

VL6000 BEAM

Channel Mapping - 16 Bit

January 2017

DMX Channel	Parameter	Range DMX	Defaults	Description
1	Intensity	0 - 255	0	8-bit control of Fixture Intensity from 0 - 100%
2 3	Pan - High Byte Pan - Low Byte	0 - 65535	32767	16-bit linear control of pan from 0° - 520°
4 5	Tilt - High Byte Tilt - Low Byte	0 - 65535	32767	16-bit linear control of tilt from 0° - 240°
6	Edge	0 - 255	127	8-bit linear control of edge functions
7	Color Wheels Macro / Presets	0 - 255 0 - 5 6 - 255	0 → →	8-bit control of all three Color Wheel Presets / Macros. See User Manual for complete details. Ignore - Uses Color Wheel 1-3 channels TBD - See User Manual
8	Color Wheels Transition Control	0 - 255 0 1 - 255	0 → →	Used in conjunction with Channel 7 to provide different transition options between color presets. Idle Cloak Transition Generator 1 = Fastest Transition thru 255 = 10 Second Transition
9	Color Wheel 1	0 - 255 0 - 18 19 - 54 55 - 91 92 - 128 129 - 165 166 - 202 203 - 239 240 - 255	0 → → → → → → → →	8-bit linear control of Color Wheel 1. See Channel 10 for options. OPEN MAGENTA 100 (Center at DMX 36) DARK BLUE (Center at DMX 73) MAGENTA 60 (Center at DMX 109) FLESH PINK (Center at DMX 146) MAGENTA 30 (Center at DMX 182) GREEN (Center at DMX 218) OPEN
10	Color Wheel 1 Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0 → → → → → → → →	Used as a control channel for different movement options of Color Wheel 1. Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Color Shake Quickest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values

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11	Color Wheel 2	0 - 255 0 - 18 19 - 54 55 - 91 92 - 128 129 - 165 166 - 202 203 - 239 240 - 255	0 → → → → → → → →	8-bit control of Color Wheel 2. See Channel 12 for options. OPEN CYAN 100 (Center at DMX 36) DRK FUSCHIA (Center at DMX 73) CYAN 60 (Center at DMX 109) CTO (Center at DMX 146) CYAN 30 (Center at DMX 182) RED (Center at DMX 218) OPEN
12	Color Wheel 2 Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0 → → → → → → → →	Used as a control channel for different movement options of Color Wheel 2. Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Color Shake Quickest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values
13	Color Wheel 3	0 - 255 0 - 18 19 - 54 55 - 91 92 - 128 129 - 165 166 - 202 203 - 239 240 - 255	0 → → → → → → → →	8-bit control of Color Wheel 2. See Channel 14 for options. OPEN YELLOW 100 (Center at DMX 36) 1/2 CTO (Center at DMX 73) YELLOW 60 (Center at DMX 109) MEADOW GREEN (Center at DMX 146) YELLOW 30 (Center at DMX 182) CONGO (Center at DMX 218) OPEN
14	Color Wheel 3 Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0 → → → → → → → →	Used as a control channel for different movement options of Color Wheel 2. Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Color Shake Quickest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values

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15	Gobo Wheel 1	0 - 255 0 - 5	0 →	8-bit control of Gobo Wheel 1. See Channel 18 for control options. Open - No Gobo

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		6 - 10 → Gobo 1 (Circle of Ovals) Index 11 - 15 → Gobo 2 (Medium Triangle) Index 16 - 20 → Gobo 3 (Chopped) Index 21 - 25 → Gobo 4 (Tri Cone) Index 26 - 30 → Gobo 5 (Ballz) Index 31 - 35 → Gobo 6 (Blades) Index 36 - 40 → Gobo 7 (4 Hole Ray) Index 41 - 45 → Open - No Gobo 46 - 50 → Gobo 1 (Circle of Ovals) Rotate 51 - 55 → Gobo 2 (Medium Triangle) Rotate 56 - 60 → Gobo 3 (Chopped) Rotate 61 - 65 → Gobo 4 (Tri Cone) Rotate 66 - 70 → Gobo 5 (Ballz) Rotate 71 - 75 → Gobo 6 (Blades) Rotate 76 - 80 → Gobo 7 (4 Hole Ray) Rotate 81 - 85 → Open - No Gobo 86 - 90 → Gobo 1 (Circle of Ovals) Rotate with Mega Stepping 91 - 95 → Gobo 2 (Medium Triangle) Rotate with Mega Stepping 96 - 100 → Gobo 3 (Chopped) Rotate with Mega Stepping 101 - 105 → Gobo 4 (Tri Cone) Rotate with Mega Stepping 106 - 110 → Gobo 5 (Ballz) Rotate with Mega Stepping 111 - 115 → Gobo 6 (Blades) Rotate with Mega Stepping 116 - 120 → Gobo 7 (4 Hole Ray) Rotate with Mega Stepping 121 - 255 → Reserved Values		
16 17	Gobo 1 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 → Rotate Fast to Slow <<< 32757 - 32780 → Rotation STOP 32781 - 65535 → Rotate Slow to Fast >>>	32767	16-bit control of index and rotation of gobo wheel 1.
18	Gobo Wheel 1 Control	0 - 255 0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin Reverse (Slow to Fast) 91 - 120 → Gobo Shake Quickest Path (Slow to Fast) 121 - 150 → Gobo Shake Normal Path (Slow to Fast) 151 - 180 → Gobo Twist Quickest Path (Slow to Fast) 181 - 210 → Gobo Twist Normal Path (Slow to Fast) 211 - 255 → Reserved Values	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 15).
19	Iris	0 - 255	0	Controls Iris mechanism from open (DMX 0) to Full (DMX 255).
20	Frost	0 - 255	0	Controls frost mechanism from open (DMX 0) to Full (DMX 255).

DMX Channel	Parameter	Range DMX	Defaults	Description
21	Strobe Speed	0 - 255	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255)
22	Strobe Control	0 - 255 0 - 5 → Open 6 - 10 → Closed 11 - 15 → Normal Strobe	0	Control Channel for strobing functions.

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		16 - 20 21 - 25 26 - 255	→ → →	Random Strobe Random Sync Reserved Values
23	Luminaire Control	0 - 255	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set descreeet value of desired effect, wait >3 seconds, then set value to 0 (Idle).
		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 95 - 255	→ → → → → → → → → → → → → → → → → → →	Idle (Default) Full Luminaire ReCal - Also Used to Wake fixture up from shutdown Lamp ON Lamp OFF Fixture Shutdown Display - Menu ON Display - Menu OFF ReCal Position ReCal Color ReCal Gobo ReCal Beam ReCal Dimmer/Strobe Reset Fixture to Defaults Full Luminaire Reboot. This command will douse lamp and reset all processors in fixture, then ReCal all parameters. Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating the command in less than 5 minutes will behave as a toggle. Dimmer Snap Off (default) Dimmer Snap On Pan / Tilt Normal (Default) Pan / Tilt Fast Reserved Values