

**VL2600 Profile 16bit Enhanced
(Default Mode)
Channel Map**

Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
1	Intensity High	0-65535	0-100%	0	16Bit Dimming	
2	Intensity Low					
3	Pan High	0-65535	0-100%	32767	Fixture Pan -	540° Total Pan Rotation
4	Pan Low					
5	Tilt High	0-65535	0-100%	32767	Fixture Tilt -	270° Total Tilt
6	Tilt Low					
7	Focus High	0-65535	0-100%	TBC	16 Bit Focus Control	Default should be fixture in focus as open spot in default zoom @ 6m distance
8	Focus Low					
9	Zoom High	0-65535	0-100%	0	16 Bit Zoom control	Default value of 0 should be at the fixtures narrowest zoom angle
10	Zoom Low					
11	Cyan	0 - 255	0-100%	0	0	Control of cyan color mechanism.
12	Yellow	0 - 255	0-100%	0	0	Control of yellow color mechanism.
13	Magenta	0 - 255	0-100%	0	0	Control of Magenta color mechanism.
14	CTO	0 - 255	0-100%	0	0	Control of CTO mechanism.
15	Color Wheel	0 - 255	0-100%	0	0	8-bit control of Color Wheel. (spin speed slow to fast from control channel) OPEN (centred at 0) Color 1 RED (centred at 32) Color 2 Dark Blue (centred at 64) Color 3 Yellow (centred at 96) Color 4 Kelly Green (centred at 128) Color 5 Amber (centred at 160) Color 6 Congo Blue (centred at 192) Color 7 CTB (centred at 224) Open
16	Color Wheel Control	0 - 255	0-100%	0	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 CW (Forward) 16 - 20 → Wheel Spin STOP 21 - 25 → Wheel Spin CCW (Reverse) 26 - 56 → Color Shake Quickest Path (Slow to Fast) 57 - 87 → Color Shake Normal Path (Slow to Fast) 88 - 255 → Reserved Values
17	Gobo Wheel 1	0 - 255	0-100%	0	0	8-bit control of Gobo Wheel 1. See Channel 21 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 (Punchcard) Index 26 - 30 → Gobo 5 (Swirl) Index 31 - 35 → Gobo 6 (Honeycomb Reverse) Index 36 - 40 → Gobo 7 (On the Rock) 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 (Punchcard) Rotate 66 - 70 → Gobo 5 (Swirl) Rotate 71 - 75 → Gobo 6 (Honeycomb Reverse) Rotate 76 - 80 → Gobo 7 (On the Rock) 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 (Punchcard) Rotate with Mega Stepping 106 - 110 → Gobo 5 (Swirl) Rotate with Mega Stepping 111 - 115 → Gobo 6 (Honeycomb Reverse) Rotate with Mega Stepping 116 - 120 → Gobo 7 (On the Rock) Rotate with Mega Stepping 121 - 255 → Reserved Values
18	Gobo 1 Rot/Index	0 - 65535	0-100%	0 - 32756	→	16-bit control of index and rotation of gobo wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
19	High Byte			32757 - 32780	→	
19	Low Byte			32781 - 65535	→	
20	Gobo Wheel 1 Control	0 - 255	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 17). 0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin CW Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP 61 - 90 → Wheel Spin CCW 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
21	Gobo Wheel 2 (Fixed)	0-255	0-100%	0	0	8-bit control of Gobo Wheel 1. 0 - 5 → Open - No Gobo 6 - 10 → 6-10 Gobo 1 (Leafy Breakup) 11 - 15 → 11-15 Gobo 2 (Medium Circle) 16 - 20 → 16-20 Gobo 3 Swirl (Lattice) 21 - 25 → 21-25 Gobo 4 (Radial Breakup) 26 - 30 → 26-30 Gobo 5 (Dust) 31 - 35 → 31-35 Gobo 6 (Neurons) 36 - 40 → 36-40 Gobo 7 (Grid) 41 - 45 → 41-45 Gobo 8 (Cross bars) Reserved
22	Gobo Wheel 2 Control	0 - 255 Gobo Wheel 2 - 2	0-100%	0	0	Used as a control channel for different movement options for Gobo Wheel 2 (Channel 21). 0 - 5 → Gobo Selection using shortest (quickest) path. 6 - 10 → Gobo Selection using normal (longest) path. 11 - 20 → Reserved Values 21 - 50 → Wheel Spin CW Forward (Fast to Slow) 51 - 60 → Wheel Spin STOP

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				61 - 90	→	Wheel Spin CCW Reverse (Slow to Fast)
				91 - 120	→	Gobo Shake Quikest Path (Slow to Fast)
				121 - 150	→	Gobo Shake Normal Path (Slow to Fast)
				151 - 180	→	Reserved Values
				181 - 210	→	Reserved Values
				211 - 255	→	Reserved Values
23	Iris	0-255	0-100%	0 - 200	→	Iris beam size open to closed
				201 - 255	→	Iris pulse slow to fast

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Dmx	Parameter	Range DMX	Range %	Defaults*	Description	Notes
24	Frame 1A	0 - 255		0		Controls Framing Shutter 1A from Open (DMX 0) to Full (DMX 255).
25	Frame 1B	0 - 255		0		Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
26	Frame 2A	0 - 255		0		Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
27	Frame 2B	0 - 255		0		Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
28	Frame 3A	0 - 255		0		Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
29	Frame 3B	0 - 255		0		Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
30	Frame 4A	0 - 255		0		Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
31	Frame 4B	0 - 255		0		Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
32	Frame Rotate	0 - 255		128		Controls Framing Shutter mechanism from +/- 90°
33	Triangular Prism	0 - 255		0 - 255 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 255 →		Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
34	Prism Index/Rot High Byte Low Byte	0-65535	0-100%	0 - 65535	→	16-bit control of prism rotation and index.
0 - 32756				Rotate Fast to Slow <<<		
35				32757 - 32780	→	Rotation STOP
				32781 - 65535	→	Rotate Slow to Fast >>>
36	Frost	0-255	0-100%	0	→	Linear control of frost mechanism from out (DMX 0) to full in (DMX 255)
37	Strobe Speed	0 - 255	0-100%	0	0	Controls strobe rate from slowest (DMX 0) to fastest (DMX 255) 0.5Hz to 30Hz
38	Strobe Control	0 - 255	0-100%	0 - 255 0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 255 →	0	Control Channel for strobing functions. value to 0 (Idle). Open Closed Normal Strobe Random Strobe Random Sync Reserved Values
39	Programmers Channel	0-255	0-100%	0 - 40 → 41 - 80 → 81 - 120 → 121 - 160 → 161 - 180 → 181 - 200 → 201 - 210 → 211 - 220 → 221 - 225 → 226 - 230 → 231 - 235 → 236 - 240 →		Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). 0-40 Idle 41-80 Linear 81-120 S-Curve 121-160 Square Curve (Default) 161 - 181 PL Curve 181- 200 For Future Use 201 - 210 Auto CTB ON (Default) 211 - 220 Auto CTB off 221 - 225 Edge Tracking OFF 226 - 230 Edge Tracking ON 231 - 235 Soft Zoom start ON 236 - 240 Soft Zoom start OFF For future use
40	Focus Timing	0 - 255			255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
41	Optics Timing	0 - 255			255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
42	Color Timing	0 - 255			255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
43	Beam Timing	0 - 255			255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
44	Gobo Timing	0 - 255			255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
45	Fan Control	0 - 255	0-100%		0-4 05 - 255	Dynamically control fan speed vs LED Output operation. Control values as follows . . . Automatic fan/output adjustment (Default) Linear control of fan speed and LED max output* DMX 5 = Highest Constant Fan Speed DMX 255 = Lowest Constant Fan Speed * Standard mode only
46	Optical Style	0 - 255	0-100%	31 - 60 → 61 - 90 → 91 - 120 →	0 - 30	Hybrid - full zoom range restrictions (default) Spot Projection - 0% - 100% Zoom Range. No other restrictions besides zoom range Open Beam - Open Beam Lock at 0% Zoom - Edge 0% (Hard Edge) - Iris 0% - Beam/Iris/edge functions not operational Shift - Open Beam locked in at 0% zoom-Edge 0%-Iris limited to 20%-100% (Iris never completely leaves beam to keep hard edge)- Gobo Function disabled. Prism Fully functional For future use
47	Luminaire Control	0 - 255		0 - 5 → 6 - 10 → 11 - 15 → 16 - 20 → 21 - 25 → 26 - 30 → 31 - 35 → 36 - 40 → 41 - 45 → 46 - 50 → 51 - 55 → 56 - 60 →	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discrete value of desired effect, wait >3 seconds, then set value to 0 (Idle). Idle (Default) Full Luminaire ReCal - Also Used to Wake fixture up from shutdown Reserved Values Reserved Values Fixture Shutdown Display - Menu ON Display - Menu OFF ReCal Position ReCal Color ReCal Gobo ReCal Beam ReCal Optics

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				61 - 65	→	Reserved Values
				66 - 70	→	Reset Fixture to Defaults
				71 - 75	→	Full Luminaire Reboot. This command will douse lamp and 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 - 100	→	Side Hang Disable (Default)
				101 - 110	→	Side Hang Enable
				111 - 225	→	Reserved Values