

## DMX Channel Index

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72			Green Segment 6 [Sub Module Plate]	Green Segment 6 [Sub Module Plate]	
73			Blue Segment 6 [Sub Module Plate]	Blue Segment 6 [Sub Module Plate]	
74			Red Segment 7 [Sub Module Plate]	Red Segment 7 [Sub Module Plate]	
75			Green Segment 7 [Sub Module Plate]	Green Segment 7 [Sub Module Plate]	
76			Blue Segment 7 [Sub Module Plate]	Blue Segment 7 (Segment 13+19) [Sub Module Plate]	
77			Red Segment 8 [Sub Module Plate]	Red Segment 8 [Sub Module Plate]	
78			Green Segment 8 [Sub Module Plate]	Green Segment 8 [Sub Module Plate]	
79			Blue Segment 8 [Sub Module Plate]	Blue Segment 8 [Sub Module Plate]	
80			Red Segment 9 [Sub Module Plate]	Red Segment 9 [Sub Module Plate]	
81			Green Segment 9 [Sub Module Plate]	Green Segment 9 [Sub Module Plate]	
82			Blue Segment 9 [Sub Module Plate]	Blue Segment 9 [Sub Module Plate]	
83			Red Segment 10 [Sub Module Plate]	Red Segment 10 [Sub Module Plate]	
84			Green Segment 10 [Sub Module Plate]	Green Segment 10 [Sub Module Plate]	

85			Blue Segment 10 [Sub Module Plate]	Blue Segment 10 [Sub Module Plate]	
86			Red Segment 11 [Sub Module Plate]	Red Segment 11 [Sub Module Plate]	
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88			Blue Segment 11 [Sub Module Plate]	Blue Segment 11 [Sub Module Plate]	
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106				Blue Segment 17 [Sub Module Plate]	
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108				Green Segment 18 [Sub Module Plate]	

109				Blue Segment 18 [Sub Module Plate]	
110				Red Segment 19 [Sub Module Plate]	
111				Green Segment 19 [Sub Module Plate]	
112				Blue Segment 20 [Sub Module Plate]	
113				Red Segment 20 [Sub Module Plate]	
114				Green Segment 20 [Sub Module Plate]	
115				Blue Segment 20 [Sub Module Plate]	
116				Red Segment 21 [Sub Module Plate]	
117				Green Segment 21 [Sub Module Plate]	
118				Blue Segment 21 [Sub Module Plate]	
119				Red Segment 22 [Sub Module Plate]	
120				Green Segment 22 [Sub Module Plate]	
121				Blue Segment 22 [Sub Module Plate]	
122				Red Segment 23 [Sub Module Plate]	
123				Green Segment 23 [Sub Module Plate]	
124				Blue Segment 23 [Sub Module Plate]	
125				Red Segment 24 [Sub Module Plate]	
126				Green Segment 24 [Sub Module Plate]	
127				Blue Segment 24 [Sub Module Plate]	

## Channel Details

### Mix Prio (Beam+Plate)

Feature	DMX			Description
Main Module & Sub Module (HTP)	0	9	snap	the highest color value of main- or sub fixture defines the resulting color value of the color.
Main Module Only	10	19	snap	The value of the sub fixture will be ignored. The resulting value is the values of the main value.
Sub Module Only	20	29	snap	The value of the main fixture will be ignored. The resulting value is the values of the sub value.
Main Module + Sub Module additive	30	39	snap	The value of the sub fixture will be added to the value of the main value. The resulting value is the sum of both values.
Main Module - Sub Module subtractive	40	49	snap	The value of the sub fixture will be subtracted from the value of the main value.
Sub Module - Main Module subtractive	50	59	snap	The value of the main fixture will be subtracted from the value of the sub value.
TrueColor 1 Beam Module over Sub Module Snap	60	69	snap	Output from the Sub fixture Module stays in the background. Output from the Main fixture Module has higher priority and will not mix with the Sub color. As soon the output value of the main module is >0 the Sub will black out and the Main value will appear.
TrueColor 2 Beam Module over Strobe Module Snap	70	79	snap	Output from the Main fixture Modul stays in the background. Output from the Sub fixture Modules has higher priority and will not mix with the main value. As soon the output value of the sub modules is >0 the main value will black out and the sub color will appear.
TrueColor 3 : Beam over Sub Crossfade	80	89	snap	Output value from the Sub fixture Modules stays in the background and the Output value from the Main fixture Modul has higher priority. If you fade in a Main value, the Sub value will crossfade to the Main value.
TrueColor 4 Sub Module over Beam Module Crossfade	90	99	snap	Output value from the Main fixture Modul stays in the background and the Output value from the Sub fixture Modules has higher priority. If you fade in a Main value, the Sub value will crossfade to the Main value.
Not Used	100	127		Not used = Main & Sub (HTP)
Main Module only	128	130	snap	
Crossfade ...	...	...	fade	smooth fading
Main Module & Sub Module (HTP)	191	192	snap	
Crossfade ...	...	...	fade	smooth fading
Sub Module only	253	255	snap	

## Intensity Effects [Shutter Mode]

Feature	DMX			Notes
Off - Normal sync Flashes	0	04	snap	
Single Flash (at Rate Change)	05	09	snap	One Single Flash with each Flash Rate Value Change
Spread (Offset) FX	10	14	snap	Timing Offset to create amazing flash chaser
Random (All)	15	19		Random Flashes between multiple fixtures with all Pixel Synchron / Set flash intensity, duration, and rate as normal.
Random (Segments)	20	24		Random Flashes of random Pixel/Segment within a fixture and between multiple fixtures. Low Rate = low quantity of pixel / High rate = higher quantity of pixel. Duration will set the flash duration.
Pulse (All) (Ramp Up / Ramp Down)	25	29		Light gradually increases and decreases / all Fixture synchrony / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (All) (Ramp Up / Ramp Down)	30	34		Light gradually increases and decreases / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (Segments) (Ramp Up / Ramp Down)	35	39		
Pulse Open (All) (Ramp Up / Snap Down)	40	44		Light gradually increases in intensity, then blacks out / all Fixture synchrony / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (All) (Ramp Up / Snap Down)	45	49		Light gradually increases in intensity, then blacks out / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (Segments) (Ramp Up / Snap Down)	50	54		
Pulse Close (All) (Snap open / Ramp Down)	55	59		Light flashes to full intensity, then gradually fades / all Fixture synchrony / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (All) (Snap open / Ramp Down)	60	64		Light flashes to full intensity, then gradually fades / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (Segments) (Snap open / Ramp Down)	65	69		
Double-Flash (All)	70	74		Quick Double-Flash / all Fixture synchrony / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Double-Flash Random (All)	75	79		Quick Double-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Triple-Flash (All)	80	84		Quick Triple-Flash / all Fixture synchrony / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Triple-Flash Random (All)	85	89		Quick Triple-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in-between the flashes / Set intensity and rate as normal
Lightning	90	94		The flashes simulate lightning. Duration is not adjustable / Set intensity and rate as normal



Paparazzi	95	99		Flashes like Paparazzi photographs
Spikes (All) (Light over Lowlight)	100	104		The LEDs remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act as one group.
Spikes (Segments) (Light Segments over Lowlight)	105	109		The lamp remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act individually.
Chaser Flash LR*	110	114		Sync Chaser Flash Left to Right
Chaser Flash LR Random*	115	119		random Chaser Flash Left to Right
Chaser Flash RL*	120	124		Sync Chaser Flash Right to Left
Chaser Flash RL Random*	125	129		Random Chaser Flash Right to Left
Bounce Flash LR*	130	134		Sync Bounce, starting left
Bounce Flash LR Random*	135	139		Random Bounce, starting left
Bounce Flash RL*	140	144		Sync Bounce, starting right
Bounce Flash RL Random*	145	149		Random Bounce, starting right
Bounce centre to out *	150	154		
Bounce center to out random*	155	159		
Centre to Out Flash*	160	164		Sync Flash from Center to outside
Center to Out Flash Random*	165	169		Random Flash from Center to outside
Out to Centre Flash*	170	174		Sync Flash from Outside to center
Out to Center Flash Random*	175	179		Random Flash from Outside to center
Bounce Out to Center Flash*	180	184		
Bounce Out to Center Flash Random*	185	189		
not used	190	255		

## Pattern Select (Beam Module)

Pattern Select	DMX			Notes
Idle	0	9	snap	All Pixel
Static Pattern 01	10	11	snap	
Static Pattern 02	12	13	snap	
Static Pattern 03	14	15	snap	
Static Pattern 04	16	17	snap	
Static Pattern 57	122	123	snap	
Static Pattern ...	...	...	...	
Static Pattern 59	126	127	snap	
Dynamic Pattern 01	128	129	snap	
Dynamic Pattern 02	130	131	snap	
Dynamic Pattern 03	132	133	snap	

Dynamic Pattern 04	134	135	snap	
Dynamic Pattern 05	136	137	snap	
Dynamic Pattern 06	138	139	snap	
Dynamic Pattern 48	222	223	snap	
Dynamic Pattern ...	...	...	...	
Dynamic Pattern 50	226	227	snap	
not used	...	...	...	
Random Pixel	250	255	snap	Random Pixel Pattern

## Pattern Step/Speed (Beam Module)

Pattern Step/Speed	DMX Value		Slot Style
Stop (First Pattern Step)	0	2	snap
CW fast - slow (run Pattern Step 1..n)	3	63	fade
Stop at current position	64	66	snap
CCW slow - fast (run Pattern Step n..1)	67	127	fade
Pattern Step 01	128	129	snap
Pattern Step 02	130	131	snap
Pattern Step 03	132	133	snap
Pattern Step 04	134	135	snap
Pattern Step ...	...	...	snap
Pattern Step 64	254	255	snap

## Pattern Step Crossfade (Beam Module)

Pattern Step Crossfade (Fade time between Pattern Steps)	DMX Value		Slot Style
Off (no Crossfade = Snap)	0	9	snap
XFade fast to slow (Fade in and fade out time is identically)	10	127	fade
Off (no Crossfade = Snap)	128	137	snap
XFade with Tail – (fast to slow) (Fade-In time is shorter than Fade out time - this creates a shadow effect)	138	255	fade

## Pattern Transition (Beam Module)

Pattern Transition (Fade performance between Pattern)	DMX Value		Slot Style	
Off (Snap between different Patterns)	0	9	snap	Pattern A to Pattern B will snap
Normal Transition (snap .. fade 5s)	10	63	fade	Pattern A to Pattern B will crossfade 0-5s
Off (Snap between different Patterns)	64	73	snap	Pattern A to Pattern B will snap
FOB Transition / Fade over Blackout (snap .. fade 5s)	74	127	fade	Pattern A to Pattern B will crossfade over Blackout 0-5s
Off (Snap between different Patterns)	128	137	snap	Pattern A to Pattern B will snap
FOF Transition / Fade over Full (snap .. fade 5s)	138	191	fade	Pattern A to Pattern B will crossfade over Full 0-5s
Off - reserved for additional feature	192	201		
No Transition Time - reserved for additional feature	202	255		

## SHC DprpsB Qrbf OE jh jGY 0OEJ(Plate Module)

RGB Color Control A	DMX Value		Slot Style	
<b><i>If no DigiFX/NDI is selected:</i></b>				
Red	0	255	fade	Intensity of Red of the Plate (all segments)
Green	0	255	fade	Intensity of Green of the Plate (all segments)
Blue	0	255	fade	Intensity of Blue of the Plate (all segments)
<b><i>If DigiFX is selected:</i></b>				
Red	0	255	fade	Intensity of Red of the DigiFX Color A
Green	0	255	fade	Intensity of Green of the DigiFX Color A
Blue	0	255	fade	Intensity of Blue of the DigiFX Color A
<b><i>If NDI Stream is Selected:</i></b>				
Red	0	255	fade	Intensity of Red of the Stream
Green	0	255	fade	Intensity of Green of the Stream
Blue	0	255	fade	Intensity of Blue of the Stream

## SHC DprpsC E jhGY 0OEJ)Qrbf Npevrh

Color Control A	DMX Value		Slot Style	
<b>If no DigiFX/NDI is selected:</b>				
Red Channel - no function	0	255	fade	no function
Green Channel - no function	0	255	fade	no function
Blue Channel - no function	0	255	fade	no function
<b>If DigiFX is Selected:</b>				
Red	0	255	fade	Intensity of Red of the Second Color (DigiFX)
Green	0	255	fade	Intensity of Green of the Second Color (DigiFX)
Blue	0	255	fade	Intensity of Blue of the Second Color (DigiFX)
<b>If NDI Stream is Selected:</b>				
Red Channel - no function	0	255	fade	No function
Green Channel - no function	0	255	fade	No function
Blue Channel - no function	0	255	fade	No function

## DigiFX Presets

*NOTE: All DigiFX Preset Slots are empty and will be filled up step by step in future firmware updates.*

## DigiFX Select / NDI Select ( Plate Module )

*NOTE: DigiFXs will change in the upcoming firmware versions. Be careful using the existing experimental DigiFX. Read Firmware Update Logfiles carefully before updating the fixture !*

**As long we are on BETA Firmware we suggest to only use NDI Stream 1 and 2 with absolute fix positioning. Enter absolute position values in the display menu of the fixture.**

DigiFX	DMX			Notes
Idle	0	9	snap	All Pixel
DigiFX 01 (DigiFX may change !)	10	11	snap	
DigiFX 02 (DigiFX may change !)	12	13	snap	
DigiFX 03 (DigiFX may change !)	14	15	snap	
DigiFX ... (DigiFX may change !)	...	...	snap	
not used	169	171		
<b>Capture Frame Orientation Patterns:</b>				
Open	172	174	snap	
<i>not used (Reserved for Orientation Pattern 01)</i>	175	177	snap	
<i>not used (Reserved for Orientation Pattern 02)</i>	178	180	snap	
<i>not used (Reserved for Orientation Pattern 03)</i>	181	183	snap	
<b>NDI Streams with fix absolute position:</b>				

NDI (FVP) Stream 4 (Fix Absolut Position)	184	186	snap	[ GLP-JDC2-4 ]
NDI (FVP) Stream 3 (Fix Absolut Position)	187	189	snap	[ GLP-JDC2-3 ]
NDI (FVP) Stream 2 (Fix Absolut Position)	190	192	snap	[ GLP-JDC2-2 ]
NDI (FVP) Stream 1 (Fix Absolut Position)	193	195	snap	[ GLP-JDC2-1 ]
<b>NDI Streams with fix segmented position:</b>				
NDI (FVP) Stream 4 (Fix Segmented Position)	196	198	snap	[ GLP-JDC2-4 ]
NDI (FVP) Stream 3 (Fix Segmented Position)	199	201	snap	[ GLP-JDC2-3 ]
NDI (FVP) Stream 2 (Fix Segmented Position)	202	204	snap	[ GLP-JDC2-2 ]
NDI (FVP) Stream 1 (Fix Segmented Position)	205	207	snap	[ GLP-JDC2-1 ]
<b>NDI Streams with fix relative position:</b>				
NDI (FVP) Stream 4 (Fix Relative Position)	208	210	snap	[ GLP-JDC2-4 ]
NDI (FVP) Stream 3 (Fix Relative Position)	211	213	snap	[ GLP-JDC2-3 ]
NDI (FVP) Stream 2 (Fix Relative Position)	214	216	snap	[ GLP-JDC2-2 ]
NDI (FVP) Stream 1 (Fix Relative Position)	217	219	snap	[ GLP-JDC2-1 ]
<b>NDI Streams with flex absolute position:</b>				
NDI (FV) Stream 4 (Flex Absolut Position)	220	222	snap	[ GLP-JDC2-4 ]
NDI (FV) Stream 3 (Flex Absolut Position)	223	225	snap	[ GLP-JDC2-3 ]
NDI (FV) Stream 2 (Flex Absolut Position)	226	228	snap	[ GLP-JDC2-2 ]
NDI (FV) Stream 1 (Flex Absolut Position)	229	231	snap	[ GLP-JDC2-1 ]
<b>NDI Streams with flex segmented position:</b>				
NDI (FVP) Stream 4 (Flex Segmented Position)	232	234	snap	[ GLP-JDC2-4 ]
NDI (FVP) Stream 3 (Flex Segmented Position)	235	237	snap	[ GLP-JDC2-3 ]
NDI (FVP) Stream 2 (Flex Segmented Position)	238	240	snap	[ GLP-JDC2-2 ]
NDI (FVP) Stream 1 (Flex Segmented Position)	241	243	snap	[ GLP-JDC2-1 ]
<b>NDI Streams with flex relative position:</b>				
NDI (FVP) Stream 4 (Flex Relative Position)	244	246	snap	[ GLP-JDC2-4 ]
NDI (FVP) Stream 3 (Flex Relative Position)	247	249	snap	[ GLP-JDC2-3 ]
NDI (FVP) Stream 2 (Flex Relative Position)	250	252	snap	[ GLP-JDC2-2 ]
NDI (FVP) Stream 1 (Flex Relative Position)	253	255	snap	[ GLP-JDC2-1 ]

## DigiFX Speed (Plate Module)

Feature	DMX Value		Slot Style
Idle Original Speed (Speeds may change)	0	5	Snap
Stop at current position (Speeds may change)	6	9	snap
min speed (Speeds may change)	10	10	fade
min → Original (Speeds may change)	11	125	
<b>Idle Original Speed</b> (Speeds may change)	126	129	snap
original → max speed (Speeds may change)	130	145	fade
Max speed (Speeds may change)	246	246	
Stop at current position (Speeds may change)	252	255	snap

## DigiFX Position X / Y

Feature	DMX Value		Slot Style
<b><i>If DigiFX is selected:</i></b>			
-100% ( movement area will change )	0%	0%	fade
-99% to -1% ( movement area will change )	1%	49%	
Centre Position (Default) ( movement area will change )	50%	50%	snap
+1%. to. +100% ( movement area will change )	51%	99%	fade
100% ( movement area will change )	100%	100%	
<b><i>If NDI Stream with <u>flex relative position</u> is selected:</i></b>			
X: left position Y: top position	0%	0%	
...	1%	49%	
X: Centre position (Default) Y: Centre position (Default)	50%	50%	
...	51%	99%	
X: right position Y: Bottom position	100%	100%	
<b><i>If NDI Stream with <u>flex segmental position</u> is selected:</i></b>			
Idle	00000	00999	→ See Flex Segmental Position Chart
for X: Collum 01 for Y: Line 01	01000	01999	
for X: Collum 02 for Y: Line 02	02000	02999	
...	...	...	
for X: Collum 65 for Y: Line 65	65000	65535	
<b><i>If NDI Stream with <u>flex absolute position</u> is selected:</i></b>			
Idle	DMX 00000 DMX 00000		same as x and y 1st pixel

x: 0001 y: 0001	DMX 00001 DMX 00001		
x: 0055 y: 0001	DMX 00001 DMX 00002		
...	...		
undefined area	10%		
	...		
	100%		
<b>If NDI Stream with <u>fix position</u> is selected:</b>			
no function			

## DigiFX Scale

Feature	DMX Value		Slot Style	
<b>If DigiFX is selected:</b>				
Idle Origin Size (Default) (Size will change)	0	9		Idle size of the effect. Best fit to the LED Panel
Scale down (DigiFX becomes smaller) (Size will change)	10	10		
...	11	127		
Idle origin Size (Size will change)	128	128		
...	129	245		
Scale up (DigiFX becomes bigger) (Size will change)	246	25.68 9.2		

## DigiFX Rotation

Feature	DMX Value		Slot Style	
0%	0	0		
1° .. 44°	1	31		
45°	32	32		
46° .. 89°	33	63		
90°	64	64		
91° .. 134°	65	95		
135°	96	96		
136° .. 179°	97	127		
180°	128	128		
181° .. 224°	129	159		
225°	160	160		
226° .. 269°	161	191		
270°	192	192		
271° .. 314°	193	223		
315°	224	224		
316° .. 359°	225	255		

## DigiFX Transition

Feature	DMX Value		Slot Style	
Off (Snap between different DigiFXs)	0	9	snap	DigiFX A to DigiFX B will snap
FOB Transition Fade over Blackout (snap .. fade 5s)	10	63	fade	DigiFX A to DigiFX B will crossfade 0-5s
Off (Snap between different DigiFXs)	64	73	snap	DigiFX A to DigiFX B will snap
FOF Transition Fade over Full White (snap .. fade 5s)	74	127	fade	DigiFX A to DigiFX B will crossfade over Blackout 0-5s
Off (Snap between different DigiFXs)	128	137	snap	DigiFX A to DigiFX B will snap
No Transition Time reserved for additional feature	138	191		
Off - reserved for additional feature	192	201		
No Transition Time reserved for additional feature	202	255		



## Control/Setting

**RED MARKED** features are may not implemented so far and will be available in future updates.  
**Do not use it for Preprogramming shows !**

Feature	DMX Value		Slot Style	Note
Idle	0	9	snap	
	10	11		
iQ.Service Connect ON	12	13	snap	Will wake up the GLP iQ.Mesh Module for 5 Minutes and enable the connectivity to the GLP iQ.Service App. If this value is active, it will extend the 5 min period.
	14	15		
	16	17		
	18	19		
<b>Dimmer Curve: Soft (Square)</b>	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
	26	27		
	28	29		
Display Mode: OFF	30	31	snap	(3s hold)
<b>Display Mode: Auto</b>	32	33	snap	(3s hold) (DEFAULT)
Display Mode: ON	34	35	snap	(3s hold)
	36	37		
<b>Display Orientation: Auto</b>	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
	44	45		
<b>No Signal: Blackout</b>	46	47	snap	(3s hold) (DEFAULT)
No Signal: Hold	48	49	snap	(3s hold)
No Signal: Houselight	50	51	snap	(3s hold)
No Signal: Scene	52	53	snap	(3s hold)
Capture DMX Scene	54	55	snap	(3s hold)
Fan Mode : Minimum	56	57	snap	(3s hold)
<b>Fan Mode: Regulated</b>	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(3s hold)
Fan Mode: Low	64	65	snap	(3s hold)
	66	67		
	68	69		

<b>Pixel Mirror: Off</b>	70	71	snap	(3s hold) (DEFAULT)
Pixel Mirror: x-mirror	72	73	snap	(3s hold)
Pixel Mirror: y-mirror	74	75	snap	(3s hold)
Pixel Mirror: x;y-mirror	76	77	snap	(3s hold)
	78	79		
<b>Duration Control: Normal (Default)</b>	80	81	snap	(3s hold) (DEFAULT)
Duration Control: Percentage	82	83	snap	(3s hold)
	84	85		
	86	87		
	88	89		
	90	91		
Position Feedback: OFF	92	93	snap	(3s hold)
<b>Position Feedback: ON</b>	94	95	snap	(3s hold) (DEFAULT)
	96	97		
<b>Tilt invert OFF</b>	98	99	snap	(3s hold) (DEFAULT)
Tilt invert ON	100	101	snap	(3s hold)
	102	103		
<b>Tilt Disable: Off</b>	104	105	snap	(3s hold) (DEFAULT)
Tilt Disable: Current Disabled	106	107	snap	(3s hold)
	108	109		
	110	111		
	112	113		
	114	115		
	116	117		
	118	119		
	120	121		
	122	123		
	124	125		
	126	127		
	128	129		
	130	131		
	132	133		
	134	135		
	136	137		
White Point 8000K	138	139	snap	(3s Hold)
<b>White Point 6500K</b>	140	141	snap	(3s Hold) (DEFAULT)
White Point 5600K	142	143	snap	(3s Hold)
White Point OFF	144	145	snap	(3s Hold)

	146	147		
	148	149		
	150	151		
	152	153		
	154	155		
	156	157		
	158	159		
	160	161		
	162	163		
	164	165		
	166	167		
	168	169		
	170	171		
	172	173		
	174	175		
Set Absolut Fix Position	176	177		(3s hold) → will set the current X/Y DMX values as the capture frame absolute fix position  → <b>Enter absolute position values in the display menu</b>
Set Segmented Fix Position	178	179		(3s hold) → will set the current X/Y DMX values as the capture frame segmented fix position
Set Relative Fix Position	180	181		(3s hold) → will set the current X/Y DMX values as the capture frame relative fix position
	182	183		
NDI Stream Name: <b>Required</b>	184	185		(3s hold) Default
NDI Stream Name: <b>Not Required</b>	186	187		(3s hold)
	188	189		
<b>Hibernation: OFF</b>	190	191	snap	(3s hold) (DEFAULT)
<b>Hibernation: ON</b>	192	193	snap	(3s hold)
	194	195		
	196	197		
	198	199		
	200	201		
	202	203		
	204	205		
	206	207		
	208	209		
	210	211		
	212	213		

	214	215		
	216	217		
	218	219		
	220	221		
	222	223		
	224	225		
	226	227		
	228	229		
Save as User Setting Preset 1	230	231	snap	(3s hold)
Save as User Setting Preset 2	232	233	snap	(3s hold)
Save as User Setting Preset 3	234	235	snap	(3s hold)
	236	237		
Load User Setting Preset 1	238	239	snap	(3s hold)
Load User Setting Preset 2	240	241	snap	(3s hold)
Load User Setting Preset 3	242	243	snap	(3s hold)
Load Settings Default	244	245	snap	(3s hold)
	246	247		
	248	249		
	250	251		
Reset Tilt	252	253	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot, need to be left first for 3s.
Reset ALL	254	255	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot, need to be left first for 3s.