VLGS - Spot
Channel Mapping - 16 Bit Enhanced (Defualt)

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DMX Channel	Parameter	Range DMX	Defaults	Description
	Intensity	0-65535	0	16-bit control of Fixture Intensity from 0 - 100%
1	High Byte			
2	Low Byte			
	Pan	0 - 65535	32767	16-bit linear control of pan from 0°-540°.
3	High Byte			With *Expanded Movement* turned on, 630° of pan is possible
4	Low Byte			
	Tilt	0 - 65535	32767	16-bit linear control of tilt from 0°-270°.
5	High Byte			
6	Low Byte			
	Edge	0 - 65535	32767	16-bit linear control of edge functions
7	High Byte			
8	Low Byte			
	Zoom	0 - 65535	32767	16-bit linear control of fixture zoom range between
9	High Byte			0 (narrow) to 65535 (wide).
10	Low Byte			
11	**Programming Control**	0 - 255	0	Used as a control channel for different programmable settings. Set value of desired effect, wait >3 seconds, then set a descreet value to 0 (Idle).
		0 - 2	→	Idle
		3 - 5	→	Linear Dimming Curve
		6 - 10	→	Square Law Dimming Curve
		11 - 15	→	TV Dimming Curve
		16 - 20	→	Architectural Dimming Curve
		51 - 55	→	Edge Track ON
		56 - 60	→	Edge Track OFF
	Cyan	0 - 65535	0	16 Bit control of cyan color mechanism.
12	High Byte			
13	Low Byte			
	Yellow	0 - 65535	0	16 Bit control of yellow color mechanism.
14	High Byte			
15	Low Byte			
	Magenta	0 - 65535	0	16 Bit control of Magenta color mechanism.
16	High Byte			
17	Low Byte			
	CTO	0 - 65535	0	16 Bit contol of CTO mechanism.
18	High Byte			
19	Low Byte			
20	**Color Wheel 1**	0 - 255	0	8-bit linear control of Color Wheel 1. See Channel 16 for options.
		0 - 17	→	OPEN
		18 - 43	→	COLOR 1 - RED (Center at DMX 37)
		44 - 83	→	COLOR 2 - YELLOW (Center at DMX 73)
		84 - 118	→	COLOR 3 - KELLY GREEN (Center at DMX 109)
		119 - 155	→	COLOR 4 - MAGENTA (Center at DMX 145)
		156 - 192	→	COLOR 5 - AMBER (Center at DMX 181)
		193 - 228	→	COLOR 6 - CONGO BLUE (Center at DMX 217)
		229 - 255	→	OPEN END - NO COLOR

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DMX Channel	Parameter	Range DMX	Defaults	Description
21	**Color Wheel 1 Control**	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		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
22	**Color Wheel 2**	0 - 255	0	8-bit linear control of Color Wheel 1. See Channel 16 for options.
		0 - 17	→	OPEN
		18 - 43	→	COLOR 1 - TBC (Center at DMX 37)
		44 - 83	→	COLOR 2 - TBC (Center at DMX 73)
		84 - 118	→	COLOR 3 - TBC (Center at DMX 109)
		119 - 155	→	COLOR 4 - TBC (Center at DMX 145)
		156 - 192	→	COLOR 5 - TBC (Center at DMX 181)
		193 - 228	→	COLOR 6 - TBC (Center at DMX 217)
		229 - 255	→	OPEN END - NO COLOR
23	**Color Wheel 2 Control**	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		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
24	**Gobo Wheel 1** (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Leafy Breakup) Index
		11 - 15	→	Gobo 2 (Wavy Triangle) Index
		16 - 20	→	Gobo 3 (Lattice) Index
		21 - 25	→	Gobo 4 (Swirl) Index
		26 - 30	→	Gobo 5 (Radial Breakup) Index
		31 - 35	→	Gobo 6 (Neurons) Index
		36 - 40	→	Gobo 7 (Grid) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Leafy Breakup) Rotate
		51 - 55	→	Gobo 2 (Wavy Triangle) Rotate
		56 - 60	→	Gobo 3 (Lattice) Rotate
		61 - 65	→	Gobo 4 (Swirl) Rotate
		66 - 70	→	Gobo 5 (Radial Breakup) Rotate
		71 - 75	→	Gobo 6 (Neurons) Rotate
		76 - 80	→	Gobo 7 (Grid) Rotate
		81 - 85	→	Open - No Gobo
		86 - 90	→	Gobo 1 (Leafy Breakup) Rotate with Mega Stepping
		91 - 95	→	Gobo 2 (Wavy Triangle) Rotate with Mega Stepping
		96 - 100	→	Gobo 3 (Lattice) Rotate with Mega Stepping
		101 - 105	→	Gobo 4 (Swirl) Rotate with Mega Stepping
		106 - 110	→	Gobo 5 (Radial Breakup) Rotate with Mega Stepping
		111 - 115	→	Gobo 6 (Neurons) Rotate with Mega Stepping
		116 - 120	→	Gobo 7 (Grid) Rotate with Mega Stepping
		121 - 255	→	Reserved Values
25 26	**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	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>

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DMX Channel	Parameter	Range DMX	Defaults	Description
27	**Gobo Wheel 1 Control**	0 - 255	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24).
		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
28	**Gobo Wheel 2** (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Night Sky) Index
		11 - 15	→	Gobo 2 (Circle of Ovals) Index
		16 - 20	→	Gobo 3 (Bricked Out) Index
		21 - 25	→	Gobo 4 (Punch Card) Index
		26 - 30	→	Gobo 5 (Alpha Rays) Index
		31 - 35	→	Gobo 6 (HONEYCOMB) Index
		36 - 40	→	Gobo 7 (On the Rocks) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Night Sky) Rotate
		51 - 55	→	Gobo 2 (Circle of Ovals) Rotate
		56 - 60	→	Gobo 3 (Bricked Out) Rotate
		61 - 65	→	Gobo 4 (Punch Card) Rotate
		66 - 70	→	Gobo 5 (Alpha Rays) Rotate
		71 - 75	→	Gobo 6 (HONEYCOMB) Rotate
		76 - 80	→	Gobo 7 (On the Rocks) Rotate
		81 - 85	→	Open - No Gobo
		86 - 90	→	Gobo 1 (Night Sky) Rotate with Mega Stepping
		91 - 95	→	Gobo 2 (Circle of Ovals) Rotate with Mega Stepping
		96 - 100	→	Gobo 3 (Bricked Out) Rotate with Mega Stepping
		101 - 105	→	Gobo 4 (Punch Card) Rotate with Mega Stepping
		106 - 110	→	Gobo 5 (Alpha Rays) Rotate with Mega Stepping
		111 - 115	→	Gobo 6 (HONEYCOMB) Rotate with Mega Stepping
		116 - 120	→	Gobo 7 (On the Rocks) Rotate with Mega Stepping
		121 - 255	→	Reserved Values
	Gobo 2 Rot/Index	0 - 65535	32767	16-bit control of index and rotation of gobo wheel 1.
29	High Byte			
30	Low Byte			
		0 - 32756	→	Rotate Fast to Slow <<<
		32757 - 32780	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>

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DMX Channel	Parameter	Range DMX	Defaults	Description
31	**Gobo Wheel 2 Control**	0 - 255	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24).
		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
32	**Iris**	0 - 255	0	Controls Iris mechanism from open (DMX 0) to Full (DMX 255).
33	**Prism**	0 - 255	0	Controls Prism mechanism with following values.
		0 - 5	→	Open
		6 - 10	→	Index
		11 - 15	→	Rotate Normal
		16 - 20	→	Rotate with Mega Stepping
		21 - 255	→	Reserved Values
	Prism Index/Rot	0 - 65535	32767	16-bit control of prism rotation and index.
34	High Byte			
35	Low Byte	0 - 32756	→	Rotate Fast to Slow <<<
		32757 - 32780	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>
36	**Frost**	0 - 255	0	Insert control of frost mechanism with the following values.
		0 - 50	→	Open - No Frost or Diffusion
		51 - 100	→	Insert Light Diffusion
		101 - 150	→	Insert Heavy Frost
		151 - 200	→	Insert both Light Diffusion and Heavy Frost
37	**Strobe**	0 - 255	0	Controls Strobe functionality.
		0 - 3	→	Open
		4 - 6	→	Closed
		7 - 32	→	Normal Strobe - Slow to Fast
		33 - 58	→	Random Strobe - Slow to Fast
		59 - 84	→	Random Sync - Slow to Fast
		85 - 110	→	Pulse > - Slow to Fast
		111 - 136	→	Pulse > Random - Slow to Fast
		137 - 162	→	Pulse > Random Sync - Slow to Fast
		163 - 188	→	Pulse < - Slow to Fast
		189 - 214	→	Pulse < Random - Slow to Fast
		215 - 240	→	Pulse < Random Sync - Slow to Fast
38	**Focus Timing**	0 - 255	255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
39	**Optics Timing**	0 - 255	255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual

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DMX Channel	Parameter	Range DMX	Defaults	Description
40	**Color Timing**	0 - 255	255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
41	**Beam Timing**	0 - 255	255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
42	**Gobo Timing**	0 - 255	255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
43	**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	→	Reserved Values
		16 - 20	→	Reserved Values
		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 Optics
		61 - 65	→	Reserved Values
		66 - 70	→	Reset Fixture to Defaults - See Manual for a list of factory defaults.
		71 - 75	→	Full Luminaire Reboot. This command will reset all processors in fixture, then ReCal all parameters.
		76 - 80	→	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 this command in less than 5 minutes will behave as a toggle.
		81 - 85	→	Standard Mode - Fixture operates at maximum output (Default)
		86 - 90	→	Studio Mode - Reduced output with lower fan settings
		91 - 255	→	Reserved Values

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DMX Channel	Parameter	Range DMX	Defaults	Description
	Intensity	0-65535	0	16-bit control of Fixture Intensity from 0 - 100%
1	High Byte			
2	Low Byte			
	Pan	0 - 65535	32767	16-bit linear control of pan from 0°-540°.
3	High Byte			With *Expanded Movement* turned on, 630° of pan is possible
4	Low Byte			
	Tilt	0 - 65535	32767	16-bit linear control of tilt from 0°-270°.
5	High Byte			
6	Low Byte			
	Edge	0 - 65535	32767	16-bit linear control of edge functions
7	High Byte			
8	Low Byte			
	Zoom	0 - 65535	32767	16-bit linear control of fixture zoom range between
9	High Byte			0 (narrow) to 65535 (wide).
10	Low Byte			
11	**Programming Control**	0 - 255	0	Used as a control channel for different programmable settings. Set value of desired effect, wait >3 seconds, then set a descreet value to 0 (Idle).
		0 - 2	→	Idle
		3 - 5	→	Linear Dimming Curve
		6 - 10	→	Square Law Dimming Curve
		11 - 15	→	TV Dimming Curve
		16 - 20	→	Architectural Dimming Curve
		51 - 55	→	Edge Track ON
		56 - 60	→	Edge Track OFF
	Cyan	0 - 65535	0	16 Bit control of cyan color mechanism.
12	High Byte			
13	Low Byte			
	Yellow	0 - 65535	0	16 Bit control of yellow color mechanism.
14	High Byte			
15	Low Byte			
	Magenta	0 - 65535	0	16 Bit control of Magenta color mechanism.
16	High Byte			
17	Low Byte			
	CTO	0 - 65535	0	16 Bit contol of CTO mechanism.
18	High Byte			
19	Low Byte			
20	**Color Wheel 1**	0 - 255	0	8-bit linear control of Color Wheel 1. See Channel 16 for options.
		0 - 17	→	OPEN
		18 - 43	→	COLOR 1 - RED (Center at DMX 37)
		44 - 83	→	COLOR 2 - YELLOW (Center at DMX 73)
		84 - 118	→	COLOR 3 - KELLY GREEN (Center at DMX 109)
		119 - 155	→	COLOR 4 - MAGENTA (Center at DMX 145)
		156 - 192	→	COLOR 5 - AMBER (Center at DMX 181)
		193 - 228	→	COLOR 6 - CONGO BLUE (Center at DMX 217)
		229 - 255	→	OPEN END - NO COLOR

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DMX Channel	Parameter	Range DMX	Defaults	Description
21	**Color Wheel 1 Control**	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		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
22	**Color Wheel 2**	0 - 255	0	8-bit linear control of Color Wheel 1. See Channel 16 for options.
		0 - 17	→	OPEN
		18 - 43	→	COLOR 1 - TBC (Center at DMX 37)
		44 - 83	→	COLOR 2 - TBC (Center at DMX 73)
		84 - 118	→	COLOR 3 - TBC (Center at DMX 109)
		119 - 155	→	COLOR 4 - TBC (Center at DMX 145)
		156 - 192	→	COLOR 5 - TBC (Center at DMX 181)
		193 - 228	→	COLOR 6 - TBC (Center at DMX 217)
		229 - 255	→	OPEN END - NO COLOR
23	**Color Wheel 2 Control**	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		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
24	**Gobo Wheel 1** (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Leafy Breakup) Index
		11 - 15	→	Gobo 2 (Wavy Triangle) Index
		16 - 20	→	Gobo 3 (Lattice) Index
		21 - 25	→	Gobo 4 (Swirl) Index
		26 - 30	→	Gobo 5 (Radial Breakup) Index
		31 - 35	→	Gobo 6 (Neurons) Index
		36 - 40	→	Gobo 7 (Grid) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Leafy Breakup) Rotate
		51 - 55	→	Gobo 2 (Wavy Triangle) Rotate
		56 - 60	→	Gobo 3 (Lattice) Rotate
		61 - 65	→	Gobo 4 (Swirl) Rotate
		66 - 70	→	Gobo 5 (Radial Breakup) Rotate
		71 - 75	→	Gobo 6 (Neurons) Rotate
		76 - 80	→	Gobo 7 (Grid) Rotate
		81 - 85	→	Open - No Gobo
		86 - 90	→	Gobo 1 (Leafy Breakup) Rotate with Mega Stepping
		91 - 95	→	Gobo 2 (Wavy Triangle) Rotate with Mega Stepping
		96 - 100	→	Gobo 3 (Lattice) Rotate with Mega Stepping
		101 - 105	→	Gobo 4 (Swirl) Rotate with Mega Stepping
		106 - 110	→	Gobo 5 (Radial Breakup) Rotate with Mega Stepping
		111 - 115	→	Gobo 6 (Neurons) Rotate with Mega Stepping
		116 - 120	→	Gobo 7 (Grid) Rotate with Mega Stepping
		121 - 255	→	Reserved Values
25 26	**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	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>

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DMX Channel	Parameter	Range DMX	Defaults	Description
27	**Gobo Wheel 1 Control**	0 - 255	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24).
		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
28	**Gobo Wheel 2** (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Night Sky) Index
		11 - 15	→	Gobo 2 (Circle of Ovals) Index
		16 - 20	→	Gobo 3 (Bricked Out) Index
		21 - 25	→	Gobo 4 (Punch Card) Index
		26 - 30	→	Gobo 5 (Alpha Rays) Index
		31 - 35	→	Gobo 6 (HONEYCOMB) Index
		36 - 40	→	Gobo 7 (On the Rocks) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Night Sky) Rotate
		51 - 55	→	Gobo 2 (Circle of Ovals) Rotate
		56 - 60	→	Gobo 3 (Bricked Out) Rotate
		61 - 65	→	Gobo 4 (Punch Card) Rotate
		66 - 70	→	Gobo 5 (Alpha Rays) Rotate
		71 - 75	→	Gobo 6 (HONEYCOMB) Rotate
		76 - 80	→	Gobo 7 (On the Rocks) Rotate
		81 - 85	→	Open - No Gobo
		86 - 90	→	Gobo 1 (Night Sky) Rotate with Mega Stepping
		91 - 95	→	Gobo 2 (Circle of Ovals) Rotate with Mega Stepping
		96 - 100	→	Gobo 3 (Bricked Out) Rotate with Mega Stepping
		101 - 105	→	Gobo 4 (Punch Card) Rotate with Mega Stepping
		106 - 110	→	Gobo 5 (Alpha Rays) Rotate with Mega Stepping
		111 - 115	→	Gobo 6 (HONEYCOMB) Rotate with Mega Stepping
		116 - 120	→	Gobo 7 (On the Rocks) Rotate with Mega Stepping
		121 - 255	→	Reserved Values
29 30	**Gobo 2 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	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>

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DMX Channel	Parameter	Range DMX	Defaults	Description
31	**Gobo Wheel 2 Control**	0 - 255	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24).
		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
32	**Iris**	0 - 255	0	Controls Iris mechanism from open (DMX 0) to Full (DMX 255).
33	**Prism**	0 - 255	0	Controls Prism mechanism with following values.
		0 - 5	→	Open
		6 - 10	→	Index
		11 - 15	→	Rotate Normal
		16 - 20	→	Rotate with Mega Stepping
		21 - 255	→	Reserved Values
	Prism Index/Rot	0 - 65535	32767	16-bit control of prism rotation and index.
34	High Byte			
35	Low Byte	0 - 32756	→	Rotate Fast to Slow <<<
		32757 - 32780	→	Rotation STOP
		32781 - 65535	→	Rotate Slow to Fast >>>
36	**Frost**	0 - 255	0	Insert control of frost mechanism with the following values.
		0 - 50	→	Open - No Frost or Diffusion
		51 - 100	→	Insert Light Diffusion
		101 - 150	→	Insert Heavy Frost
		151 - 200	→	Insert both Light Diffusion and Heavy Frost
37	**Strobe**	0 - 255	0	Controls Strobe functionality.
		0 - 3	→	Open
		4 - 6	→	Closed
		7 - 32	→	Normal Strobe - Slow to Fast
		33 - 58	→	Random Strobe - Slow to Fast
		59 - 84	→	Random Sync - Slow to Fast
		85 - 110	→	Pulse > - Slow to Fast
		111 - 136	→	Pulse > Random - Slow to Fast
		137 - 162	→	Pulse > Random Sync - Slow to Fast
		163 - 188	→	Pulse < - Slow to Fast
		189 - 214	→	Pulse < Random - Slow to Fast
		215 - 240	→	Pulse < Random Sync - Slow to Fast

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DMX Channel	Parameter	Range DMX	Defaults	Description
38	**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	→	Reserved Values
		16 - 20	→	Reserved Values
		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 Optics
		61 - 65	→	Reserved Values
		66 - 70	→	Reset Fixture to Defaults - See Manual for a list of factory defaults.
		71 - 75	→	Full Luminaire Reboot. This command will reset all processors in fixture, then ReCal all parameters.
		76 - 80	→	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 this command in less than 5 minutes will behave as a toggle.
		81 - 85	→	Standard Mode - Fixture operates at maximum output (Default)
		86 - 90	→	Studio Mode - Reduced output with lower fan settings
		91 - 255	→	Reserved Values

VLZ - Spot
Timing Channels

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DMX Value	% Values	Time
0		Full Speed
1		0.2
2		0.4
3	1	0.6
4		0.8
5	2	1
6		1.2
7		1.4
8	3	1.6
9		1.8
10	4	2
11		2.2
12		2.4
13	5	2.6
14		2.8
15	6	3
16		3.2
17		3.4
18	7	3.6
19		3.8
20	8	4
21		4.2
22		4.4
23	9	4.6
24		4.8
25	10	5
26		5.2
27		5.4
28	11	5.6
29		5.8
30		6
31	12	6.2
32		6.4
33	13	6.6
34		6.8
35		7
36	14	7.2
37		7.4
38	15	7.6
39		7.8
40		8
41	16	8.2
42		8.4
43	17	8.6
44		8.8
45		9
46	18	9.2

VLZ - Spot
Timing Channels

DMX Value	% Values	Time
47		9.4
48	19	9.6
49		9.8
50		10
51	20	10.2
52		10.4
53		10.6
54	21	11
55		11
56	22	12
57		12
58		13
59	23	13
60		14
61	24	14
62		14
63		15
64	25	15
65		16
66	26	16
67		16
68		17
69	27	17
70		18
71	28	18
72		18
73		19
74	29	19
75		20
76	30	20
77		20
78		21
79	31	21
80		21
81		22
82	32	22
83		23
84	33	23
85		23
86		24
87	34	24
88		25
89	35	25
90		25
91		26
92	36	26
93		27

VLZ - Spot
Timing Channels

DMX Value	% Values	Time
94	37	27
95		27
96		28
97	38	28
98		29
99	39	29
100		29
101		30
102	40	30
103		30
104		31
105	41	31
106		32
107	42	32
108		32
109		33
110	43	33
111		34
112	44	34
113		34
114		35
115	45	35
116		36
117	46	36
118		36
119		37
120	47	37
121		38
122	48	38
123		38
124		39
125	49	39
126		39
127		40
128	50	40
129		41
130	51	41
131		41
132		42
133	52	42
134		43
135	53	43
136		43
137		44
138	54	44
139		45
140	55	45

VLZ - Spot
Timing Channels

DMX Value	% Values	Time
141		45
142		46
143	56	46
144		47
145	57	47
146		47
147		48
148	58	48
149		49
150	59	49
151		49
152		50
153	60	50
154		50
155		51
156	61	51
157		52
158	62	52
159		52
160		53
161	63	53
162		54
163	64	54
164		54
165		55
166	65	55
167		56
168	66	56
169		56
170		57
171	67	57
172		58
173	68	58
174		58
175		59
176	69	59
177		59
178		60
179	70	60
180		65
181	71	65
182		65
183		70
184	72	70
185		75
186	73	75
187		75

VLZ - Spot
Timing Channels

March 7, 2017

DMX Value	% Values	Time
188		80
189	74	80
190		85
191	75	85
192		85
193		90
194	76	90
195		95
196	77	95
197		95
198		100
199	78	100
200		110
201	79	110
202		110
203		120
204	80	120
205		120
206	81	130
207		130
208		140
209	82	140
210		140
211		150
212	83	150
213		160
214	84	160
215		160
216		170
217	85	170
218		180
219	86	180
220		180
221		190
222	87	190
223		200
224	88	200
225		200
226		210
227	89	210
228		210
229		220
230	90	220
231		230
232	91	230
233		230
234		240

VLZ - Spot
Timing Channels

DMX Value	% Values	Time
235	92	240
236		250
237	93	250
238		250
239		260
240	94	260
241		270
242	95	270
243		270
244		280
245	96	280
246		290
247	97	290
248		290
249		300
250	98	300
251		310
252	99	310
253		310
254		310
255	100	Follows Cue Data