

# VL6000 BEAM

## Channel Mapping - 16 Bit

January 2017

DMX Channel	Parameter	Range DMX	Defaults	Description
1	Intensity	0 - 255	0	8-bit control of Fixture Intensity from 0 - 100%
2 3	Pan - High Byte Pan - Low Byte	0 - 65535	32767	16-bit linear control of pan from 0° - 520°
4 5	Tilt - High Byte Tilt - Low Byte	0 - 65535	32767	16-bit linear control of tilt from 0° - 240°
6	Edge	0 - 255	127	8-bit linear control of edge functions
7	Color Wheels Macro / Presets	0 - 255  0 - 5 6 - 255	0  → →	8-bit control of all three Color Wheel Presets / Macros. See User Manual for complete details.  Ignore - Uses Color Wheel 1-3 channels TBD - See User Manual
8	Color Wheels Transition Control	0 - 255  0 1 - 255	0  → →	Used in conjunction with Channel 7 to provide different transition options between color presets.  Idle Cloak Transition Generator  1 = Fastest Transition thru 255 = 10 Second Transition
9	Color Wheel 1	0 - 255  0 - 18 19 - 54 55 - 91 92 - 128 129 - 165 166 - 202 203 - 239 240 - 255	0  → → → → → → → →	8-bit linear control of Color Wheel 1. See Channel 10 for options.  OPEN MAGENTA 100 (Center at DMX 36) DARK BLUE (Center at DMX 73) MAGENTA 60 (Center at DMX 109) FLESH PINK (Center at DMX 146) MAGENTA 30 (Center at DMX 182) GREEN (Center at DMX 218) OPEN
10	Color Wheel 1 Control	0 - 255  0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0  → → → → → → → →	Used as a control channel for different movement options of Color Wheel 1.  Linear Movement using shortest (quickest) path. Linear Movement using normal (longest) path. Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Color Shake Quickest Path (Slow to Fast) Color Shake Normal Path (Slow to Fast) Reserved Values

# VL6000 BEAM

## Channel Mapping - 16 Bit

January 2017

DMX Channel	Parameter	Range DMX	Defaults	Description
11	Color Wheel 2	0 - 255	0	8-bit control of Color Wheel 2. See Channel 12 for options.
		0 - 18	→	OPEN
		19 - 54	→	CYAN 100 (Center at DMX 36)
		55 - 91	→	DRK FUSCHIA (Center at DMX 73)
		92 - 128	→	CYAN 60 (Center at DMX 109)
		129 - 165	→	CTO (Center at DMX 146)
		166 - 202	→	CYAN 30 (Center at DMX 182)
		203 - 239	→	RED (Center at DMX 218)
		240 - 255	→	OPEN
12	Color Wheel 2 Control	0 - 255	0	Used as a control channel for different movement options of Color Wheel 2.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Color Shake Quickest Path (Slow to Fast)
		57 - 87	→	Color Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values
13	Color Wheel 3	0 - 255	0	8-bit control of Color Wheel 2. See Channel 14 for options.
		0 - 18	→	OPEN
		19 - 54	→	YELLOW 100 (Center at DMX 36)
		55 - 91	→	1/2 CTO (Center at DMX 73)
		92 - 128	→	YELLOW 60 (Center at DMX 109)
		129 - 165	→	MEADOW GREEN (Center at DMX 146)
		166 - 202	→	YELLOW 30 (Center at DMX 182)
		203 - 239	→	CONGO (Center at DMX 218)
		240 - 255	→	OPEN
14	Color Wheel 3 Control	0 - 255	0	Used as a control channel for different movement options of Color Wheel 2.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Color Shake Quickest Path (Slow to Fast)
		57 - 87	→	Color Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values

# VL6000 BEAM

## Channel Mapping - 16 Bit

January 2017

DMX Channel	Parameter	Range DMX	Defaults	Description
15	Gobo Wheel 1	0 - 255	0	8-bit control of Gobo Wheel 1. See Channel 18 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Circle of Ovals) Index
		11 - 15	→	Gobo 2 (Medium Triangle) Index
		16 - 20	→	Gobo 3 (Chopped) Index
		21 - 25	→	Gobo 4 (Tri Cone) Index
		26 - 30	→	Gobo 5 (Ballz) Index
		31 - 35	→	Gobo 6 (Blades) Index
		36 - 40	→	Gobo 7 (4 Hole Ray) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Circle of Ovals) Rotate
		51 - 55	→	Gobo 2 (Medium Triangle) Rotate
		56 - 60	→	Gobo 3 (Chopped) Rotate
		61 - 65	→	Gobo 4 (Tri Cone) Rotate
		66 - 70	→	Gobo 5 (Ballz) Rotate
		71 - 75	→	Gobo 6 (Blades) Rotate
		76 - 80	→	Gobo 7 (4 Hole Ray) Rotate
		81 - 85	→	Open - No Gobo
		86 - 90	→	Gobo 1 (Circle of Ovals) Rotate with Mega Stepping
		91 - 95	→	Gobo 2 (Medium Triangle) Rotate with Mega Stepping
96 - 100	→	Gobo 3 (Chopped) Rotate with Mega Stepping		
101 - 105	→	Gobo 4 (Tri Cone) Rotate with Mega Stepping		
106 - 110	→	Gobo 5 (Ballz) Rotate with Mega Stepping		
111 - 115	→	Gobo 6 (Blades) Rotate with Mega Stepping		
116 - 120	→	Gobo 7 (4 Hole Ray) Rotate with Mega Stepping		
121 - 255	→	Reserved Values		
16 17	Gobo 1 Rot/Index High Byte Low Byte	0 - 65535	32767	16-bit control of index and rotation of gobo wheel 1.
		0 - 32756	→	Rotate Fast to Slow <<<
		32757 - 32780 32781 - 65535	→ →	Rotation STOP Rotate Slow to Fast >>>
18	Gobo Wheel 1 Control	0 - 255	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 15).
		0 - 5	→	Gobo Selection using shortest (quickest) path.
		6 - 10	→	Gobo Selection using normal (longest) path.
		11 - 20	→	Reserved Values
		21 - 50	→	Wheel Spin Forward (Fast to Slow)
		51 - 60	→	Wheel Spin STOP
		61 - 90	→	Wheel Spin Reverse (Slow to Fast)
		91 - 120	→	Gobo Shake Quickest Path (Slow to Fast)
		121 - 150	→	Gobo Shake Normal Path (Slow to Fast)
		151 - 180	→	Gobo Twist Quickest Path (Slow to Fast)
		181 - 210	→	Gobo Twist Normal Path (Slow to Fast)
		211 - 255	→	Reserved Values
		19	Iris	0 - 255
20	Frost	0 - 255	0	Controls frost mechanism from open (DMX 0) to Full (DMX 255).

# VL6000 BEAM

## Channel Mapping - 16 Bit

January 2017

DMX Channel	Parameter	Range DMX	Defaults	Description
21	Strobe Speed	0 - 255	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255)
22	Strobe Control	0 - 255	0	Control Channel for strobing functions.
		0 - 5	→	Open
		6 - 10	→	Closed
		11 - 15	→	Normal Strobe
		16 - 20	→	Random Strobe
		21 - 25	→	Random Sync
		26 - 255	→	Reserved Values
23	Luminaire Control	0 - 255	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set descreet value of desired effect, wait >3 seconds, then set value to 0 (Idle).
		0 - 5	→	Idle (Default)
		6 - 10	→	Full Luminaire ReCal - Also Used to Wake fixture up from shutdown
		11 - 15	→	Lamp ON
		16 - 20	→	Lamp OFF
		21 - 25	→	Fixture Shutdown
		26 - 30	→	Display - Menu ON
		31 - 35	→	Display - Menu OFF
		36 - 40	→	ReCal Position
		41 - 45	→	ReCal Color
		46 - 50	→	ReCal Gobo
		51 - 55	→	ReCal Beam
		56 - 60	→	ReCal Dimmer/Strobe
		61 - 65	→	Reset Fixture to Defaults
		66 - 70	→	Full Luminaire Reboot. This command will douse lamp and reset all processors in fixture, then ReCal all parameters.
		71 - 75	→	Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating the command in less than 5 minutes will behave as a toggle.
		76 - 80	→	Dimmer Snap Off (default)
		81 - 85	→	Dimmer Snap On
		86 - 90	→	Pan / Tilt Normal (Default)
		91 - 95	→	Pan / Tilt Fast
		95 - 255	→	Reserved Values