

# DMX Operation

## Channel Mapping

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 3-1: VL3000 Spot Luminaire Enhanced 16-Bit Mode**

DMX Channel	Parameter	Range
1	Intensity	0-255
2	Hi Byte Pan	0-65535
3	Lo Byte Pan	0-65535
4	Hi Byte Tilt	0-65535
5	Lo Byte Tilt	0-65535
6	Edge	0-255
7	Zoom	0 (small) - 255 (big)
8	CTO Mixer	0 (open) - 255 (diffused)
9	Blue Mixer	0 (open) - 255 (full saturation)
10	Amber Mixer	0 (open) - 255 (full saturation)
11	Magenta Mixer	0 (open) - 255 (full saturation)
12	Color Wheel	0-216 / 217-255 (spins)
13	Gobo Wheel 1	0-216 / 217-255 (spins)
14	Hi Byte Gobo 1 Index/Rot	0-65535
15	Lo Byte Gobo 1 Index/Rot	
16	Gobo Wheel 2	0-216 / 217-255 (spins)
17	Hi Byte Gobo 2 Index/Rot	0-65535
18	Lo Byte Gobo 2 Index/Rot	
19	Gobo Wheel 3	0-216 / 217-255 (spins)
20	Hi Byte Gobo 3 Index/Rot	0-65535
21	Lo Byte Gobo 3 Index/Rot	
22	Beam Iris	0 (small) - 255 (open)
23	Strobe	0 (open) - 255 (max)
24	Focus Time	0-255
25	Color Time	0-255
26	Beam Time	0-255
27	Gobo Time	0-255
28	Control	0-255