

DMX Channel Index

VOLKS | LICHT

R-G-B



from software version 1.08
(DMX manual version 1.00)



— since 1994 —

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DMX Channel Selection (DMX Protocol)

Channel	Function	Time and Value	DMX	HEX	%	
1) PAN-coarse	0 .. 660°		0..255	00..FF	0..100	
2) PAN-fine	High- Pos ... High- Pos + 2,6° (16 Bit)		0..255	00..FF	0..100	
3) Tilt-coarse	0 .. 300°		0..255	00..FF	0..100	
4) Tilt-fine	High- Pos ... High- Pos + 1,2° (16 Bit)		0..255	00..FF	0..100	
5) Color (fixed)	Colors adjustable via RGB		0..7	00..07	0..2,5	
	Color 01 - Red ¹⁾		8..15	08..0F	3..5,5	
	Color 02 - Amber ¹⁾		16..23	10..17	6..8,5	
	Color 03 - Warm Yellow ¹⁾		24..31	18..1F	9..12,5	
	Color 04 - Yellow ¹⁾		32..39	20..27	13..15,5	
	Color 05 - Green ¹⁾		40..47	28..2F	16..18,5	
	Color 06 - Turquoise ¹⁾		48..55	30..37	19..21,5	
	Color 07 - Cyan ¹⁾		56..63	38..3F	22..24,5	
	Color 08 - Blue ¹⁾		64..71	40..47	25..27,5	
	Color 09 - Lavender ¹⁾		72..79	48..4F	28..30,5	
	Color 10 - Mauve ¹⁾		80..87	50..57	31..34,5	
	Color 11 - Magenta ¹⁾		88..95	58..5F	35..37,5	
	Color 12 - Pink ¹⁾		96..103	60..67	38..40,5	
	White - CTO	Color temperature 3200K	104..111	68..6F	41..43,5	
	White	Color temperature 5600K	112..119	70..77	44..46,5	
White - CTB	Color temperature 7200K	120..127	78..7F	47..49,5		
Rainbow Effect Stop ²⁾		128	80	50		
Rainbow Effect ³⁾	slow - fast	129..223	81..DF	51..88		
Rainbow Effect, random colors	slow - fast	224..255	E0..FF	89..100		
6) Red	Color mixing system - Red	0 - 100%	0..255	00..FF	0..100	
7) Green	Color mixing system - Green	0 - 100%	0..255	00..FF	0..100	
8) Blue	Color mixing system - Blue	0 - 100%	0..255	00..FF	0..100	
9) Shutter	Shutter closed		0..15	00..0F	0..5,5	
	Random Pulse effect	slow - fast	16..47	10..2F	6..18,5	
	Up-dimming then Shutter closing (random patterns)	slow - fast	48..79	30..4F	19..31	
	Shutter open then down-dimming (random patterns)	slow - fast	80..111	50..6F	32..43	
	Up-dimming then down-dimming (random patterns)	slow - fast	112..143	70..8F	44..56	
	Strobe effect pause	5s .. 1s	144..199	A0..C7	57..77	
	Strobe effect, slow - fast	1 Hz .. 10 Hz	200..239	C8..EF	78..94	
	Strobe effect	25 Hz	240	F0	94,4	
	Shutter open		242..255	F3..FF	95..100	
10) Dimmer	Dimmer	0 - 100%	0..255	0..FF	0..100	
11) Special	RESET		250..255	FA..FF	98..100	
12) Move- ment	No movement		0	0	0	
	Movement	Size	Phase			
	PAN	1	0°	01..01	01..01	0,5
		1	90°	02..03	02..03	1,0
		1	180°	04..05	04..05	1,7
	1	270°	06..07	06..07	2,5	

Channel	Function			Time and Value	DMX	HEX	%
	PAN	2	0°		08..09	08..09	3,3
		2	90°		10..11	0A..0B	4,1
		2	180°		12..13	0C..0D	4,9
		2	270°		14..15	0E..0F	5,7
	PAN	3	0°		16..17	11..11	6,5
		3	90°		18..19	12..13	7,3
		3	180°		20..21	14..15	8,0
		3	270°		22..23	16..17	8,8
	PAN	4	0°		24..25	18..19	9,6
		4	90°		26..27	1A..1B	10,4
		4	180°		28..29	1C..1D	11,2
		4	270°		30..31	1E..1F	12
	TILT	size / phase see also PAN			32..63	20..3F	13..25
	PAN / TILT	size / phase see also PAN			64..95	40..5F	26..37
	PAN / TILT (inverse)	size / phase see also PAN			96..127	60..7F	38..50
	Circle	size / phase see also PAN			128..159	80..9F	51..62
Circle (inverse)	size / phase see also PAN			160..191	A0..BF	63..75	
Lying eight	size / phase see also PAN			192..223	C0..DF	76..87	
Random movement	size see also PAN			224..255	E0..FF	88..100	
13) Speed Pan/Tilt	Pan/Tilt relative movement				0..15	00..0F	0..6
	Pan/Tilt slow – fast Use this channel also for the SPEED of the movements			Pan Min. 660° = 200s Tilt Min. 300° = 110s	16..255	10..FF	7..100

¹⁾ The predefined colors can be used as start-colors for the Rainbow effect. Please select first a desired start-color before you activate the rainbow effect. All **Volksichts** will afterwards start from that color and will execute the rainbow effect synchronously. Different **Volksichts** can certainly have different start-colors but will still execute the rainbow effect synchronously. If you choose a color different from the once marked with ¹⁾ in the tables above the rainbow start-color will be red.

²⁾ Rainbow-effect Stop will pause this function. After resuming the rainbow-effect will be continued with the current color.

³⁾ The Rainbow-effect will run synchronously only if it will be started going out from one of the predefined colors (see also ¹⁾ before).

