 bit
				0-19	White
				20-25	Gobo 1
				26-31	Gobo 2
				32-37	Gobo 3
				38-43	Gobo 4
				44-49	Gobo 5
				50-55	Gobo 6
				56-61	Gobo 7
				62-67	Gobo 8
				68-73	Gobo 9
				74-79	Gobo 10

9	11	15	Fixed Gob Wheel	80-85	Gobo 11
				86-91	Gobo 12
				92-97	Gobo 13
				98-103	Gobo 14
				104-109	Gobo 15
				110-115	Gobo 16
				116-121	Gobo 17
				122-127	Gobo 18
				128-155	Clockwise rotation from slow to fast
				156-183	Anticlockwise rotation from slow to fast
				184-187	Gobo 1 shaking effect from slow to fast
				188-191	Gobo 2 shaking effect from slow to fast
				192-195	Gobo 3 shaking effect from slow to fast
				196-199	Gobo 4 shaking effect from slow to fast
				200-203	Gobo 5 shaking effect from slow to fast
				204-207	Gobo 6 shaking effect from slow to fast
				208-211	Gobo 7 shaking effect from slow to fast
				212-215	Gobo 8 shaking effect from slow to fast
				216-219	Gobo 9 shaking effect from slow to fast
				220-223	Gobo 10 shaking effect from slow to fast
224-227	Gobo 11 shaking effect from slow to fast				
228-231	Gobo 12 shaking effect from slow to fast				
232-235	Gobo 13 shaking effect from slow to fast				
236-239	Gobo 14 shaking effect from slow to fast				
240-243	Gobo 15 shaking effect from slow to fast				
244-247	Gobo 16 shaking effect from slow to fast				
248-251	Gobo 17 shaking effect from slow to fast				
252-255	Gobo 18 shaking effect from slow to fast				
10	12	16	Rotating Gobo Wheel	0-15	White
				16-31	Gobo 1
				32-47	Gobo 2
				48-63	Gobo 3
				64-79	Gobo 4
				80-95	Gobo 5
				96-111	Gobo 6
				112-127	Gobo 7
				128-156	Clockwise rotation from slow to fast
				157-185	Anticlockwise rotation from slow to fast
				186-195	Gobo 1 shaking effect from slow to fast
				196-205	Gobo 2 shaking effect from slow to fast
				206-215	Gobo 3 shaking effect from slow to fast
				216-225	Gobo 4 shaking effect from slow to fast
				226-235	Gobo 5 shaking effect from slow to fast
236-245	Gobo 6 shaking effect from slow to fast				
246-255	Gobo 7 shaking effect from slow to fast				
11	13	17	Gobo Wheel Rotation	0-128	Gobo position (0°~360°)
				129-188	Clockwise rotation from slow to fast
				189-195	Stop
				196-255	Anticlockwise rotation from slow to fast
	14	18	Gobo Wheel Rotation	0-255	Gobo rotation in 16 bit
12	15	19	Prism Wheel 1	0-16	White
				17-127	Prism 1
				128-255	Prism 2
13	16	20	Prism Wheel 1 Rotation	0-128	Prism rotation position
				129-191	Clockwise rotation from slow to fast
				192	Stop

			Rotation	193-255	Anticlockwise rotation from slow to fast
14	17	21	Prism Wheel 2	0-16	White
				17-127	Prism 3
				128-255	Frost in
				0-128	Prism rotation position
15	18	22	Prism Wheel 2 Rotation	129-191	Clockwise rotation from slow to fast
				192	Stop
				193-255	Anticlockwise rotation from slow to fast
				0-255	Linearly focusing
16	19	23	Focus	0-255	Linearly focusing
	20	24	Focus Fine	0-255	Focus in 16 bit
17	21	25	Pan	0-255	Pan rotation in 540°
18	22	26	Pan Fine	0-255	Pan rotation in 16 bit
19	23	27	Tilt	0-255	Tilt in 270°
20	24	28	Tilt Fine	0-255	Tilt in 16 bit
21	25	29	Pan and Tilt Speed	0-255	Pan and Tilt speed from fast to slow
22	26	30	Function	0-19	Reserved
				The following functions should be maintained for 5s with DMX value	
				20-24	Graphic display On
				25-29	Graphic display Off
				30-34	Reserved
				35-39	Lamp Half Power
				40-44	Lamp Full Power
				45-89	Reserved
				90-94	Pan/Tilt speed mode
				95-99	Pan/Tilt time mode
				100-129	Reserved
				130-139	Lamp On
				140-149	Pan/Tilt reset
				150-159	Colour system reset
				160-169	Gobo wheels reset
				170-179	Dimmer/Shutter reset
				180-189	Focus/frost/prism reset
				190-199	Reserved
				200-209	Total reset
				210-229	Reserved
230-239	Lamp Off				
240-255	Reserved				