

Wild Wash 12



Document revision: 20261008-01

Fixture software version 0.4.2



Document revisions

Revision number	Notes	Date released
20260508-02	First release of the DMX Channel Index for the Wild Wash 12. Covers firmware v.0.3.2.	May 2026
20260810-01	Update Pan-Tilt Rotation	August 2026

GLP® Wild Wash 12 DMX Channel Index

© 2026 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

1.	Main Fixture and Subfixture	4
2.	Pixel layout	5
3.	DMX control modes overview	6
4.	DMX Channel Details.....	10
	Pan Motor Speed	10
	Pan Motor Mode	10
	Pan iQ Rotation Speed	11
	Control/Setting	11
	Pan & Tilt	14
	Intensity	14
	Shutter	14
	Zoom	15
	Color Wheel	16
	Magenta-Green-Shift	18
	CTC (Color Temperature Control)	18
	CQC (Color Quality Control) / Saturation	19
	Tungsten Effect (Tungsten simulation channel)	19
	Main Color Control	20
	Pattern Select	21
	Pattern Step/Speed	25
	Pattern Step/Speed	28
	Pattern Transition	28
	Mix Priority	29

1. Main Fixture and Subfixture

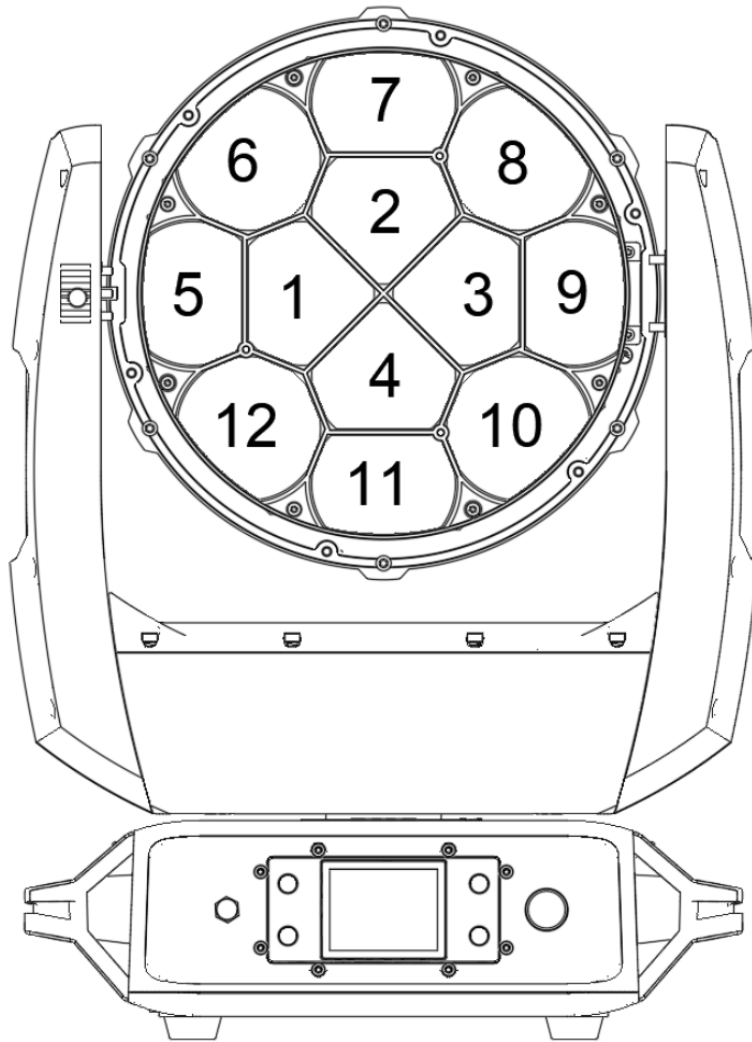
Some control modes divide the fixture into two layers: a Main Fixture (or Main Module) and a Subfixture (or Sub Module). Professional controllers will handle this setup in a smart multi-fixture profile.

If Subfixture Mode is set to **Normal** (the default setting), the Subfixture channels are subordinate to the Main Fixture. This means that the intensity and shutter control channels of the Main Fixture act as global intensity and global shutter.

However, if the Subfixture Mode is set to **Independent**, all the control channels of the Subfixture are completely independent of the Main Fixture, and the Subfixture acts as an independent fixture.

2. Pixel layout

Pixel numbering is as shown with the fixture facing forward (display and connectors facing away from you), and **Pixel mirror** set to **Off**. Pan is set to 50% and Tilt is set to 75% - if Pan is increased then the head turns to the left.



3. DMX control modes overview

The following DMX control modes are available in the Wild Wash 12.

For channels controlling individual color channels the following abbreviations may be used:

R=Red

G=Green

B=Blue

L=Lime

RGB / RGBL / x;y refer to the Color Mix Mode setting of the fixture

	M1 - Basic	M2 - Normal (Default)	M3 - Multi-pix Advanced	M4 - Multi-pix Compressed RGB	M5 - Multi-pix Compressed RGBL	iQ.Mesh (Mode 255)
CH	24 Ch	35 Ch	68 Ch	49 Ch	61 Ch	only for iQ.Mesh Control
1	Pan coarse	Pan coarse	Pan coarse	Pan coarse	Pan coarse	Pan coarse
2	Pan fine	Pan fine	Pan fine	Pan fine	Pan fine	Pan fine
3	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan Motor Speed	Pan iQ Rotation Speed
4	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	Pan Motor Mode	<Not used>
5	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse	Tilt coarse
6	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine	Tilt Fine
7	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse	Intensity coarse
8	Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine	Intensity fine
9	Shutter	Shutter	Shutter	Shutter	Shutter	Shutter
10	Zoom	Zoom	Zoom	Zoom	Zoom	Zoom
11	Control/Setting	Control/Setting	Control/Setting	Control/Setting	Control/Setting	Control/Setting
12	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control
13	[1] RGB - Red fine [2] RGBL - Red fine [3] x;y - x fine	[1] RGB - Red fine [2] RGBL - Red fine [3] x;y - x fine	[1] RGB - Red fine [2] RGBL - Red fine [3] x;y - x fine	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control

14	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	Red (Pixel 01)	Red (Pixel 01)	Red (Pixel 01)
15	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine	Green (Pixel 01)	Green (Pixel 01)	Green (Pixel 01)
16	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	Blue (Pixel 01)	Blue (Pixel 01)	Blue (Pixel 01)
17	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used	Red (Pixel 02)	Lime (Pixel 01)	Red (Pixel 02)
18	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	Green (Pixel 02)	Red (Pixel 02)	Green (Pixel 02)
19	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used	Blue (Pixel 02)	Green (Pixel 02)	Blue (Pixel 02)
20	CW - Colowheel	CW - Colowheel	CW - Colowheel	Red (Pixel 03)	Blue (Pixel 02)	Red (Pixel 03)
21	CTC - Color Temperature Control	CTC - Color Temperature Control	CTC - Color Temperature Control	Green (Pixel 03)	Lime (Pixel 02)	Green (Pixel 03)
22	CQC - Color Quality Control	CQC - Color Quality Control	CQC - Color Quality Control	Blue (Pixel 03)	Red (Pixel 03)	Blue (Pixel 03)
23	M/G-Shift	M/G-Shift	M/G-Shift	Red (Pixel 04)	Green (Pixel 03)	Red (Pixel 04)
24	Tungsten Effect	Tungsten Effect	Tungsten Effect	Green (Pixel 04)	Blue (Pixel 03)	Green (Pixel 04)

25		Mix Priority Channel	Mix Priority Channel	Blue (Pixel 04)	Lime (Pixel 03)	Blue (Pixel 04)
26		Intensity coarse (Pixel 01..12)	Intensity coarse (Pixel 01..12)	Red (Pixel 05)	Red (Pixel 04)	Red (Pixel 05)
27		Intensity fine (Pixel 01..12)	Intensity fine (Pixel 01..12)	Green (Pixel 05)	Green (Pixel 04)	Green (Pixel 05)
28		Shutter (Pixel 01..12)	Shutter (Pixel 01..12)	Blue (Pixel 05)	Blue (Pixel 04)	Blue (Pixel 05)
29		Pattern Select (Pixel 01..12)	Pattern Select (Pixel 01..12)	Red (Pixel 06)	Lime (Pixel 04)	Red (Pixel 06)
30		Pattern Index/Speed (Pixel 01..12)	Pattern Index/Speed (Pixel 01..12)	Green (Pixel 06)	Red (Pixel 05)	Green (Pixel 06)
31		Pattern Step Crossfade (Pixel 01..12)	Pattern Step Crossfade (Pixel 01..12)	Blue (Pixel 06)	Green (Pixel 05)	Blue (Pixel 06)
32		Pattern Transition (Pixel 01..12)	Pattern Transition (Pixel 01..12)	Red (Pixel 07)	Blue (Pixel 05)	Red (Pixel 07)
33		Red (Pixel 01..12)	Red (Pixel 01)	Green (Pixel 07)	Lime (Pixel 05)	Green (Pixel 07)
34		Green - (Pixel 01..12)	Green (Pixel 01)	Blue (Pixel 07)	Red (Pixel 06)	Blue (Pixel 07)
35		Blue - (Pixel 01..12)	Blue (Pixel 01)	Red (Pixel 08)	Green (Pixel 06)	Red (Pixel 08)
36			Red (Pixel 02)	Green (Pixel 08)	Blue (Pixel 06)	Green (Pixel 08)
37			Green (Pixel 02)	Blue (Pixel 08)	Lime (Pixel 06)	Blue (Pixel 08)
38			Blue (Pixel 02)	Red (Pixel 09)	Red (Pixel 07)	Red (Pixel 09)
39			Red (Pixel 03)	Green (Pixel 09)	Green (Pixel 07)	Green (Pixel 09)
40			Green (Pixel 03)	Blue (Pixel 09)	Blue (Pixel 07)	Blue (Pixel 09)
41			Blue (Pixel 03)	Red (Pixel 10)	Lime (Pixel 07)	Red (Pixel 10)
42			Red (Pixel 04)	Green (Pixel 10)	Red (Pixel 08)	Green (Pixel 10)
43			Green (Pixel 04)	Blue (Pixel 10)	Green (Pixel 08)	Blue (Pixel 10)
44			Blue (Pixel 04)	Red (Pixel 11)	Blue (Pixel 08)	Red (Pixel 11)
45			Red (Pixel 05)	Green (Pixel 11)	Lime (Pixel 08)	Green (Pixel 11)
46			Green (Pixel 05)	Blue (Pixel 11)	Red (Pixel 09)	Blue (Pixel 11)

47			Blue (Pixel 05)	Red (Pixel 12)	Green (Pixel 09)	Red (Pixel 12)
48			Red (Pixel 06)	Green (Pixel 12)	Blue (Pixel 09)	Green (Pixel 12)
49			Green (Pixel 06)	Blue (Pixel 12)	Lime (Pixel 09)	Blue (Pixel 12)
50			Blue (Pixel 06)		Red (Pixel 10)	
51			Red (Pixel 07)		Green (Pixel 10)	
52			Green (Pixel 07)		Blue (Pixel 10)	
53			Blue (Pixel 07)		Lime (Pixel 10)	
54			Red (Pixel 08)		Red (Pixel 11)	
55			Green (Pixel 08)		Green (Pixel 11)	
56			Blue (Pixel 08)		Blue (Pixel 11)	
57			Red (Pixel 09)		Lime (Pixel 11)	
58			Green (Pixel 09)		Red (Pixel 12)	
59			Blue (Pixel 09)		Green (Pixel 12)	
60			Red (Pixel 10)		Blue (Pixel 12)	
61			Green (Pixel 10)		Lime (Pixel 12)	
62			Blue (Pixel 10)			
63			Red (Pixel 11)			
64			Green (Pixel 11)			
65			Blue (Pixel 11)			
66			Red (Pixel 12)			
67			Green (Pixel 12)			
68			Blue (Pixel 12)			

4. DMX Channel Details

Pan Motor Speed

Feature			Slot Style	Description
Tracking/Fastest Speed	0	0	snap	default
Fast > Slow	1	253	Fade	
Slowest speed	254	254	snap	
Stopped	255	255	snap	at current position, both in indexing & continuous rotation

Pan Motor Mode

Feature				Description
Indexing -360>+360 (conventional)	0	9	snap	default
Indexing -360>+360 (shortest path)	10	19	snap	
Continuous Rotation CW, stop spinout	20	29	snap	stop behavior is set how to return from continuous rotation back to indexing spinout = slow down in CW rotation to the indexing position
Continuous Rotation CW, stop shortcut	30	39	snap	shortcut = take shortest path from current position to indexed position (might take a high jerk load)
Continuous Rotation CCW, stop spinout	40	49	snap	spinout = slow down in CCW rotation to the indexing position
Continuous Rotation CCW, stop shortcut	50	59	snap	shortcut = take shortest path from current position to indexed position (might take a high jerk load)
unused	60	255	snap	

Pan iQ Rotation Speed

Pan iQ Rotation Speed	DMX Values	DMX Values	Description
No rotation	0	0	no rotation
Rotation Speed Clockwise (CW) Fast > Slow	1	127	1: fastest rotation speed CW 127: slowest rotation speed CW
No rotation	128	128	no rotation
Rotation Speed Counter-Clockwise (CCW) Slow > Fast	129	255	129: slowest rotation speed CCW 255: fastest rotation speed CCW

Value 0 or 128:

Rotation is disabled. The fixture's Pan position is defined exclusively by the standard Pan control channels.

Values 1–127 and 129–255:

Rotation is enabled. The fixture performs a continuous rotation at a speed according to the applied value.

Transition behavior (Rotation → Position):

When the value changes from a rotation range (1–127 or 129–255) to 0 or 128, the fixture shall **smoothly transition** back to the **standard Pan position** defined by the Pan control channels.

The movement should continue in the current direction of rotation (if possible) and should not stop abruptly before moving to the standard Pan position.

Control/Setting

Control/Setting	DMX range	fade	Note	Control/Setting
Idle	0	9	snap	
Unused	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. As long as this value is active it will extend the 5 min period.
Unused	14	19		
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
Unused	26	29		
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)

Unused	36	37		
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
Unused	44	45		
No Signal: Blackout	46	47	snap	(3s hold) If DMX Fails, fixture will blackout
No Signal: Hold	48	49	snap	(3s hold) (DEFAULT) If DMX Fails, fixture will hold last DMX Value
No Signal: Scene	50	51	snap	(3s hold) If DMX Fails, fixture will run captured DMX Scene
Capture DMX Scene	52	53	snap	(3s hold) Capture current DMX Scene for Stand-Alone
Unused	54	55		
Fan Mode : Minimum	56	57	snap	(3s hold) (Limited Output)
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(3s hold) (Limited Output)
Fan Mode: Low	64	65	snap	(3s hold) (Limited Output)
Unused	66	69		
Pixel Mirror: Off	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)
Pixel Rotation: off	78	79	snap	(3s hold)
Pixel Rotation 90°	80	81	snap	(3s hold)
Pixel Rotation 180°	82	83	snap	(3s hold)
Pixel Rotation 270°	84	85	snap	(3s hold)
Unused	90	91		
Position Feedback: OFF	92	93	snap	(3s hold) Will enable position Feedback
Position Feedback: ON	94	95	snap	(3s hold) (DEFAULT) Will disable Position Feedback
Unused	96	97		
Tilt invert OFF	98	99	snap	(3s hold) (DEFAULT)
Tilt invert ON	100	101	snap	(3s hold)
Pan invert OFF	102	103	snap	(3s hold) (DEFAULT)
Pan invert ON	104	105	snap	(3s hold)
Tilt Disable: Off	106	107	snap	(3s hold) (DEFAULT) Normal Tilt performance
Unused	108	109		
Tilt Disable: Current Disabled	110	111	snap	(3s hold) Tilt Motor without current
Pan Disable: Off	112	113	snap	(3s hold) (DEFAULT) Normal Pan performance
Unused	114	115		
Pan Disable: Current Disabled	116	117	snap	(3s hold) Pan Motor without current
Unused	118	129		
Performance: Fast	130	131	snap	(3s Hold)

Performance: Normal	132	133	snap	(3s Hold) (DEFAULT)
Performance: Smooth	134	135	snap	(3s Hold)
Unused	136	137		
RGB White Point 8000K	138	139	snap	RGB-Mode Only (3s hold)
RGB White Point 6500K	140	141	snap	RGB-Mode Only (3s hold) (Default)
RGB White Point 5600K	142	143	snap	RGB-Mode Only (3s hold)
RGB White Point 4200K	144	145	snap	RGB-Mode Only (3s hold)
RGB White Point 3200K	146	147	snap	RGB-Mode Only (3s hold)
Unused	148	149		
Sub Fixture Mode: Normal	150	151	snap	(3s hold) (DEFAULT)
Sub Fixture Mode: Independent	152	153	snap	(3s hold)
Unused	154	165		
Color Mode: RGB [1]	166	167	snap	(3s hold) (DEFAULT)
Color Mode: RGBL [2]	168	169	snap	(3s hold)
Color Mode: x;y [3]	170	171	snap	(3s hold)
Color Mode: RGBL Raw	172	173	snap	(3s hold)
Unused	174	177		
Unused	178	179		
RGB Color space: X5	180	181		
RGB Color space: FULL	182	183		(3s hold) (DEFAULT)
RGB Color space: Rec.2020	184	185		(3s hold)
RGB Color space: REC.709	186	187		(3s hold)
RGB Color space: DCI P3.65	188	189		(3s hold)
Hibernation: OFF	190	191	snap	(3s hold) (DEFAULT) Fixture will perform a Reset
Hibernation: ON	192	193	snap	(3s hold)
Unused	194	195		
Pan Range: Normal	196	197	snap	Pan: 540° , Tilt: 230°
Pan Range: Extended	198	199	snap	Pan: 650° , Tilt: 230°
Pan Range: Dual	200	201	snap	Pan: -360>+360, Tile 230 (Default)
Unused	202	213		
PWM Low (L)	214	215	snap	(3s hold)
PWM Optimal (O)	216	217	snap	(Default) (3s hold)
PWM High1 (H1)	218	219	snap	(3s hold)
PWM High2 (H2)	220	221	snap	(3s hold)
PWM Max (M)	222	223	snap	(3s hold)
Unused	224	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)
Unused	236	237		
Load User Setting Preset 1	238	239	snap	7(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)
Unused	246	249		
Reset P/T	250	251	snap	(3s Hold) - Will trigger only one time. To trigger an additional time this value slot need to be left first for 3s.
Reset HEAD	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.

Pan & Tilt

Pan Tilt	DMX Value		Slot Style
Tilt coarse	0	65535	fade
Tilt fine			
Pan coarse	0	65535	fade
Pan fine			

Intensity

Intensity	DMX Value		Slot Style	Note
Intensity coarse	0	65535	fade	Intensity 0...100%
Intensity fine				

Shutter

Shutter	DMX range	fade	Note	Shutter
Closed	0	4	snap	blackout
Single Flash	5	9	fade	One Single Flash if Value Change within this range (005..009)
Open	10	11	snap	
Pulse (slow-fast)	12	39	fade	Synchronized Pulse (Ramp-Up/Down) Effect / Speed adjustable from slow to fast within this range (010..039)
Open	40	41	snap	

Pulse Open (slow-fast)	42	69	fade	Synchronized Pulse Open (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (040..069)
Open	70	71	snap	
Pulse Close (slow-fast)	72	99	fade	Synchronized Pulse Close (Ramp-Up) Effect / Speed adjustable from slow to fast within this range (070..099)
Open	100	101	snap	
Double-Flash (slow > fast)	102	129	fade	Synchronized Double Flash slow to fast (same as KNV) / Speed adjustable from slow to fast within this range (100..129)
Open	130	131	snap	
Strobe Rnd Pixel (slow-fast)	132	159	fade	Random Strobe on Random Pixels slow to fast / Speed adjustable from slow to fast within this range (130..159)
Open	160	161	snap	
Strobe Rnd all (slow-fast)	162	199	fade	Random Strobe on all Pixels slow to fast / Speed adjustable from slow to fast within this range (160..199)
Open	200	201	snap	
Strobe Sync all Pixel (slow-fast)	200	250	fade	Synchronized Strobe slow 1Hz to fast / Speed adjustable from slow to fast within this range (200..250)
Open	251	255	snap	Continuously on

Zoom

Zoom	DMX range		fade	Note
Beam Angle	0	255	fade	narrow [000] ... wide [255]

Color Wheel

Color Wheel	DMX Value		Slot Style	Note / (x;y)	
Open	0	9	snap	Selected White Point	
Filter 004 (Medium Bastard Amber)	10	12	snap	0,37	0,335
Filter 019 (Fire)	13	15	snap	0,664	0,31
Filter 025 (Sunset Red)	16	18	snap	0,566	0,359
Filter 026 (Bright Red)	19	21	snap	0,712	0,281
Filter 036 (Medium Pink)	22	24	snap	0,36	0,268
Filter 049 (Medium Purple)	25	27	snap	0,283	0,101
Filter 058 (Lavender)	28	30	snap	0,212	0,099
Filter 068 (Sky Blue)	31	33	snap	0,151	0,128
Filter 088 (Lime Green)	34	36	snap	0,356	0,511
Filter 089 (Moss Green)	37	39	snap	0,259	0,547
Filter 090 (Dark Yellow Green)	40	42	snap	0,184	0,641
Filter 102 (Light Amber)	43	45	snap	0,434	0,44
Filter 103 (Straw)	46	48	snap	0,336	0,359
Filter 106 (Primary Red)	49	51	snap	0,699	0,285
Filter 111 (Dark Pink)	52	54	snap	0,389	0,215
Filter 115 (Peacock Blue)	55	57	snap	0,134	0,296
Filter 117 (Steel Blue)	58	60	snap	0,223	0,278
Filter 118 (Light Blue)	61	63	snap	0,149	0,113
Filter 121 (Filter Green)	64	66	snap	0,302	0,534
Filter 122 (Fern Green)	67	69	snap	0,234	0,543
Filter 124 (Dark Green)	70	72	snap	0,123	0,586
Filter 126 (Mauve)	73	75	snap	0,287	0,082
Filter 128 (Bright Pink)	76	78	snap	0,401	0,151
Filter 131 (Marine Blue)	79	81	snap	0,199	0,305
Filter 132 (Medium Blue)	82	84	snap	0,137	0,11
Filter 134 (Golden Amber)	85	87	snap	0,501	0,371
Filter 135 (Deep Golden Amber)	88	90	snap	0,667	0,326
Filter 136 (Pale Lavender)	91	93	snap	0,288	0,254
Filter 137 (Special Lavender)	94	96	snap	0,231	0,175
Filter 138 (Pale Green)	97	99	snap	0,331	0,433
Filter 140 (Summer Blue)	100	102	snap	0,201	0,245
Filter 141 (Bright Blue)	103	105	snap	0,129	0,159

Filter 143 (Pale Navy Blue)	106	108	snap	0,17	0,205
Filter 147 (Apricot)	109	111	snap	0,446	0,381
Filter 148 (Bright Rose)	112	114	snap	0,482	0,238
Filter 152 (Pale Gold)	115	117	snap	0,37	0,332
Filter 154 (Pale Rose)	118	120	snap	0,35	0,318
Filter 157 (Pink)	121	123	snap	0,457	0,272
Filter 162 (Bastard Amber)	124	126	snap	0,348	0,328
Filter 164 (Flame Red)	127	129	snap	0,659	0,302
Filter 165 (Daylight Blue)	130	132	snap	0,159	0,158
Filter 169 (Lilac Tint)	133	135	snap	0,294	0,281
Filter 170 (Deep Lavender)	136	138	snap	0,278	0,211
Filter 172 (Lagoon Blue)	139	141	snap	0,141	0,22
Filter 180 (Dark Lavender)	142	144	snap	0,191	0,072
Filter 182 (Light Red)	145	147	snap	0,67	0,313
Filter 194 (Surprise Pink)	148	150	snap	0,24	0,183
Filter 197 (Alice Blue)	151	153	snap	0,164	0,118
Filter 201 (Full C.T. Blue)	154	156	snap	0,228	0,233
Filter 202 (Half C.T. Blue)	157	159	snap	0,261	0,273
Filter 203 (Quarter C.T. Blue)	160	162	snap	0,285	0,294
Filter 204 (Full C.T. Orange)	163	165	snap	0,437	0,392
Filter 206 (Quarter C.T. Orange)	166	168	snap	0,346	0,34
Filter 219 (Fluorescent Green)	169	171	snap	0,219	0,334
Filter 247 (Filter Minus Green)	172	174	snap	0,325	0,279
Filter 248 (Half Minus Green)	175	177	snap	0,317	0,297
Filter 281 (Three Quarter C.T. Blue)	178	180	snap	0,239	0,258
Filter 285 (Three Quarter C.T. Orange)	181	183	snap	0,4	0,387
Filter 352 (Glacier Blue)	184	186	snap	0,171	0,19
Filter 353 (Lighter Blue)	187	189	snap	0,193	0,246
Filter 507 (Madge)	190	192	snap	0,662	0,337
Filter 778 (Millennium Gold)	193	195	snap	0,606	0,382
Filter 793 (Vanity Fair)	196	198	snap	0,419	0,17
Filter 798 (Chrysalis Pink)	199	201	snap	0,191	0,061
HSI Spin Stop - at first Color	202	204	snap	HSI Spin stop at first color	
HSI Spin slow..fast	205	252	fade	HSI Spin slow..fast	
HSI Spin Stop - at current Color	253	255	snap	HSI Spin stop at current color	

Magenta-Green-Shift

Magenta-Green-Shift	DMX Value		Slot Style	Note
Off - (no correction)	0	9	snap	neutral / no effect
full plus Magenta +100% (-0,1 Duv)	10	10	fade	
plus Magenta +99% .. + 1%	11	124		
neutral / no effect	125	140	snap	neutral / no effect
plus green +1% .. +99%	141	254	fade	
full plus green +100% (+ 0,1 Duv)	255	255		

CTC (Color Temperature Control)

CTC	DMX Value		Slot Style	Note
Open	0	9	Snap	Selected White Point
10000K	10	11	fade	Fade through Color temperatures of 1000K to 2500K step less (interpolation)
9999..2501K	12	254		
2500K	255	255		

CQC (Color Quality Control) / Saturation

CQC - Color Quality Control	DMX range		fade	Note
High Quality (HQ) (saturated color)	0	9	snap	White point is mixed with RGBL with focus on best Color Rendering Quality
Cross fade	10	117	fade	If color is mixed, the cross fade will unsaturated the color
High Quality (HQ) (unsaturated color)	118	127	snap	fully unsaturated color with High Quality white Spectrum
High Output (HO) (unsaturated color)	128	137	snap	fully unsaturated color with High Output white Spectrum
Cross fade	138	245	fade	will saturate the color
High Output (HO) (saturated color)	246	255	snap	White point is mixed with RGBL with focus on highest Output

Tungsten Effect (Tungsten simulation channel)

Tungsten	DMX Value	Slot Style	Note	Tungsten
Off	0	9	Snap	Selected White Point / No Red Shift or Delay while dimming
Tungsten ACL 250W/28V	10	19	Snap	Uses the color temperature of the selected reference light source and dims it with the time delay and red shift behavior of it . Tungsten simulation has higher priority than colormix, CTC and color wheel.
Tungsten Blinder 650W/120V	20	29	Snap	
Tungsten 750W/80V	30	39	Snap	
Tungsten 1000W/240V	40	49	Snap	
Tungsten 1200W/240V	50	59	Snap	
Tungsten 2000W/230V	60	69	Snap	

Main Color Control

The function of these channels depends on the Color Mix Mode of the fixture.

[1]=RGB mode

[2]=RGBL mode

[3]=x;y mode

Colormix of subfixtures are always in RGB mode

Colors	DMX Value		Slot Style
[1] RGB - Red coarse [2] RGBL - Red coarse [3] x;y - x coarse	0	65535	fade
[1] RGB - Red fine [2] RGBL - Red fine [3] x;y - x fine			
[1] RGB - Green coarse [2] RGBL - Green coarse [3] x;y - y coarse	0	65535	fade
[1] RGB - Green fine [2] RGBL - Green fine [3] x;y - y fine			
[1] RGB - Blue coarse [2] RGBL - Blue coarse [3] x;y - not used	0	65535	fade
[1] RGB - Blue fine [2] RGBL - Blue fine [3] x;y - not used			
[1] RGB - not used [2] RGBL - Lime coarse [3] x;y - not used	0	65535	fade
[1] RGB - not used [2] RGBL - Lime fine [3] x;y - not used			

Pattern Select

Pattern Select	DMX			Controller Default	Notes
Idle	0	9	snap	0	All Pixel
Static Pattern 01	10	11	snap		Static Pixel 1
Static Pattern 02	12	13	snap		Static Pixel 2
Static Pattern 03	14	15	snap		Static Pixel 3
Static Pattern 04	16	17	snap		Static Pixel 4
Static Pattern 05	18	19	snap		Static Pixel 5
Static Pattern 06	20	21	snap		Static Pixel 6
Static Pattern 07	22	23	snap		Static Pixel 7
Static Pattern 08	24	25	snap		Static Pixel 8
Static Pattern 09	26	27	snap		Static Pixel 9
Static Pattern 10	28	29	snap		Static Pixel 10
Static Pattern 11	30	31	snap		Static Pixel 11
Static Pattern 12	32	33	snap		Static Pixel 12
Static Pattern 13	34	35	snap		Line Horizontal
Static Pattern 14	36	37	snap		Line Vertical
Static Pattern 15	38	39	snap		Center
Static Pattern 16	40	41	snap		Outer
Static Pattern 17	42	43	snap		Q1
Static Pattern 18	44	45	snap		Q2
Static Pattern 19	46	47	snap		Q3
Static Pattern 20	48	49	snap		Q4
Static Pattern 21	50	51	snap		L
Static Pattern 22	52	53	snap		T
Static Pattern 23	54	55	snap		R
Static Pattern 24	56	57	snap		B

Static Pattern 25	58	59	snap		3D-1
Static Pattern 26	60	61	snap		3D-2
Static Pattern 27	62	63	snap		3D-3
Static Pattern 28	64	65	snap		3D-4
Static Pattern 29	66	67	snap		2D-1
Static Pattern 30	68	69	snap		2D-2
Static Pattern 31	70	71	snap		2D-3
Static Pattern 32	72	73	snap		2D-4
Static Pattern 33	74	75	snap		2D-5
Static Pattern 34	76	77	snap		2D-6
Static Pattern 35	78	79	snap		2D-7
Static Pattern 36	80	81	snap		2D-8
Static Pattern 37	82	83	snap		Diagonal R
Static Pattern 38	84	85	snap		Diagonal L
Static Pattern 39	86	87	snap		OE1
Static Pattern 40	88	89	snap		OE2
Static Pattern 41	90	91	snap		OE3
Static Pattern 42	92	93	snap		OE4
Static Pattern 43	94	95	snap		OE5
Static Pattern 44	96	97	snap		OE6
Static Pattern 45	98	99	snap		OE7
Static Pattern 46	100	101	snap		OE8
Static Pattern 47	102	103	snap		3D2-1
Static Pattern 48	104	105	snap		3D2-2
Static Pattern 49	106	107	snap		3D2-3
Static Pattern 50	108	109	snap		3D2-4
Static Pattern 51	110	111	snap		Outer O

Static Pattern 52	112	113	snap		Outer E
Static Pattern 53	114	115	snap		P1
Static Pattern 54	116	117	snap		P2
Static Pattern 55	118	119	snap		P3
Static Pattern 56	120	121	snap		P4
Static Pattern 57	122	123	snap		Infinity
Dynamic Pattern 01	124	125	snap		Individual Pixel
Dynamic Pattern 02	126	127	snap		Cross
Dynamic Pattern 03	128	129	snap		In/Out
Dynamic Pattern 04	130	131	snap		Quadrants
Dynamic Pattern 05	132	133	snap		Cross2
Dynamic Pattern 06	134	135	snap		Quadrants Jump
Dynamic Pattern 07	136	137	snap		Fan
Dynamic Pattern 08	138	139	snap		Quadrants2
Dynamic Pattern 09	140	141	snap		Quadrants2 Jump
Dynamic Pattern 10	142	143	snap		Quadrants3
Dynamic Pattern 11	144	145	snap		Quadrants3 Jump
Dynamic Pattern 12	146	147	snap		Line Fan
Dynamic Pattern 13	148	149	snap		Double Line Fan
Dynamic Pattern 14	150	151	snap		Line Fan CCW
Dynamic Pattern 15	152	153	snap		Double Line Fan CCW
Dynamic Pattern 16	154	155	snap		LR
Dynamic Pattern 17	156	157	snap		RL
Dynamic Pattern 18	158	159	snap		UD
Dynamic Pattern 19	160	161	snap		DU
Dynamic Pattern 20	162	163	snap		LR Fill
Dynamic Pattern 21	164	165	snap		RL Fill

Dynamic Pattern 22	166	167	snap		UD Fill
Dynamic Pattern 23	168	169	snap		DU Fill
Dynamic Pattern 24	170	171	snap		LR Bounce
Dynamic Pattern 25	172	173	snap		RL Bounce
Dynamic Pattern 26	174	175	snap		UD Bounce
Dynamic Pattern 27	176	177	snap		DU Bounce
Dynamic Pattern 28	178	179	snap		LR Whipe
Dynamic Pattern 29	180	181	snap		RL Whipe
Dynamic Pattern 30	182	183	snap		UD Whipe
Dynamic Pattern 31	184	185	snap		DU Whipe
Dynamic Pattern 32	186	187	snap		Dia LD
Dynamic Pattern 33	188	189	snap		Dia RD
Dynamic Pattern 34	190	191	snap		Dia LU
Dynamic Pattern 35	192	193	snap		Dia RU
Dynamic Pattern 36	194	195	snap		O/E
Dynamic Pattern 37	196	197	snap		O/E2
Dynamic Pattern 38	198	199	snap		O/E3
Dynamic Pattern 39	200	201	snap		O/E4
Dynamic Pattern 40	202	203	snap		Dia LD Fill
Dynamic Pattern 41	204	205	snap		Dia RD Fill
Dynamic Pattern 42	206	207	snap		Dia LU Fill
Dynamic Pattern 43	208	209	snap		Dia RU Fill
Dynamic Pattern 44	210	211	snap		L/R
Dynamic Pattern 45	212	213	snap		LR/2
Dynamic Pattern 46	214	215	snap		R/L
Dynamic Pattern 47	216	217	snap		R/L2
Dynamic Pattern 48	218	219	snap		U/D

Dynamic Pattern 49	220	221	snap		U/D2
Dynamic Pattern 50	222	223	snap		D/U
Dynamic Pattern 51	224	225	snap		D/U2
Dynamic Pattern 52	226	227	snap		Outer Quarts
Dynamic Pattern 53	228	229	snap		Outer Quarts Jump
Dynamic Pattern 54	230	231	snap		Snake
Dynamic Pattern 55	232	233	snap		Snake Whipe
Dynamic Pattern 56	234	235	snap		Snake CCW
Dynamic Pattern 57	236	237	snap		Snake CCW Whipe
Dynamic Pattern 58	238	239	snap		LR Center
Dynamic Pattern 59	240	241	snap		RL Center
Dynamic Pattern 60	242	243	snap		UD Center
Dynamic Pattern 61	244	245	snap		DU Center
Dynamic Pattern 62	246	247	snap		Fourths
Dynamic Pattern 63	248	249	snap		Outer Fourths
Random Pixel	250	255	snap		

Pattern Step/Speed

Pattern Step/Speed	DMX Value		Slot Style
<i>Continuous Movement (Loop)</i>			
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
<i>Select specific Movement Steps</i>			
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 05	136	137	snap
Pattern Step 06	138	139	snap
Pattern Step 07	140	141	snap
Pattern Step 08	142	143	snap
Pattern Step 09	144	145	snap
Pattern Step 10	146	147	snap
Pattern Step 11	148	149	snap
Pattern Step 12	150	151	snap
Pattern Step 13	152	153	snap
Pattern Step 14	154	155	snap
Pattern Step 15	156	157	snap
Pattern Step 16	158	159	snap
Pattern Step 17	160	161	snap
Pattern Step 18	162	163	snap
Pattern Step 19	164	165	snap
Pattern Step 20	166	167	snap
Pattern Step 21	168	169	snap
Pattern Step 22	170	171	snap
Pattern Step 23	172	173	snap
Pattern Step 24	174	175	snap
Pattern Step 25	176	177	snap
Pattern Step 26	178	179	snap
Pattern Step 27	180	181	snap
Pattern Step 28	182	183	snap
Pattern Step 29	184	185	snap

Pattern Step 30	186	187	snap
Pattern Step 31	188	189	snap
Pattern Step 32	190	191	snap
Pattern Step 33	192	193	snap
Pattern Step 34	194	195	snap
Pattern Step 35	196	197	snap
Pattern Step 36	198	199	snap
Pattern Step 37	200	201	snap
Pattern Step 38	202	203	snap
Pattern Step 39	204	205	snap
Pattern Step 40	206	207	snap
Pattern Step 41	208	209	snap
Pattern Step 42	210	211	snap
Pattern Step 43	212	213	snap
Pattern Step 44	214	215	snap
Pattern Step 45	216	217	snap
Pattern Step 46	218	219	snap
Pattern Step 47	220	221	snap
Pattern Step 48	222	223	snap
Pattern Step 49	224	225	snap
Pattern Step 50	226	227	snap
Pattern Step 51	228	229	snap
Pattern Step 52	230	231	snap
Pattern Step 53	232	233	snap
Pattern Step 54	234	235	snap
Pattern Step 55	236	237	snap
Pattern Step 56	238	239	snap

Pattern Step 57	240	241	snap
Pattern Step 58	242	243	snap
Pattern Step 59	244	245	snap
Pattern Step 60	246	247	Snap
Step direction control			
Pattern Step 03	132	133	snap
Pattern Step 04	134	135	snap
Pattern Step 05	136	137	snap
Pattern Step 06	138	139	snap

Pattern Step/Speed

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

Pattern Transition

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		

Mix Priotity

Feature				Description
Main & Sub (HTP)	0	9	snap	the highest color value of main- or subfixture defines the resulting color value of the color.
Main Only	10	19	snap	The color value of the sub fixture will be ignored. The resulting color value is the values of the main color value.
Sub Only	20	29	snap	The color value of the main fixture will be ignored. The resulting color value is the values of the sub color value.
Main + Sub additive	30	39	snap	The color value of the sub fixture will be added to the color value of the main color value. The resulting color value is the sum of both values.
Main - Sub subtractive	40	49	snap	The color value of the sub fixture will be subtracted from the color value of the main color value.
Sub - Main subtractive	50	59	snap	The color value of the main fixture will be subtracted from the color value of the sub color value.
TrueColor 1 : Main over Sub Snap	60	69	snap	Color Output from the Sub fixture Moduls stays in the background. Color Output from the Main fixture Module has higher priority and will not mix with the Sub color. As soon the color output value of the main module is >0 the Sub color will black out and the Main color will appear.
TrueColor2 : Sub over Main Snap X5-66 - Getting issue details... STATUS	70	79	snap	Color Output from the Main fixture Modul stays in the background. Color Output from the Sub fixture Modules has higher priority and will not mix with the main color. As soon the color output value of the sub moduls is >0 the main color will black out and the sub color will appear.
TrueColor3 : Main over Sub Crossfade	80	89	snap	Color Output from the Sub fixture Modules stays in the background and the Color Output from the Main fixture Modul has higher priority. If you fade in a Main color, the Sub color will crossfade to the Main color.
TrueColor4 : Sub over Main Crossfade	90	99	snap	Color Output from the Main fixture Modul stays in the background and the Color Output from the Sub fixture Modules has higher priority. If you fade in a Main color, the Sub color will crossfade to the Main color.
Not Used	100	127		Not used = Main & Sub (HTP)
Main only	128	130	snap	
Crossfade ...	...	...	fade	smooth fading
Main & Sub (HTP)	191	192	snap	
Crossfade ...	...	...	fade	smooth fading
Sub only	253	255	snap	

–GLP–