

Channel Mapping: VL3500™ Wash FX Luminaire

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. (There is only one DMX mode for this luminaire, which is Enhanced 16-bit Mode.)

Table 3-2: VL3500™ Wash FX Luminaire Enhanced 16-Bit Mode

DMX Channel	Parameter	Range DMX	Range %	Description
1	Intensity	0 - 255	0 - 100%	Linear Intensity control from 0 (closed) to 255 (open)
2	Pan - High Byte	0 - 65535	0 - 100%	16 bit control of Pan - 530° of movement.
3	Pan - Low Byte			
4	Tilt - High Byte	0 - 65535	0 - 100%	16 bit control of Tilt - 260° of movement.
5	Tilt - Low Byte			
6	VARI*BRITE	0 - 255	0 - 100%	Controls split lens assy. 0 (closed) to 255 (open).
7	Zoom	0 - 255	0 - 100%	Controls zoom assy. 0 (narrow) to 255 (wide).
8	CTO	0 - 255	0 - 100%	Controls CTO color wheel. 0 (open) to 255 (full saturation).
9	Cyan	0 - 255	0 - 100%	Controls Cyan color wheel. 0 (open) to 255 (full saturation).
10	Yellow	0 - 255	0 - 100%	Controls Yellow color wheel. 0 (open) to 255 (full saturation).
11	Magenta	0 - 255	0 - 100%	Controls Magenta color wheel. 0 (open) to 255 (full saturation).
12	Fixed Color 1	0 - 255	0 - 100%	Controls Fixed color wheel 1. Linear control from 0 to 216. From 217 to 255 will give different speeds of wheel spin. Center DMX values... Position 1 = Open - DMX 0 Position 2 = Red - DMX 37 Position 3 = Yellow - DMX 72 Position 4 = Magenta - DMX 107 Position 5 = Kelly Green - DMX 143 Position 6 = Congo Blue - DMX 179
13	Fixed Color 2	0 - 255	0 - 100%	Controls Fixed color wheel 2. Linear control from 0 to 216. From 217 to 255 will give different speeds of wheel spin. Center DMX values... Position 1 = Open - DMX 0 Position 2 = Blue - DMX 37 Position 3 = Straw - DMX 72 Position 4 = Dark Fuchsia - DMX 107 Position 5 = Orange - DMX 143 Position 6 = Green - DMX 179

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14	Strobe	0 - 255	0 - 100%	Controls Strobe mechanism. 0 to 2 = Open 3 to 5 = Closed 6 to 7 = Slow Random 8 to 10 = Medium Random 11 to 12 = Fast Random 13 to 255 = Strobe Speed Range (255 - fast)
15	FX Wheel ⁽¹⁾	0 - 255	0 - 100%	Controls FX Wheel using the following levels from 0 to 216. From 217 to 255 will give different speeds of wheel spin. DMX values . . . Position 1 = Open (Indx) - DMX 0 - 10 Position 2 = Spokes (Indx) - DMX 11 - 32 Position 3 = Night Sky (Indx) - DMX 33 - 54 Position 4 = 4 Hole Ray (Indx) - DMX 55 - 75 Position 5 = Triangle (Indx) - DMX 76 - 97 Position 1 = Open - DMX 98 - 119 Position 2 = Spokes (Rtate) - DMX 120 - 141 Position 3 = Night Sky (Rtate) - DMX 142 - 163 Position 4 = 4 Hole Ray (Rtate) - DMX 164 - 184 Position 5 = Triangle (Rtate) - DMX 185 - 206 Position 1 = Open - DMX 207 - 216
16 17	FX Index	0-65535	0 - 100%	16 bit control of FX Wheel index in either direction.
18	Focus Time	0 - 255	0 - 100%	Allows for luminaire timing of pan and tilt. Profile should default to DMX 255 for smoothest console fade times.
19	Color Time	0 - 255	0 - 100%	Allows for luminaire timing of color wheels. Profile should default to DMX 255 for smoothest console fade times.
20	Beam Time	0 - 255	0 - 100%	Allows for luminaire timing of zoom and VARI* BRITE. Profile should default to DMX 255 for smoothest console fade times.
21	FX Time	0 - 255	0 - 100%	Allows for luminaire timing of FX wheel. Profile should default to DMX 255 for smoothest console fade times.

⁽¹⁾ = All effects patterns listed in this section are standard factory load. Additional VL3500 Wash FX custom patterns are available for purchase.

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22	Control	0 - 255	0 - 100%	<p>Used to strike/douse lamp, set lamp levels, and other various functions, as well as resetting the luminaire via the console. DMX values are...</p> <ul style="list-style-type: none"> *Color Snap ON = DMX 20 - 25 *Color Snap OFF (Norm)= DMX 30 - 35 *Dimmer Snap ON= DMX 40 - 45 *Dimmer Snap OFF (Norm)= DMX 50 - 55 *Zoom Norm = DMX 60 - 65 *Zoom Studio = DMX 70 - 75 Full Luminaire Reset = DMX 81 - 87 ReCal Color= DMX 100 - 104 ReCal Beam= DMX 126 - 130 ReCal Dim/Strobe= DMX 138 - 142 Lamp OFF= DMX 165 - 171 Lamp @ 900W = DMX 176 - 184 Lamp @ 1200W = DMX 189 - 194 Lamp @ 1500W= DMX 199 - 204 Lamp ON= DMX 249 - 255
<p>* Note that these functions do not require the 3 sec rule to execute. All other values do require 3 sec rule.</p>				