

VARI*LITE TECHNICAL BULLETIN

SUBJECT: VLX3 Wash Luminaire Software Release	SERIES: VLX3 Wash
DISTRIBUTION: Service Centers, End Users	STATUS: Routine


Introduction

Embedded Software Release


Vari-Lite has a new software release for VLX3 Wash Luminaires. Software version **02/22/12** (file name, **VLX3_022212.bin**) is now available for download and installation. After reviewing this e-mail completely, Vari-Lite recommends all owners and users of the VLX3 Wash Luminaires download and install this new version of software from the Support section of the Vari-Lite web site (www.vari-lite.com).

IMPORTANT! Review this bulletin in its entirety before downloading and installing the software. After loading this new software, some cues that control the luminaire, may require adjustment. See [“Release Notes” on page 2](#) for more information.

Note: VLX3 Wash Luminaires manufactured on and after **02/24/12** will have this software installed.

For instructions on downloading and installing VARI*LITE luminaire software, refer to luminaire’s user manual.

For more information on the USB Luminaire Programming Kit (Vari-Lite part number 28.8500.0054), please contact your Authorized VARI*LITE Dealer or Vari-Lite customer service.

If you have any questions regarding this release or your VARI*LITE product, please contact Vari-Lite Customer Service at 1-877-VARILITE (or +1-214-647-7880) or via e-mail at entertainment.service@philips.com.

Release Notes

Updates to VLX3 Wash Luminaire Software (02/22/12):

IMPORTANT! Read this bulletin in its entirety before loading and using this software. It is also recommended that you download and read Vari-Lite technical Bulletin LSW-064 for software release **01/09/12**.

New Operational Mode - Enhanced Individual LED Engine Control (Mode 4)

Vari-Lite has added a new control mode in VLX3 wash luminaires called Mode 4. Mode 4 allows users to program and control each LED engine individually but with significant differences from Mode 2 and Mode 3 (as described in Vari-Lite Technical Bulletin LSW-064).

IMPORTANT! Mode 4 utilizes the same control functionality as Mode 3, but with a different channel map. This channel map is useful when patching the fixture as 4 independent fixtures (one for intensity, pan, tilt, zoom and control) while the other 3 control the individual LED cells. Certain console profiles will prefer to use this mode. Please check with your console manufacturer for which mode their console profile supports.

Like Mode 3, Mode 4 provides:

- Programmers access to individual control or combined control of the LEDs and allows control of easily built effects.
- An 8-bit channel called the **Engine Modifier** channel. This is channel **15** in the DMX map in Mode 4. This channel designates the way the programmer accesses the LED engines.
 - a. To operate the fixture as a conventional moving wash fixture, the **Engine Modifier** channel (channel 15) will be set to a DMX value of **0** (default). This means that the RGBW and Strobe control of engine #1 (DMX Channels 16 - 24) will control all the LED engines as one.
 - b. To control the engines separately, users can set the fixture to **Engine Modifier** channel to a DMX value of **15** (11-20 range). Enabling **Engine Modifier** separates the LED engines for individual control using their own individual control channels.
- An extended DMX channel count - 42 DMX channels. See [“DMX Mode 4 Channel Mapping” on page 13](#) of this bulletin for more information.
- The ability to set each engine to a different color and create effects with them. If you move the **Engine Modifier** channel up in the range of **21** through **83**, you will notice that the colors

VARI*LITE TECHNICAL BULLETIN

you have selected are now rotating around each of the three engines. By adjusting within this range you are able to change speed and direction of the rotation.

- If the **Engine Modifier** channel is set in the range of **87** through **149**, the color selected for engine 1 will be applied to engine 2 and then engine 3 sequentially. It will then apply the selected color on engine 2 to engine 3 and then engine 1 sequentially. It will then apply the color selected for engine 3 to engine 1 and then to engine 2 sequentially. This is called **LED Pile-On**. By changing the values within this range you can manipulate the speed and direction the **LED Pile-On** takes.
- It is important to note that the individual colors can be altered while this channel is activated. Simply go back to any of the engines and change their values. The **Engine Modifier** channel will recognize the changes in real time. It is also important to note that the Color Timing Channel (DMX Channel 10 in Mode 4) is still recognized with the **Engine Modifier** channel. For example, if you set a slow rotation of the LED engines and then give it a 1 or 2 second color timing value, you will notice the rotation of the LED engines are now fading to each color rather than snapping to each color.
- Refer to [“DMX Mode 4 Channel Mapping” on page 13](#) for all the values needed to write a console profile.

Updated DMX Channel Mapping

The VLX3 Wash now offers *four DMX control modes* - Mode 1, Mode 2, Mode 3, and Mode 4. Refer to the appropriate DMX channel mapping chart for the mode you are using.

Note: Mode 1 and Mode 2 DMX channel mapping is from the user’s manual and is provided for your convenience and reference. Mode 1 and Mode 2 remain unchanged. Mode 3 was released with software version **01/09/12** (refer to Vari-Lite Technical Bulletin LSW-064).

- [DMX Mode 1 Channel Mapping](#) - see [page 4](#) of this bulletin.
- [DMX Mode 2 Channel Mapping](#) - see [page 6](#) of this bulletin.
- [DMX Mode 3 Channel Mapping](#) - see [page 9](#) of this bulletin.
- [DMX Mode 4 Channel Mapping](#) - see [page 13](#) of this bulletin.

DMX Mode 1 Channel Mapping

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes channel 1 function and other functions follow in sequence.

Note: For Mode 2 Channel Mapping, refer to [page 6](#). For Mode 3 Channel Mapping, refer to [page 9](#). For Mode 4 Channel Mapping, refer to [page 13](#).

Table 1-1: VLX3 Wash Luminaire Mapping Mode 1

DMX Channel	Parameter	Range DMX	Range%	Default - These values are recommended console default values	Description
1	Intensity - High	0 - 65535	0 - 100%	0	16-bit control for Intensity of LED settings.
2	Intensity - Low				
3	Pan - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Pan - 540° of movement.
4	Pan - Low Byte				
5	Tilt - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Tilt - 270° of movement.
6	Tilt - Low Byte				
7	Red - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LEDs from 0 to full.
8	Red - Low Byte				
9	Green - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LEDs from 0 to full.
10	Green - Low Byte				
11	Blue - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LEDs from 0 to full.
12	Blue - Low Byte				
13	White - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LEDs from 0 to full.
14	White - Low Byte				
15	Unused	N/A	N/A	N/A	For Future Use
16	Unused	N/A	N/A	N/A	For Future Use
17	Beam	0 - 255	0 - 100%	255	Controls beam angle from 15° (DMX 0) to 55° (DMX 255)
18	Strobe	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
19	Intensity Time	0 - 255	0 - 100%	255	Allows for luminaire timing of intensity. Profile should default to DMX 255 for smoothest console fade times.

Table 1-1: VLX3 Wash Luminaire Mapping Mode 1

20	Focus Time	0 - 255	0 - 100%	255	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.
21	Color Time	0 - 255	0 - 100%	255	Allows for luminaire timing of color mixing. Profile should default to DMX 255 for smoothest console fade times.
22	Beam Time	0 - 255	0 - 100%	255	Allows for luminaire timing of zoom. Profile should default to DMX 255 for smoothest console fade times.
23	Control	0 - 255	0 - 100%	0	<p>Used to set different modes, parameters, and functions of the VLX Wash. Set control channel value for desired action. Hold value for at least 3 seconds. Set control channel value to 0 without any scaling.</p> <p>Default Setting on Console = DMX 0</p> <p>Display On / Off = DMX 3 - 4</p> <p>Reset All to Defaults** = DMX 5 - 7</p> <p>Quiet Mode† = DMX 11 - 13</p> <p>Level Light Mode† = DMX 14 - 16</p> <p>Constant Fans Mode† = DMX 17 - 19</p> <p>Normal Mode† = DMX 20 - 22</p> <p>Dimmer Curve LINEAR† = DMX 31 - 32</p> <p>Dimmer Curve SQUARE LAW† = DMX 34 - 35</p> <p>Full Luminaire Reset = DMX 81 - 87</p> <p>Color Calibration OFF† = DMX 116 - 117</p> <p>Color Calibration ON† = DMX 118 - 120</p> <p>Manual Color Adjust ENABLE† = DMX 121 - 122</p> <p>Manual Color Adjust STORE† = DMX 124 - 125</p> <p>Notes:</p> <p>** When resetting to defaults, the following will be enabled on the luminaire:</p> <ul style="list-style-type: none"> - Normal Mode - Dimmer Curve SQUARE LAW - Color Calibration ON <p>† These settings require the Command Lock in Menu to be set to OFF in order to change on Control Channel. Resetting to defaults will turn Command Lock OFF.</p>

DMX Mode 2 Channel Mapping

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes channel 1 function and other functions follow in sequence.

Note: For Mode 1 Channel Mapping, refer to [page 4](#). For Mode 3 Channel Mapping, refer to [page 9](#). For Mode 4 Channel Mapping, refer to [page 13](#).

Note: DMX Map Mode 2 is new control process and is currently in development for the VLX3 Wash Luminaire. The information in this manual is included to solicit user feedback to further develop Mode 2 into a revolutionary control for this fixture. Vari-Lite recommends that users, for normal operation, use Mode 1 DMX Map.

Table 1-2: VLX3 Wash Luminaire Mapping Mode 2

DMX Channel	Parameter	Range DMX	Range%	Default - These values are recommended console default values	Description
1	Intensity - High	0 - 65535	0 - 100%	0	16-bit control for Intensity of LED settings.
2	Intensity - Low				
3	Pan - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Pan - 540° of movement.
4	Pan - Low Byte				
5	Tilt - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Tilt - 270° of movement.
6	Tilt - Low Byte				
7	Red 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 1) from 0 to full.
8	Red 1 - Low Byte				
9	Green 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 1) from 0 to full.
10	Green 1 - Low Byte				
11	Blue 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 1) from 0 to full.
12	Blue 1 - Low Byte				
13	White 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 1) from 0 to full.
14	White 1 - Low Byte				
15	Strobe Engine 1	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255

VARI*LITE TECHNICAL BULLETIN

Table 1-2: VLX3 Wash Luminaire Mapping Mode 2

16	Red 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 2) from 0 to full.
17	Red 2 - Low Byte				
18	Green 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 2) from 0 to full.
19	Green 2 - Low Byte				
20	Blue 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 2) from 0 to full.
21	Blue 2 - Low Byte				
22	White 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 2) from 0 to full.
23	White 2 - Low Byte				
24	Strobe Engine 2	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
25	Red 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 3) from 0 to full.
26	Red 3 - Low Byte				
27	Green 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 3) from 0 to full.
28	Green 3 - Low Byte				
29	Blue 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 3) from 0 to full.
30	Blue 3 - Low Byte				
31	White 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 3) from 0 to full.
32	White 3 - Low Byte				
33	Strobe Engine 3	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
34	<i>Unused</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	For Future Use
35	<i>Unused</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	For Future Use
36	Beam	0 - 255	0 - 100%	255	Controls beam angle from 15° (DMX 0) to 55° (DMX 255)
37	Intensity Time	0 - 255	0 - 100%	255	Allows for luminaire timing of intensity. Profile should default to DMX 255 for smoothest console fade times.
38	Focus Time	0 - 255	0 - 100%	255	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.

VARI*LITE TECHNICAL BULLETIN

Table 1-2: VLX3 Wash Luminaire Mapping Mode 2

39	Color Time	0 - 255	0 - 100%	255	Allows for luminaire timing of color mixing. Profile should default to DMX 255 for smoothest console fade times.
40	Beam Time	0 - 255	0 - 100%	255	Allows for luminaire timing of zoom. Profile should default to DMX 255 for smoothest console fade times.
41	Control	0 - 255	0 - 100%	0	<p>Used to set different modes, parameters, and functions of the VLX Wash. Set control channel value for desired action. Hold value for at least 3 seconds (unless noted by #). Set control channel value to 0 without any scaling.</p> <p>Default Setting on Console = DMX 0</p> <p>Display On/Off = DMX 3-4</p> <p>Reset All to Defaults** = DMX 5 - 7</p> <p>Quiet Mode† = DMX 11 - 13</p> <p>Level Light Mode† = DMX 14 -16</p> <p>Constant Fans Mode† = DMX 17 - 19</p> <p>Normal Mode† = DMX 20 - 22</p> <p>Dimmer Curve LINEAR† = DMX 31 - 32</p> <p>Dimmer Curve SQUARE LAW† = DMX 34 - 35</p> <p>Full Luminaire Reset = DMX 81 - 87</p> <p>Color Calibration OFF† = DMX 116 - 117</p> <p>Color Calibration ON† = DMX 118 - 120</p> <p>Manual Color Adjust ENABLE† = DMX 121 - 122</p> <p>Manual Color Adjust STORE† = DMX 124 - 125</p> <p>Engines Combined# = DMX 150 -152</p> <p>Engines Independent# = DMX 153 - 155</p> <p><u>Notes:</u></p> <p>** When resetting to defaults, the following will be enabled on the luminaire:</p> <ul style="list-style-type: none"> - Normal Mode - Dimmer Curve SQUARE LAW - Color Calibration ON <p>† These settings require the Command Lock in Menu to be set to OFF in order to change on Control Channel. Resetting to defaults will turn Command Lock OFF.</p> <p># This parameter does not require that the value be held for 3-seconds to set. NOTE: In Combined Mode, all fixtures must be patched as Mode 2 units (41 channel) for proper operation.</p>

VARI*LITE TECHNICAL BULLETIN

DMX Mode 3 Channel Mapping

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes channel 1 function and other functions follow in sequence.

Note: For Mode 1 Channel Mapping, refer to [page 4](#). For Mode 2 Channel Mapping, refer to [page 6](#). For Mode 4 Channel Mapping, refer to [page 13](#).

Table 1-3: VLX3 Wash Luminaire Mapping Mode 3

DMX Channel	Parameter	Range DMX	Range%	Default - These values are recommended console default values	Description
1	Intensity - High	0 - 65535	0 - 100%	0	16-bit control for Intensity of LED settings.
2	Intensity - Low				
3	Pan - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Pan - 540° of movement.
4	Pan - Low Byte				
5	Tilt - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Tilt - 270° of movement.
6	Tilt - Low Byte				
7	Red 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 1) from 0 to full.
8	Red 1 - Low Byte				
9	Green 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 1) from 0 to full.
10	Green 1 - Low Byte				
11	Blue 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 1) from 0 to full.
12	Blue 1 - Low Byte				
13	White 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 1) from 0 to full.
14	White 1 - Low Byte				
15	Strobe - LED Engine 1	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
16	Red 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 2) from 0 to full.
17	Red 2 - Low Byte				
18	Green 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 2) from 0 to full.
19	Green 2 - Low Byte				
20	Blue 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 2) from 0 to full.
21	Blue 2 - Low Byte				
22	White 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 2) from 0 to full.
23	White 2 - Low Byte				

VARI*LITE TECHNICAL BULLETIN

Table 1-3: VLX3 Wash Luminaire Mapping Mode 3

24	Strobe - LED Engine 2	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
25	Red 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 3) from 0 to full.
26	Red 3 - Low Byte				
27	Green 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 3) from 0 to full.
28	Green 3 - Low Byte				
29	Blue 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 3) from 0 to full.
30	Blue 3 - Low Byte				
31	White 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 3) from 0 to full.
32	White 3 - Low Byte				
33	Strobe - LED Engine 3	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
34	<i>Unused</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	<i>For Future Use</i>
35	<i>Unused</i>	<i>N/A</i>	<i>N/A</i>	<i>N/A</i>	<i>For Future Use</i>

VARI*LITE TECHNICAL BULLETIN

Table 1-3: VLX3 Wash Luminaire Mapping Mode 3

36	Engine Modifier	0 - 255	0 - 100%	0	<p>Used for setting fixture into expanded mode for control of individual LED engines. This channel also contains individual spin speeds and various other effects. DMX values as follows:</p> <p>Combined Engine Control = DMX 0 - 10</p> <p>Independent LED Control = DMX 11 - 20</p> <p>LED Virtual Spin CW = DMX 21 - 50 (Fast to Slow)</p> <p>LED Virtual Spin STOP = DMX 51 - 53</p> <p>LED Virtual Spin Counter CW = DMX 54 - 83 (Slow to Fast)</p> <p>Stop - Independent Engine Data = DMX 84 - 86</p> <p>LED Pile-On Spin CW = DMX 87 - 116 (Fast to Slow)</p> <p>LED Pile-On STOP = DMX 117 - 119</p> <p>LED Pile-On Spin Counter CW = DMX 120 - 149</p> <p>Stop - Independent Engine Data = DMX 150 - 152</p>
37	Beam	0 - 255	0 - 100%	255	Controls beam angle from 15° (DMX 0) to 55° (DMX 255)
38	Intensity Time	0 - 255	0 - 100%	255	Allows for luminaire timing of intensity. Profile should default to DMX 255 for smoothest console fade times.
39	Focus Time	0 - 255	0 - 100%	255	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.
40	Color Time	0 - 255	0 - 100%	255	Allows for luminaire timing of color mixing. Profile should default to DMX 255 for smoothest console fade times.
41	Beam Time	0 - 255	0 - 100%	255	Allows for luminaire timing of zoom. Profile should default to DMX 255 for smoothest console fade times.

Table 1-3: VLX3 Wash Luminaire Mapping Mode 3

42	Control	0 - 255	0 - 100%	0	<p>Used to set different modes, parameters, and functions of the VLX Wash. Set control channel value for desired action. Hold value for at least 3 seconds. Set control channel value to 0 without any scaling.</p> <p>Default Setting on Console = DMX 0</p> <p>Display On / Off = DMX 3 - 4</p> <p>Reset All to Defaults** = DMX 5 - 7</p> <p>Quiet Mode† = DMX 11 - 13</p> <p>Level Light Mode† = DMX 14 - 16</p> <p>Constant Fans Mode† = DMX 17 - 19</p> <p>Normal Mode† = DMX 20 - 22</p> <p>Dimmer Curve LINEAR† = DMX 31 - 32</p> <p>Dimmer Curve SQUARE LAW† = DMX 34 - 35</p> <p>Full Luminaire Reset = DMX 81 - 87</p> <p>Color Calibration OFF† = DMX 116 - 117</p> <p>Color Calibration ON† = DMX 118 - 120</p> <p>Manual Color Adjust ENABLE† = DMX 121 - 122</p> <p>Manual Color Adjust STORE† = DMX 124 - 125</p> <p>Notes:</p> <p>** When resetting to defaults, the following will be enabled on the luminaire:</p> <ul style="list-style-type: none"> - Normal Mode - Dimmer Curve SQUARE LAW - Color Calibration ON <p>† These settings require the Command Lock in Menu to be set to OFF in order to change on Control Channel. Resetting to defaults will turn Command Lock OFF.</p>
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VARI*LITE TECHNICAL BULLETIN

DMX Mode 4 Channel Mapping

These tables assume a DMX start address of 1. When a different starting address is used, this address becomes channel 1 function and other functions follow in sequence.

Note: For Mode 1 Channel Mapping, refer to [page 4](#). For Mode 2 Channel Mapping, refer to [page 6](#). For Mode 3 Channel Mapping, refer to [page 9](#).

Table 1-4: VLX3 Wash Luminaire Mapping Mode 4

DMX Channel	Parameter	Range DMX	Range%	Default - These values are recommended console default values	Description
1	Intensity - High	0 - 65535	0 - 100%	0	16-bit control for Intensity of LED settings.
2	Intensity - Low				
3	Pan - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Pan - 540° of movement.
4	Pan - Low Byte				
5	Tilt - High Byte	0 - 65535	0 - 100%	32768	16-bit control of Tilt - 270° of movement.
6	Tilt - Low Byte				
7	Beam	0 - 255	0 - 100%	255	Controls beam angle from 15° (DMX 0) to 55° (DMX 255)
8	Intensity Time	0 - 255	0 - 100%	255	Allows for luminaire timing of intensity. Profile should default to DMX 255 for smoothest console fade times.
9	Focus Time	0 - 255	0 - 100%	255	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.
10	Color Time	0 - 255	0 - 100%	255	Allows for luminaire timing of color mixing. Profile should default to DMX 255 for smoothest console fade times.
11	Beam Time	0 - 255	0 - 100%	255	Allows for luminaire timing of zoom. Profile should default to DMX 255 for smoothest console fade times.

VARI*LITE TECHNICAL BULLETIN

Table 1-4: VLX3 Wash Luminaire Mapping Mode 4

12	Control	0 - 255	0 - 100%	0	<p>Used to set different modes, parameters, and functions of the VLX Wash. Set control channel value for desired action. Hold value for at least 3 seconds. Set control channel value to 0 without any scaling.</p> <p>Default Setting on Console = DMX 0</p> <p>Display On / Off = DMX 3 - 4</p> <p>Reset All to Defaults** = DMX 5 - 7</p> <p>Quiet Mode† = DMX 11 - 13</p> <p>Level Light Mode† = DMX 14 - 16</p> <p>Constant Fans Mode† = DMX 17 - 19</p> <p>Normal Mode† = DMX 20 - 22</p> <p>Dimmer Curve LINEAR† = DMX 31 - 32</p> <p>Dimmer Curve SQUARE LAW† = DMX 34 - 35</p> <p>Full Luminaire Reset = DMX 81 - 87</p> <p>Color Calibration OFF† = DMX 116 - 117</p> <p>Color Calibration ON† = DMX 118 - 120</p> <p>Manual Color Adjust ENABLE† = DMX 121 - 122</p> <p>Manual Color Adjust STORE† = DMX 124 - 125</p> <p>Notes:</p> <p>** When resetting to defaults, the following will be enabled on the luminaire:</p> <ul style="list-style-type: none"> - Normal Mode - Dimmer Curve SQUARE LAW - Color Calibration ON <p>† These settings require the Command Lock in Menu to be set to OFF in order to change on Control Channel. Resetting to defaults will turn Command Lock OFF.</p>
13	Unused	N/A	N/A	N/A	For Future Use
14	Unused	N/A	N/A	N/A	For Future Use

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15	Engine Modifier	0 - 255	0 - 100%	0	<p>Used for setting fixture into expanded mode for control of individual LED engines. This channel also contains individual spin speeds and various other effects. DMX values as follows:</p> <p>Combined Engine Control = DMX 0 - 10</p> <p>Independent LED Control = DMX 11 - 20</p> <p>LED Virtual Spin CW = DMX 21 - 50 (Fast to Slow)</p> <p>LED Virtual Spin STOP = DMX 51 - 53</p> <p>LED Virtual Spin Counter CW = DMX 54 - 83 (Slow to Fast)</p> <p>Stop - Independent Engine Data = DMX 84 - 86</p> <p>LED Pile-On Spin CW = DMX 87 - 116 (Fast to Slow)</p> <p>LED Pile-On STOP = DMX 117 - 119</p> <p>LED Pile-On Spin Counter CW = DMX 120 - 149</p> <p>Stop - Independent Engine Data = DMX 150 - 152</p>
16	Red 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 1) from 0 to full.
17	Red 1 - Low Byte				
18	Green 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 1) from 0 to full.
19	Green 1 - Low Byte				
20	Blue 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 1) from 0 to full.
21	Blue 1 - Low Byte				
22	White 1 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 1) from 0 to full.
23	White 1 - Low Byte				
24	Strobe - LED Engine 1	0 - 255	0 - 100%	0	<p>Controls strobe operations as follows:</p> <p>Open = DMX 0 - 2</p> <p>Closed = DMX 3 - 5</p> <p>Slow Rand = DMX 6 - 7</p> <p>Med Rand = DMX 8 - 10</p> <p>Fast Rand = DMX 11 - 12</p> <p>Strobe Range = DMX 13 (slowest) - 127 (fastest)</p> <p>Pulse + Slow Rand = DMX 128 - 129</p> <p>Pulse + Med Rand = DMX 130 - 131</p> <p>Pulse + Fast Rand = DMX 132 - 133</p> <p>Pulse + Range = DMX 134 - 191</p> <p>Pulse - Slow Rand = DMX 192 - 193</p> <p>Pulse - Med Rand = DMX 194 - 195</p> <p>Pulse - Fast Rand = DMX 196 - 197</p> <p>Pulse - Range = DMX 198 - 255</p>
25	Red 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 2) from 0 to full.
26	Red 2 - Low Byte				
27	Green 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 2) from 0 to full.
28	Green 2 - Low Byte				
29	Blue 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 2) from 0 to full.
30	Blue 2 - Low Byte				
31	White 2 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 2) from 0 to full.
32	White 2 - Low Byte				

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33	Strobe - LED Engine 2	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255
34	Red 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Red LED (Engine 3) from 0 to full.
35	Red 3 - Low Byte				
36	Green 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Green LED (Engine 3) from 0 to full.
37	Green 3 - Low Byte				
38	Blue 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of Blue LED (Engine 3) from 0 to full.
39	Blue 3 - Low Byte				
40	White 3 - High Byte	0 - 65535	0 - 100%	0	16-bit control of White LED (Engine 3) from 0 to full.
41	White 3 - Low Byte				
42	Strobe - LED Engine 3	0 - 255	0 - 100%	0	Controls strobe operations as follows: Open = DMX 0 - 2 Closed = DMX 3 - 5 Slow Rand = DMX 6 - 7 Med Rand = DMX 8 - 10 Fast Rand = DMX 11 - 12 Strobe Range = DMX 13 (slowest) - 127 (fastest) Pulse + Slow Rand = DMX 128 - 129 Pulse + Med Rand = DMX 130 - 131 Pulse + Fast Rand = DMX 132 - 133 Pulse + Range = DMX 134 - 191 Pulse - Slow Rand = DMX 192 - 193 Pulse - Med Rand = DMX 194 - 195 Pulse - Fast Rand = DMX 196 - 197 Pulse - Range = DMX 198 - 255