

DMX Channel Index

X5 atom IP Head and PSU6



Document revision: 20250825-1

Fixture software version 0.8.0



Document revisions

Revision number	Notes	Date released
20250825-1	First version publicly available. Covers firmware v. 0.8.0	August, 2025

©2025 German Light Products GmbH. All rights reserved.

The marks 'GLP' and 'German Light Products' are trademarks registered as the property of German Light Products GmbH in Germany, in the United States of America and in other countries.

The information contained in this document is subject to change without notice. German Light Products GmbH and all affiliated companies disclaim liability for any injury, damage, direct or indirect loss, consequential or economic loss or any other loss occasioned by the use of, inability to use or reliance on the information contained in this document.

Manufacturer's head office:

German Light Products GmbH (GLP),
Industriestrasse 2, 76307 Karlsbad,
Germany
Tel (Germany): +49 7248 92719 – 0

Service & Support EMEA:

GLP, Industriestrasse 2,
76307 Karlsbad, Germany
Tel. (Germany): +49 7248 9271955
Email: support@glp.de
www.glp.de

Service & Support USA:

GLP USA, 16170 Stagg Street,
91406 Van Nuys, California
Tel (USA): +1 818 767 8899
Support (US): info@germanlightproducts.com
www.germanlightproducts.com

Table of Contents

Separate patching of heads	4
Key to conversion of x and y coordinates.....	4
DMX control modes overview.....	5
DMX channel layout.....	8
DMX Mode 1: Combined 16-bit	9
DMX Mode 2: Individual 8-bit	11
DMX Mode 3: Individual 16-bit	18
Control / Settings channel	25

Separate patching of heads

It is possible to patch the PSU6 unit with less than six heads and save channels in your DMX universe. If you want to do this, you can use the DMX channel offset list below for DMX addressing:

	DMX Mode 2	DMX Mode 3
PSU6	Start address	Start address
Head 1	Start address + 6	Start address + 6
Head 2	Start address + 15	Start address + 19
Head 3	Start address + 24	Start address + 32
Head 4	Start address + 33	Start address + 45
Head 5	Start address + 42	Start address + 58
Head 6	Start address + 51	Start address + 71

Key to conversion of x and y coordinates

The following formulas are used when converting DMX values to x:y coordinates on the RGB and RGBL color mixing channels:

8-bit

$$\text{DMX } x = \frac{x \text{ co-ordinate} \times 255}{0.8}$$

$$\text{DMX } y = \frac{y \text{ co-ordinate} \times 255}{0.8}$$

16-bit

$$\text{DMX } x = \frac{x \text{ co-ordinate} \times 65535}{0.8}$$

$$\text{DMX } y = \frac{y \text{ co-ordinate} \times 65535}{0.8}$$

DMX control modes overview

The GLP X5 atom IP offers the following DMX control modes.

DMX channels from 001 to 006 have the same functionality in all the DMX control modes.

DMX Mode 1: Combined 16-bit

DMX footprint: 17 channels

Global and all heads

Global intensity	001-002
Control/settings	003
CQC	004
M/G shift	005
Tungsten effect	006
Shutter	007
CTC	008
Zoom	009

[1] RGB – Red	010/011
[2] RGBL – Red	
[3] x:y – x	
[1] RGB – Green	012/013
[2] RGBL – Green	
[3] x:y – y	
[1] RGB – Bue	014/015
[2] RGBL – Bue	
[3] x:y – not used	
[1] RGB – not used	016/017
[2] RGBL – Lime	
[3] x:y – not used	

DMX Mode 2: Individual 8-bit

DMX footprint: 60 channels

Module 1 (Global, all heads)

Global intensity	001-002
Control/settings	003
CQC	004
M/G shift	005
Tungsten effect	006

Module 2 (Head 1)

Intensity	007/008
Shutter	009
Zoom	010
CTC	011
[1] RGB – Red	012
[2] RGBL – Red	
[3] x:y – x coarse	
[1] RGB – Green	013
[2] RGBL – Green	
[3] x:y – x fine	
[1] RGB – Bue	014
[2] RGBL – Bue	
[3] x:y – y coarse	
[1] RGB – not used	015
[2] RGBL – Lime	
[3] x:y – y fine	

Modules 3 – 6 (Heads 2 – 5)**Module 7 (Head 6)**

Intensity	052/053
Shutter	054
Zoom	055
CTC	056
[1] RGB – Red	057
[2] RGBL – Red	
[3] x:y – x coarse	
[1] RGB – Green	058
[2] RGBL – Green	
[3] x:y – x fine	
[1] RGB – Bue	059
[2] RGBL – Bue	
[3] x:y – y coarse	
[1] RGB – not used	060
[2] RGBL – Lime	
[3] x:y – y fine	

DMX Mode 3: Individual 16-bit

DMX footprint: 84 channels

Module 1 (Global, all heads)

Global intensity	001-002
Control/settings	003
CQC	004
M/G shift	005
Tungsten effect	006

Module 2 (Head 1)

Intensity	007/008
Shutter	009
Zoom	010
CTC	011
[1] RGB – Red	012/013
[2] RGBL – Red	
[3] x:y – x coarse	
[1] RGB – Green	014/015
[2] RGBL – Green	
[3] x:y – x fine	
[1] RGB – Bue	016/017
[2] RGBL – Bue	
[3] x:y – y coarse	
[1] RGB – not used	018/019
[2] RGBL – Lime	
[3] x:y – y fine	

Modules 3 – 6 (Heads 2 – 5)**Module 7 (Head 6)**

Intensity	072/073
Shutter	074
Zoom	075
CTC	076
[1] RGB – Red	077/078
[2] RGBL – Red	
[3] x:y – x coarse	
[1] RGB – Green	079/080
[2] RGBL – Green	
[3] x:y – x fine	
[1] RGB – Bue	081/082
[2] RGBL – Bue	
[3] x:y – y coarse	
[1] RGB – not used	083/084
[2] RGBL – Lime	
[3] x:y – y fine	

DMX channel layout

In the following DMX channel layout tables:

- Default settings are indicated with **bold type**.
- Where commands are followed by (3s hold) you must send that value continuously for 3 seconds (or other duration if indicated in the table) to apply the command.

DMX Mode 1: Combined 16-bit

17 DMX Channels

	Channel	Command	DMX range		Default DMX	Fade/ Snap
1	Global intensity coarse (all heads)	Intensity 0 → 100%	0	65535	65535	Fade
2	Global intensity fine (all heads)					
3	Control/Settings	See 'Control / Settings channel' on page 25				
4	Color Quality Control (all heads)	High Quality (saturated color): White point is mixed using RGBL with focus on best color rendering quality	0	9	255	Snap
		Cross fading, saturated to desaturated	10	117		Fade
		High Quality (fully unsaturated color), high quality white spectrum	118	127		Snap
		High Output (fully unsaturated color), high output white spectrum	128	137		Snap
		Cross fading, desaturated to saturated	138	245		Fade
		High Output (saturated color): White point is mixed using RGBL with focus on highest Output	246	255		Snap
5	Magenta-Green shift (all heads)	Off (no correction)	0	9	0	Snap
		Full plus Magenta +100% (-0.1 Duv)	10	10		Fade
		Plus Magenta +99% → + 1%	11	124		Snap
		Neutral / no effect	125	140		Fade
		Plus green +1% → +99%	141	254		Snap
		Full plus green +100% (+ 0.1 Duv)	255	255		Fade
6	Tungsten simulation (all heads)	Off	0	9	0	Snap
		Tungsten ACL 250W/28V	10	19		
		Tungsten Blinder 650W/120V	20	29		
		Tungsten 750W/80V	30	39		
		Tungsten 1000W/240V	40	49		
		Tungsten 1200W/240V	50	59		
		Tungsten 2000W/230V	60	69		
		Tungsten 2500W/230V	70	79		
		Tungsten 5000W/230V	80	89		
		Not used (= Off)	90	120		
		Off	120	139		
		FX Tungsten ACL 250W/28V	140	149		
		FX Tungsten Blinder 650W/120V	150	159		
		FX Tungsten 750W/80V	160	169		
		FX Tungsten 1000W/240V	170	179		
		FX Tungsten 1200W/240V	180	189		
		FX Tungsten 2000W/230V	190	199		
		FX Tungsten 2500W/230V	200	209		
		FX Tungsten 5000W/230V	210	219		
		Not used (= Off)	220	255		

7	Shutter (all heads)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
8	CTC (all heads)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
9	Zoom (all heads)	Narrow → wide	0	255	0	Fade
10	16-bit color mixing, all heads	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
11		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
12		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
13		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
14		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
15		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
16		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
17		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

DMX Mode 2: Individual 8-bit

60 DMX Channels

	Channel	Command	DMX range		Default DMX	Fade/ Snap
1	Global intensity coarse (all heads)	Intensity 0 → 100%	0	65535	65535	Fade
2	Global intensity fine (all heads)					
3	Control/Settings	See 'Control / Settings channel' on page 25				
4	Color Quality Control (all heads)	High Quality (saturated color): White point is mixed using RGBL with focus on best color rendering quality	0	9	255	Snap
		Cross fading, saturated to desaturated	10	117		Fade
		High Quality (fully unsaturated color), high quality white spectrum	118	127		Snap
		High Output (fully unsaturated color), high output white spectrum	128	137		Snap
		Cross fading, desaturated to saturated	138	245		Fade
		High Output (saturated color): White point is mixed using RGBL with focus on highest Output	246	255		Snap
5	Magenta-Green shift (all heads)	Off (no correction)	0	9	0	Snap
		Full plus Magenta +100% (-0.1 Duv)	10	10		Fade
		Plus Magenta +99% → + 1%	11	124		Snap
		Neutral / no effect	125	140		Fade
		Plus green +1% → +99%	141	254		Snap
		Full plus green +100% (+ 0.1 Duv)	255	255		Fade
6	Tungsten simulation (all heads)	Off	0	9	0	Snap
		Tungsten ACL 250W/28V	10	19		
		Tungsten Blinder 650W/120V	20	29		
		Tungsten 750W/80V	30	39		
		Tungsten 1000W/240V	40	49		
		Tungsten 1200W/240V	50	59		
		Tungsten 2000W/230V	60	69		
		Tungsten 2500W/230V	70	79		
		Tungsten 5000W/230V	80	89		
		Not used (= Off)	90	120		
		Off	120	139		
		FX Tungsten ACL 250W/28V	140	149		
		FX Tungsten Blinder 650W/120V	150	159		
		FX Tungsten 750W/80V	160	169		
		FX Tungsten 1000W/240V	170	179		
		FX Tungsten 1200W/240V	180	189		
		FX Tungsten 2000W/230V	190	199		
		FX Tungsten 2500W/230V	200	209		
		FX Tungsten 5000W/230V	210	219		
		Not used (= Off)	220	255		

7	Intensity coarse (Head 1)	Intensity 0 → 100%	0	65535	0	Fade
8	Intensity fine (Head 1)					
9	Shutter (Head 1)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
10	Zoom (Head 1)	Narrow → wide	0	255	0	Fade
11	CTC (Head 1)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
12	8-bit color mixing (Head 1)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
13		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
14		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
15		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

16	Intensity coarse (Head 2)	Intensity 0 → 100%	0	65535	0	Fade
17	Intensity fine (Head 2)					
18	Shutter (Head 2)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
19	Zoom (Head 2)	Narrow → wide	0	255	0	Fade
20	CTC (Head 2)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
21	8-bit color mixing (Head 2)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
22		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
23		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
24		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

25	Intensity coarse (Head 3)	Intensity 0 → 100%	0	65535	0	Fade
26	Intensity fine (Head 3)					
27	Shutter (Head 3)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
28	Zoom (Head 3)	Narrow → wide	0	255	0	Fade
29	CTC (Head 3)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
30	8-bit color mixing (Head 3)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
31		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
32		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
33		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

34	Intensity coarse (Head 4)	Intensity 0 → 100%	0	65535	0	Fade
35	Intensity fine (Head 4)					
36	Shutter (Head 4)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
37	Zoom (Head 4)	Narrow → wide	0	255	0	Fade
38	CTC (Head 4)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
39	8-bit color mixing (Head 4)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
40		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
41		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
42		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

43	Intensity coarse (Head 5)	Intensity 0 → 100%	0	65535	0	Fade
44	Intensity fine (Head 5)					
45	Shutter (Head 5)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
46	Zoom (Head 5)	Narrow → wide	0	255	0	Fade
47	CTC (Head 5)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
48	8-bit color mixing (Head 5)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
49		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
50		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
51		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

52	Intensity coarse (Head 6)	Intensity 0 → 100%	0	65535	0	Fade
53	Intensity fine (Head 6)					
54	Shutter (Head 6)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
55	Zoom (Head 6)	Narrow → wide	0	255	0	Fade
56	CTC (Head 6)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
57	8-bit color mixing (Head 6)	[1] RGB – Red [2] RGBL – Red [3] x:y – x coarse	0	255	255	Fade
58		[1] RGB – Green [2] RGBL – Green [3] x:y – x fine	0	255	255	Fade
59		[1] RGB – Blue [2] RGBL – Blue [3] x:y – y coarse	0	255	255	Fade
60		[1] RGB – not used [2] RGBL – Lime [3] x:y – y fine	0	255	255	Fade

DMX Mode 3: Individual 16-bit

84 DMX Channels

	Channel	Command	DMX range		Default DMX	Fade/ Snap
1	Global intensity coarse (all heads)	Intensity 0 → 100%	0	65535	65535	Fade
2	Global intensity fine (all heads)					
3	Control/Settings	See 'Control / Settings channel' on page 25				
4	Color Quality Control (all heads)	High Quality (saturated color): White point is mixed using RGBL with focus on best color rendering quality	0	9	255	Snap
		Cross fading, saturated to desaturated	10	117		Fade
		High Quality (fully unsaturated color), high quality white spectrum	118	127		Snap
		High Output (fully unsaturated color), high output white spectrum	128	137		Snap
		Cross fading, desaturated to saturated	138	245		Fade
		High Output (saturated color): White point is mixed using RGBL with focus on highest Output	246	255		Snap
5	Magenta-Green shift (all heads)	Off (no correction)	0	9	0	Snap
		Full plus Magenta +100% (-0.1 Duv)	10	10		Fade
		Plus Magenta +99% → + 1%	11	124		Snap
		Neutral / no effect	125	140		Fade
		Plus green +1% → +99%	141	254		
		Full plus green +100% (+ 0.1 Duv)	255	255		
6	Tungsten simulation (all heads)	Off	0	9	0	Snap
		Tungsten ACL 250W/28V	10	19		
		Tungsten Blinder 650W/120V	20	29		
		Tungsten 750W/80V	30	39		
		Tungsten 1000W/240V	40	49		
		Tungsten 1200W/240V	50	59		
		Tungsten 2000W/230V	60	69		
		Tungsten 2500W/230V	70	79		
		Tungsten 5000W/230V	80	89		
		Not used (= Off)	90	120		
		Off	120	139		
		FX Tungsten ACL 250W/28V	140	149		
		FX Tungsten Blinder 650W/120V	150	159		
		FX Tungsten 750W/80V	160	169		
		FX Tungsten 1000W/240V	170	179		
		FX Tungsten 1200W/240V	180	189		
		FX Tungsten 2000W/230V	190	199		
		FX Tungsten 2500W/230V	200	209		
		FX Tungsten 5000W/230V	210	219		
		Not used (= Off)	220	255		

7	Intensity coarse (Head 1)	Intensity 0 → 100%	0	65535	0	Fade
8	Intensity fine (Head 1)					
9	Shutter (Head 1)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
10	Zoom (Head 1)	Narrow → wide	0	255	0	Fade
11	CTC (Head 1)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
12	16-bit color mixing (Head 1)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
13		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
14		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
15		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
16		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
17		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
18		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
19		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

20	Intensity coarse (Head 2)	Intensity 0 → 100%	0	65535	0	Fade
21	Intensity fine (Head 2)					
22	Shutter (Head 2)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
23	Zoom (Head 2)	Narrow → wide	0	255	0	Fade
24	CTC (Head 2)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
25	16-bit color mixing (Head 2)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
26		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
27		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
28		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
29		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
30		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
31		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
32		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

33	Intensity coarse (Head 3)	Intensity 0 → 100%	0	65535	0	Fade
34	Intensity fine (Head 3)					
35	Shutter (Head 3)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
36	Zoom (Head 3)	Narrow → wide	0	255	0	Fade
37	CTC (Head 3)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
38	16-bit color mixing (Head 3)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
39		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
40		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
41		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
42		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
43		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
44		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
45		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

46	Intensity coarse (Head 4)	Intensity 0 → 100%	0	65535	0	Fade
47	Intensity fine (Head 4)					
48	Shutter (Head 4)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
49	Zoom (Head 4)	Narrow → wide	0	255	0	Fade
50	CTC (Head 4)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
51	16-bit color mixing (Head 4)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
52		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
53		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
54		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
55		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
56		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
57		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
58		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

59	Intensity coarse (Head 5)	Intensity 0 → 100%	0	65535	0	Fade
60	Intensity fine (Head 5)					
61	Shutter (Head 5)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
62	Zoom (Head 5)	Narrow → wide	0	255	0	Fade
63	CTC (Head 5)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
64	16-bit color mixing (Head 5)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
65		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
66		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
67		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
68		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
69		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
70		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
71		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

72	Intensity coarse (Head 6)	Intensity 0 → 100%	0	65535	0	Fade
73	Intensity fine (Head 6)					
74	Shutter (Head 6)	Closed	0	4	255	Snap
		Single flash if value changed within the range 005 → 009	5	9		Fade
		Open	10	11		Snap
		Pulse slow → fast	12	39		Fade
		Open	40	41		Snap
		Pulse opening slow → fast	42	69		Fade
		Open	70	71		Snap
		Pulse closing slow → fast	72	99		Fade
		Open	100	101		Snap
		Double flash slow → fast	102	129		Fade
		Open	130	131		Snap
		Lightning	132	159		Fade
		Open	160	161		Snap
		Strobe random slow → fast	162	199		Fade
		Open	200	201		Snap
		Strobe sync slow → fast	202	250		Fade
		Open	251	255		Snap
75	Zoom (Head 6)	Narrow → wide	0	255	0	Fade
76	CTC (Head 6)	Open	0	9	0	Snap
		10 000 K	10	11		Fade
		9 999 K → 2 501 K	12	254		
		2 500 K	255	255		
77	16-bit color mixing (Head 6)	[1] RGB – Red coarse [2] RGBL – Red coarse [3] x:y – x coarse	0	65535	65535	Fade
78		[1] RGB - Red fine [2] RGBL - Red fine [3] x:y - x fine				
79		[1] RGB – Green coarse [2] RGBL – Green coarse [3] x:y – y coarse	0	65535	65535	Fade
80		[1] RGB - Green fine [2] RGBL - Green fine [3] x:y - y fine				
81		[1] RGB – Blue coarse [2] RGBL – Blue coarse [3] x:y – not used	0	65535	65535	Fade
82		[1] RGB - Blue fine [2] RGBL - Blue fine [3] x:y - not used				
83		[1] RGB – not used [2] RGBL – Lime coarse [3] x:y – not used	0	65535	65535	Fade
84		[1] RGB - not used [2] RGBL - Lime fine [3] x:y - not used				

Control / Settings channel

Available on Channel 3 in every DMX mode.

Channel	Command	DMX range		Default DMX	Fade/Snap
3	Idle	0	11	0	Snap
	Toggle iQ.Service connect On (3 sec.) Activates iQ.Mesh module for 5 minutes. Holding value keeps iQ.Mesh module active.	12	13		
	No function	14	19		
	Dimming curve: Soft (square) (3 sec.)	20	21		
	Dimming curve: Linear (3 sec.)	22	23		
	Dimming curve: S-curve (3 sec.)	24	25		
	No function	26	29		
	Display mode: Off (3 sec.)	30	31		
	Display mode: Auto (3 sec.)	32	33		
	Display mode: On (3 sec.)	34	35		
	No function	36	37		
	Display orientation: Auto (3 sec.)	38	39		
	Display orientation: Normal (3 sec.)	40	41		
	Display orientation: Inverted (3 sec.)	42	43		
	No function	44	45		
	No signal: Blackout (3 sec.)	46	47		
	No signal: Hold (3 sec.)	48	49		
	No signal: Play captured scene (3 sec.)	50	51		
	No signal: Capture current scene (3 sec.)	52	53		
	No function	54	137		
	White point 8000 K (3 sec.)	138	139		
	White point 6500 K (3 sec.)	140	141		
	White point 5600 K (3 sec.)	142	143		
	White point 4200 K (3 sec.)	144	145		
	White point 3200 K (3 sec.)	146	147		
	No function	148	165		
	Color mode: RGB (1) (3 sec.)	166	167		
	Color mode: RGBL (2) (3 sec.)	168	169		
	Color mode: x:y (3) (3 sec.)	170	171		
	No function	172	181		
	iQ.Gamut: FULL (3 sec.)	182	183		
	iQ.Gamut: Rec. 2020 (3 sec.)	184	185		
	iQ.Gamut: Rec. 709 (3 sec.)	186	187		
	iQ.Gamut: DCI P3.65 (3 sec.)	188	189		
	Hibernation Off (3 sec., fixture will reset)	190	191		
	Hibernation On (3 sec.)	192	193		
	No function	194	213		
	PWM Low (3 sec.)	214	215		
	PWM Optimal (3 sec.)	216	217		
	PWM High 1 (3 sec.)	218	219		
	PWM High 2 (3 sec.)	220	221		
	PWM Max. (3 sec.)	222	223		
	No function	224	229		
	Save as User Settings Preset 1 (3 sec.)	230	231		
	Save as User Settings Preset 2 (3 sec.)	232	233		
	Save as User Settings Preset 3 (3 sec.)	234	235		
	No function	236	237		
	Load User Settings Preset 1 (3 sec.)	238	239		
	Load User Settings Preset 2 (3 sec.)	240	241		

		Load User Settings Preset 3 (3 sec.)	242	243		
		Load Settings Default	244	245		
		No function	246	253		
		Reset system (3 sec. – to trigger again, leave value for 3 sec., then return to value for 3 sec.)	254	255		

To reduce the risk of accidentally changing settings, the commands on the Control / Settings channel must be held for the number of seconds indicated in the table above before they are executed.

-GLP-