

**VL2600 Spot 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 - 16 16 - 48 48 - 80 80 - 112 112 - 143 144 - 176 176 - 208 208 - 240 241 - 255	→ → → → → → → → → →	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 Shortest 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	32767	16-bit control of index and rotation of gobo wheel 1.
19	High Byte					
	Low Byte					
				0 - 32756 32757 - 32780 32781 - 65535	→ → →	Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
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

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				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 Shortest 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

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28	Triangular Prism	0 - 255		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

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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