JDC2 IP

DMX Channel Index



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(New Canvas System & DMX Layout)

Document revisions

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202600504-1	Big Update for implementation of the new V2.0.1 firmware with adapted canvas and fixture positioning workflow	May 2026

GLP® JDC2 IP DMX Channel Index – V2.0.1 (New Canvas System & DMX Layout)

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1. General Information

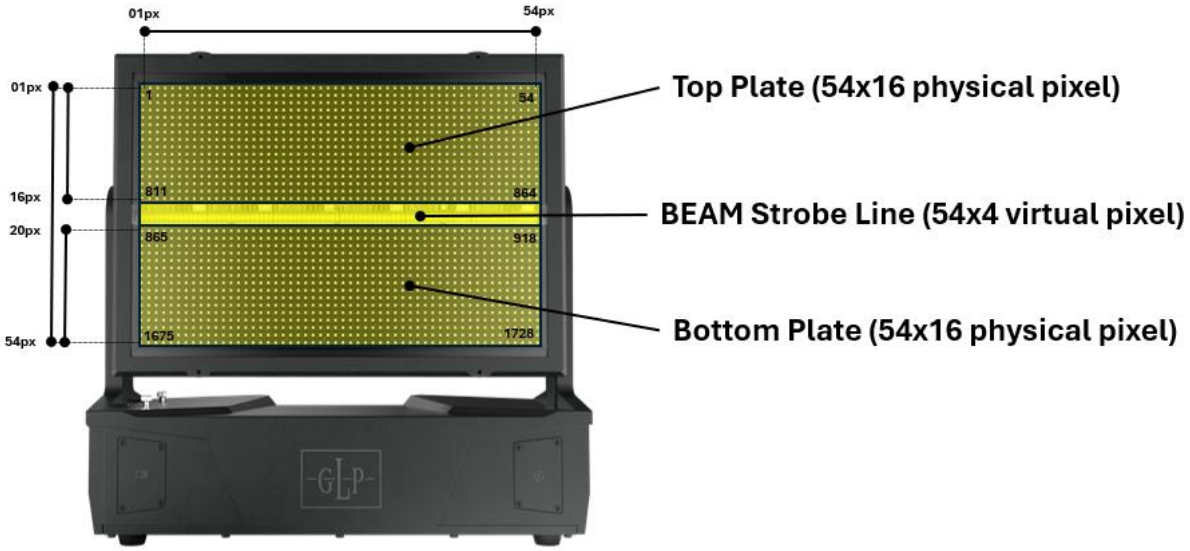
1.1. Physical and virtual pixel

The top plate has 16 parallel and horizontal lines with 54 physical LED pixels and 7mm pixel pitch each.

The bottom plate has 16 parallel and horizontal lines with each 54 physical LED pixels and 7mm pixel pitch.

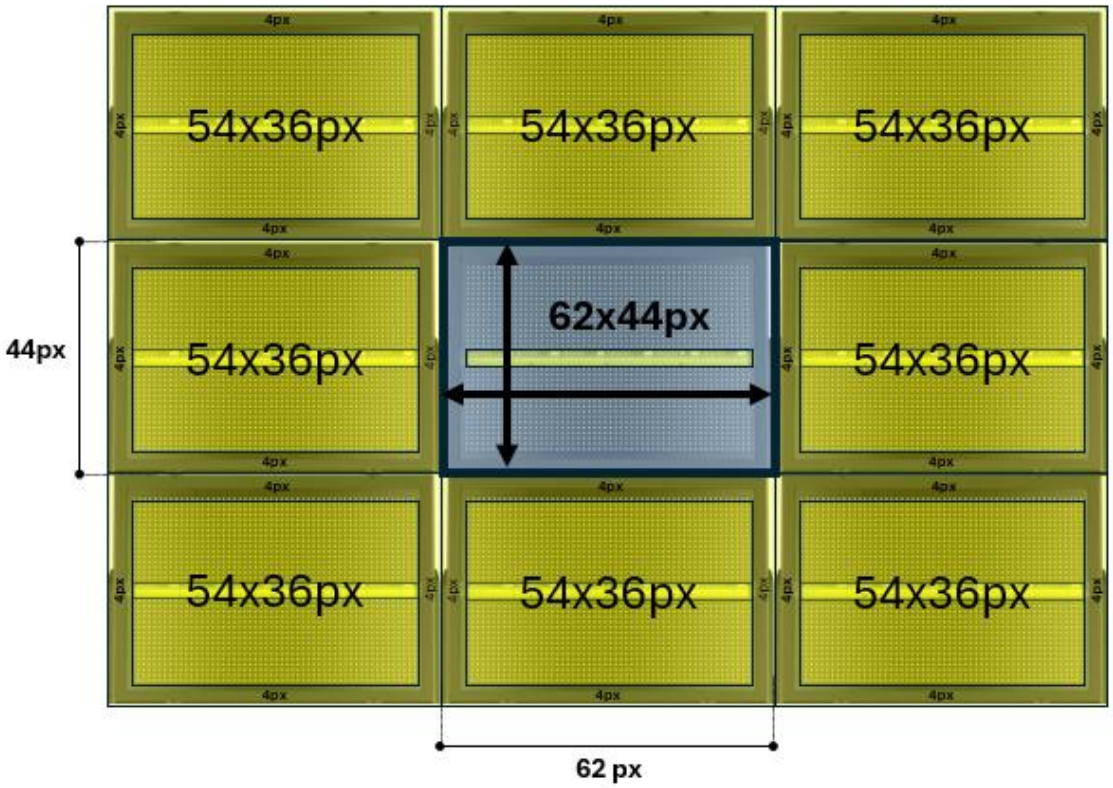
In between the top and bottom plate, the strobe beam line is a 4-line gap with calculated 54x4 virtual pixel.

That gives a LED Matrix of **36 pixels vertical** (16 Lines Top plate + 4 Lines gap + 16 Lines bottom plate) and **54 pixels horizontal**.



1.1. Device Matrix

If multiple fixtures are arranged in a device matrix (Coordinate System Unit → Segmented) add 4 virtual pixels horizontal and vertical around the front face as boarder, so that each JDC2 device can be calculated as a pixel area of 62x44 pixel.



2. Control Modes and Channel Index

2.1. Control Mode Overview

[G] General fixture control module
→ gives you all control channels for the global features.

[B] Main BEAM control module
→ gives you all control channels to control the main BEAM LEDs incl. Pattern Engine.

[P] Main PLATE control module
→ gives you all control channels to control the main PLATE LEDs incl. DigiFX Engine with Color 1 and Color 2.

[b] Individual BEAM segment module
→ gives you individual 12 BEAM segment control incl. a Beam Segment Master Channel.

[p] Individual PLATE segment module
→ gives you individual 12/24 PLATE segment control incl. a Plate Segment Master Channel.

Ch	M1 Minimal 18 CH	M2 Basic 30 CH	M3 Seg. 12-12 105 CH	M4 Seg. 12-24 141 CH (DEFAULT)	M5 Pixel 85 CH
1	Tilt coarse [G]	Tilt coarse [G]	Tilt coarse [G]	Tilt coarse [G]	Tilt [G]
2	Tilt fine [G]	Tilt fine [G]	Tilt fine [G]	Tilt fine [G]	White Beam 01
3	Control [G]	Control [G]	Control [G]	Control [G]	White Beam 02
4	Mix Prio [G]	Mix Prio [G]	Mix Prio [G]	Mix Prio [G]	White Beam 03
5	Intensity coarse [B]	Intensity coarse [B]	Intensity coarse [B]	Intensity coarse [B]	White Beam 04
6	Intensity fine [B]	Intensity fine [B]	Intensity fine [B]	Intensity fine [B]	White Beam 05
7	Duration [B]	Duration [B]	Duration [B]	Duration [B]	White Beam 06
8	Rate [B]	Rate [B]	Rate [B]	Rate [B]	White Beam 07
9	Intensity FX [B] {Strobe Mode]	Intensity FX [B] {Strobe Mode]	Intensity FX [B] {Strobe Mode]	Intensity FX [B] {Strobe Mode]	White Beam 08
10	Intensity coarse [P]	FX Pattern Select [B]	FX Pattern Select [B]	FX Pattern Select [B]	White Beam 09
11	Intensity fine [P]	FX Pattern Speed [B]	FX Pattern Speed [B]	FX Pattern Speed [B]	White Beam 10
12	Duration [P]	FX Pattern X-fade [B]	FX Pattern X-fade [B]	FX Pattern X-fade [B]	White Beam 11
13	Rate [P]	FX Pattern Transition [B]	FX Pattern Transition [B]	FX Pattern Transition [B]	White Beam 12
14	Intensity FX [P] {Strobe Mode]	Intensity coarse [P]	Intensity coarse [P]	Intensity coarse [P]	Red Plate 01
15	CTC [P]	Intensity fine [P]	Intensity fine [P]	Intensity fine [P]	Green Plate 01
16	Red [P]	Duration [P]	Duration [P]	Duration [P]	Blue Plate 01
17	Green [P]	Rate [P]	Rate [P]	Rate [P]	Red Plate 02

18	Blue [P]	Intensity FX [P] {Strobe Mode]	Intensity FX [P] {Strobe Mode]	Intensity FX [P] {Strobe Mode]	Green Plate 02
19		CTC [P]	CTC [P]	CTC [P]	Blue Plate 02
20		Red – Color 1 [P] (Plate / DigiFX / NDI)	Red – Color 1 [P] (Plate / DigiFX / NDI)	Red – Color 1 [P] (Plate / DigiFX / NDI)	Red Plate 03
21		Green – Color 1 [P] (Plate / DigiFX / NDI)	Green – Color 1 [P] (Plate / DigiFX / NDI)	Green – Color 1 [P] (Plate / DigiFX / NDI)	Green Plate 03
22		Blue – Color 1 [P] (Plate / DigiFX / NDI)	Blue – Color 1 [P] (Plate / DigiFX / NDI)	Blue – Color 1 [P] (Plate / DigiFX / NDI)	Blue Plate 03
23		Red – Color 2 B [P] (DigiFX)	Red – Color 2 B [P] (DigiFX)	Red – Color 2 B [P] (DigiFX)	Red Plate 04
24		Green – Color 2 [P] (DigiFX)	Green – Color 2 [P] (DigiFX)	Green – Color 2 [P] (DigiFX)	Green Plate 04
25		Blue – Color 2 [P] (DigiFX)	Blue – Color 2 [P] (DigiFX)	Blue – Color 2 [P] (DigiFX)	Blue Plate 04
26		DigiFX Presets [P]	DigiFX / NDI Canvas Offset X coarse [P]	DigiFX / NDI Canvas Offset X coarse [P]	Red Plate 05
27		DigiFX / NDI Select [P]	DigiFX / NDI Canvas Offset X fine [P]	DigiFX / NDI Canvas Offset X fine [P]	Green Plate 05
28		DigiFX Speed [P]	DigiFX / NDI Canvas Offset Y coarse [P]	DigiFX / NDI Canvas Offset Y coarse [P]	Blue Plate 05
29		DigiFX / NDI Zoom [P]	DigiFX / NDI Canvas Offset Y fine [P]	DigiFX / NDI Canvas Offset Y fine [P]	Red Plate 06
30		DigiFX / NDI Orientation [P]	DigiFX Presets [P]	DigiFX Presets [P]	Green Plate 06
31			DigiFX / NDI Select [P]	DigiFX / NDI Select [P]	Blue Plate 06
32			DigiFX Speed [P]	DigiFX Speed [P]	Red Plate 07
33			DigiFX / NDI Zoom [P]	DigiFX / NDI Zoom [P]	Green Plate 07
34			DigiFX / NDI Orientation coarse [P]	DigiFX / NDI Orientation coarse [P]	Blue Plate 07
35			DigiFX / NDI Orientation fine [P]	DigiFX / NDI Orientation fine [P]	Red Plate 08
36			DigiFX Shape FX1 [P]	DigiFX Shape FX1 [P]	Green Plate 08
37			DigiFX Shape FX2 [P]	DigiFX Shape FX2 [P]	Blue Plate 08
38			DigiFX Shape FX3 [P]	DigiFX Shape FX3 [P]	Red Plate 09
39			DigiFX Shape FX4 [P]	DigiFX Shape FX4 [P]	Green Plate 09
40			DigiFX/NDI Transition [P]	DigiFX/NDI Transition [P]	Blue Plate 09
41			Canvas Size X coarse [P]	Canvas Size X coarse [P]	Red Plate 10
42			Canvas Size X fine [P]	Canvas Size X fine [P]	Green Plate 10
43			Canvas Size Y coarse [P]	Canvas Size Y coarse [P]	Blue Plate 10
44			Canvas Size Y fine [P]	Canvas Size Y fine [P]	Red Plate 11
45			Canvas Coordinate Unit [P]	Canvas Coordinate Unit [P]	Green Plate 11
46			Canvas Coordinate System [P]	Canvas Coordinate System [P]	Blue Plate 11
47			Device Position Offset X coarse [P]	Device Position Offset X coarse [P]	Red Plate 12

48			Device Position Offset X fine [P]	Device Position Offset X fine [P]	Green Plate 12
49			Device Position Offset Y coarse [P]	Device Position Offset Y coarse [P]	Blue Plate 12
50			Device Position Offset Y fine [P]	Device Position Offset Y fine [P]	Red Plate 13
51			Device Orientation coarse [P]	Device Orientation coarse [P]	Green Plate 13
52			Device Orientation fine [P]	Device Orientation fine [P]	Blue Plate 13
53			Not used	Not used	Red Plate 14
54			Intensity Beam Segment Master coarse [b]	Intensity Beam Segment Master coarse [b]	Green Plate 14
55			Intensity Beam Segment Master fine [b]	Intensity Beam Segment Master fine [b]	Blue Plate 14
56			Intensity Plate Segment Master coarse [p]	Intensity Plate Segment Master coarse [p]	Red Plate 15
57			Intensity Plate Segment Master fine [p]	Intensity Plate Segment Master fine [p]	Green Plate 15
58			White Beam 01 [b]	White Beam 01 [b]	Blue Plate 15
59			White Beam 02 [b]	White Beam 02 [b]	Red Plate 16
60			White Beam 03 [b]	White Beam 03 [b]	Green Plate 16
61			White Beam 04 [b]	White Beam 04 [b]	Blue Plate 16
62			White Beam 05 [b]	White Beam 05 [b]	Red Plate 17
63			White Beam 06 [b]	White Beam 06 [b]	Green Plate 17
64			White Beam 07 [b]	White Beam 07 [b]	Blue Plate 17
65			White Beam 08 [b]	White Beam 08 [b]	Red Plate 18
66			White Beam 09 [b]	White Beam 09 [b]	Green Plate 18
67			White Beam 10 [b]	White Beam 10 [b]	Blue Plate 18
68			White Beam 11 [b]	White Beam 11 [b]	Red Plate 19
69			White Beam 12 [b]	White Beam 12 [b]	Green Plate 19
70			Red Plate 01 [p]	Red Plate 01 [p]	Blue Plate 19
71			Green Plate 01 [p]	Green Plate 01 [p]	Red Plate 20
72			Blue Plate 01 [p]	Blue Plate 01 [p]	Green Plate 20
73			Red Plate 02 [p]	Red Plate 02 [p]	Blue Plate 20
74			Green Plate 02 [p]	Green Plate 02 [p]	Red Plate 21
75			Blue Plate 02 [p]	Blue Plate 02 [p]	Green Plate 21
76			Red Plate 03 [p]	Red Plate 03 [p]	Blue Plate 21
77			Green Plate 03 [p]	Green Plate 03 [p]	Red Plate 22
78			Blue Plate 03 [p]	Blue Plate 03 [p]	Green Plate 22
79			Red Plate 04 [p]	Red Plate 04 [p]	Blue Plate 22
80			Green Plate 04 [p]	Green Plate 04 [p]	Red Plate 23
81			Blue Plate 04 [p]	Blue Plate 04 [p]	Green Plate 23

82			Red Plate 05 [p]	Red Plate 05 [p]	Blue Plate 23
83			Green Plate 05 [p]	Green Plate 05 [p]	Red Plate 24
84			Blue Plate 05 [p]	Blue Plate 05 [p]	Green Plate 24
85			Red Plate 06 [p]	Red Plate 06 [p]	Blue Plate 24
86			Green Plate 06 [p]	Green Plate 06 [p]	
87			Blue Plate 06 [p]	Blue Plate 06 [p]	
88			Red Plate 07 [p]	Red Plate 07 [p]	
89			Green Plate 07 [p]	Green Plate 07 [p]	
90			Blue Plate 07 [p]	Blue Plate 07 [p]	
91			Red Plate 08 [p]	Red Plate 08 [p]	
92			Green Plate 08 [p]	Green Plate 08 [p]	
93			Blue Plate 08 [p]	Blue Plate 08 [p]	
94			Red Plate 09 [p]	Red Plate 09 [p]	
95			Green Plate 09 [p]	Green Plate 09 [p]	
96			Blue Plate 09 [p]	Blue Plate 09 [p]	
97			Red Plate 10 [p]	Red Plate 10 [p]	
98			Green Plate 10 [p]	Green Plate 10 [p]	
99			Blue Plate 10 [p]	Blue Plate 10 [p]	
100			Red Plate 11 [p]	Red Plate 11 [p]	
101			Green Plate 11 [p]	Green Plate 11 [p]	
102			Blue Plate 11 [p]	Blue Plate 11 [p]	
103			Red Plate 12 [p]	Red Plate 12 [p]	
104			Green Plate 12 [p]	Green Plate 12 [p]	
105			Blue Plate 12 [p]	Blue Plate 12 [p]	
106				Red Plate 13 [p]	
107				Green Plate 13 [p]	
108				Blue Plate 13 [p]	
109				Red Plate 14 [p]	
110				Green Plate 14 [p]	
111				Blue Plate 14 [p]	
112				Red Plate 15 [p]	
113				Green Plate 15 [p]	
114				Blue Plate 15 [p]	
115				Red Plate 16 [p]	
116				Green Plate 16 [p]	
117				Blue Plate 16 [p]	
118				Red Plate 17 [p]	
119				Green Plate 17 [p]	
120				Blue Plate 17 [p]	
121				Red Plate 18 [p]	
122				Green Plate 18 [p]	
123				Blue Plate 18 [p]	
124				Red Plate 19 [p]	

125				Green Plate 19 [p]	
126				Blue Plate 19 [p]	
127				Red Plate 20 [p]	
128				Green Plate 20 [p]	
129				Blue Plate 20 [p]	
130				Red Plate 21 [p]	
131				Green Plate 21 [p]	
132				Blue Plate 21 [p]	
133				Red Plate 22 [p]	
134				Green Plate 22 [p]	
135				Blue Plate 22 [p]	
136				Red Plate 23 [p]	
137				Green Plate 23 [p]	
138				Blue Plate 23 [p]	
139				Red Plate 24 [p]	
140				Green Plate 24 [p]	
141				Blue Plate 24 [p]	

2.2.1. Control Mode 1 / M1 - Minimal (CH18)

2.2.1.1. Fixture Modules Overview

[G] General fixture control module	
Tilt	001 / 002
Control	003
Mix Prio (Main & Sub)	004

[B] Main BEAM control module	
Intensity	005 / 006
Duration	007
Rate	008
Intensity FX	009

[P] Main PLATE control module	
Intensity	010 / 011
Duration	012
Rate	013
Intensity FX	014
CTC	015
Red	016
Green	017
Blue	018

[G] General fixture control module
→ gives you all control channels for the global features.

[B] Main BEAM control module
→ gives you all control channels to control the main BEAM LEDs.

[P] Main PLATE control module
→ gives you all control channels to control the main PLATE LEDs.

2.2.1.2. Fixture Modules Layout



2.2.1.3. DMX Channel Index

Ch	Channel Feature	Feature Set	DMX Value		Controller Default	Channel Type	Note
1	Tilt [G]	coarse	0	65535	32767	fade	-92° Back → +92° Front (total 184°)
2		fine					
3	Control [G]	*→see 2.3.1. Control Channel / Fixture Settings*					
4	Mix Prio [G]	MAIN & SEGMENT module (HTP)	0	9	191..192	snap	Highest color value of MAIN or SEGMENT moule has priority
		MAIN module only	10	19		snap	MAIN module color value only
		SEGMENT module only	20	29		snap	SEGMENT module color value only
		MAIN + SEGMENT module additive	30	39		snap	SEGMENT module color value is added to MAIN module value.
		MAIN – SEGMENT module subtractive	40	49		snap	SEGMENT module color value is subtracted from MAIN module value
		SEGMENT – MAIN module subtractive	50	59		snap	MAIN module color value is subtracted from SEGMENT module value
		TrueColor 1 : MAIN over SEGMENT module (snap)	60	69		snap	SEGMENT module is background. MAIN module color values >0 will override SEGMENT module and SEGMENT module will snap blackout
		TrueColor2 : SEGMENT over MAIN module (snap)	70	79		snap	MAIN module is background. SEGMENT module color values >0 will override MAIN module, and MAIN module will snap blackout
		TrueColor3 : MAIN over SEGMENT module (Crossfade)	80	89		snap	SEGMENT module is background. MAIN module color values >0 will crossfade and override SEGMENT module – SEGMENT module will fade blackout
		TrueColor4 : SEGMENT over MAIN module (Crossfade)	90	99		snap	MAIN module is background. SEGMENT module color values >0 will crossfade and override MAIN module – MAIN module will fade blackout
		Not Used	100	127			Not used (Main & Sub (HTP))
		MAIN module only	128	130		snap	MAIN module color value only.
		Crossfade ...	...	...		fade	smooth fading
		MAIN & SEGMENT module (HTP)	191	192		snap	Highest color value of MAIN or SEGMENT moule has priority

		Crossfade ...	...	...		fade	smooth fading
		SEGMENT module only	253	255		snap	SEGMENT module color value only.
5	Intensity [B]	coarse	0	65535	0	fade	
6		fine					
7	Duration [B]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
8	Rate [B]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		open	251	255		snap	continuous output
9	Intensity FX [Strobe Mode] [B]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments
		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures

		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures
		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		Chaser Flash LR	110	114		snap	Sync Chaser Flash Left to Right
		Chaser Flash LR Random	115	119		snap	random Chaser Flash Left to Right
		Chaser Flash RL	120	124		snap	Sync Chaser Flash Right to Left
		Chaser Flash RL Random	125	129		snap	Random Chaser Flash Right to Left
		Bounce Flash LR	130	134		snap	Sync Bounce, starting left
		Bounce Flash LR Random	135	139		snap	Random Bounce, starting left
		Bounce Flash RL	140	144		snap	Sync Bounce, starting right
		Bounce Flash RL Random	145	149		snap	Random Bounce, starting right
		Bounce center to out	150	154		snap	Bounce center to out
		Bounce center to out random	155	159		snap	Bounce center to out random
		Center to Out Flash	160	164		snap	Sync Flash from Center to outside
		Center to Out Flash Random	165	169		snap	Random Flash from Center to outside
		Out to Center Flash	170	174		snap	Sync Flash from Outside to center
		Out to Center Flash Random	175	179		snap	Random Flash from Outside to center
		Bounce Out to Center Flash	180	184		snap	Bounce Out to Center Flash
		Bounce Out to Center Flash Random	185	189		snap	Bounce Out to Center Flash Random
		not used	190	255		snap	
10 11	Intensity [P]	coarse fine	0	65535	0	fade	0% → 100% Intensity
12	Duration [P]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
13	Rate [P]	close	0	4	255	snap	Blackout

		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		Open	251	255		snap	continuous output
14	Intensity FX [Strobe Mode] [P]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments
		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures

		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		not used	110	255		snap	
15	CTC [P]	Open	0	9	0	snap	Open (White Point)
		CTC 10000K	10	10		snap	10000K Cold White
		CTC 9999K → 2501K	11	254		fade	Cold White 1000K → warm white 2500K
		CTC 2500K	255	255		snap	2500K Warm White
16	Red [P]		0	255	255	fade	0% → 100% Intensity
17	Green [P]		0	255	255	fade	0% → 100% Intensity
18	Blue [P]		0	255	255	fade	0% → 100% Intensity

2.2.2. Control Mode 2 / M2 - Basic (CH30)

2.2.2.1. Fixture Modules Overview

[G] General fixture control module	
Tilt	001 / 002
Control	003
Mix Prio (Main & Sub)	004

[B] Main BEAM control module	
Intensity	005 / 006
Duration	007
Rate	008
Intensity FX	009
FX Pattern Select	010
FX Pattern Speed	011
FX Pattern Crossfade	012
FX Pattern Transition	013

[P] Main PLATE control module	
Intensity	014 / 015
Duration	016
Rate	017
Intensity FX	018
CTC	019
Red – Color 1	020
Green – Color 1	021
Blue – Color 1	022
Red – Color 2	023
Green – Color 2	024
Blue – Color 2	025
DigiFX Presets	026
DigiFX / NDI Select	027
DigiFX Speed	028
DigiFX / NDI Zoom	029
DigiFX / NDI Orientation	030

[G] General fixture control module
→ gives you all control channels for the global features.

[B] Main BEAM control module
→ gives you all control channels to control the main BEAM LEDs incl. Pattern Engine.

[P] Main PLATE control module
→ gives you all control channels to control the main PLATE LEDs incl. DigiFX Engine with dual ColorSets.

2.2.2.2. Fixture Modules Layout



2.2.2.3. DMX Channel Index / M2 - Basic (CH30)

Ch	Channel Feature	Feature Set	DMX Value		Controller Default	Channel Type	Note
1	Tilt [G]	coarse	0	65535	32767	fade	-92° Back → +92° Front (total 184°)
2		fine					
3	Control [G]	→ *see 2.3.1. Control Channel / Fixture Settings*					
4	Mix Prio [G]	MAIN & SEGMENT module (HTP)	0	9	191..192	snap	Highest color value of MAIN or SEGMENT moule has priority
		MAIN module only	10	19		snap	MAIN module color value only
		SEGMENT module only	20	29		snap	SEGMENT module color value only
		MAIN + SEGMENT module additive	30	39		snap	SEGMENT module color value is added to MAIN module value.
		MAIN – SEGMENT module subtractive	40	49		snap	SEGMENT module color value is subtracted from MAIN module value
		SEGMENT – MAIN module subtractive	50	59		snap	MAIN module color value is subtracted from SEGMENT module value
		TrueColor 1 : MAIN over SEGMENT module (snap)	60	69		snap	SEGMENT module is background. MAIN module color values >0 will override SEGMENT module and SEGMENT module will snap blackout
		TrueColor2 : SEGMENT over MAIN module (snap)	70	79		snap	MAIN module is background. SEGMENT module color values >0 will override MAIN module and MAIN module will snap blackout
		TrueColor3 : MAIN over SEGMENT module (Crossfade)	80	89		snap	SEGMENT module is background. MAIN module color values >0 will crossfade and override SEGMENT module – SEGMENT module will fade blackout
		TrueColor4 : SEGMENT over MAIN module (Crossfade)	90	99		snap	MAIN module is background. SEGMENT module color values >0 will crossfade and override MAIN module – MAIN module will fade blackout
		Not Used	100	127			Not used (Main & Sub (HTP))

		MAIN module only	128	130		snap	MAIN module color value only.
		Crossfade ...	...	...		fade	smooth fading
		MAIN & SEGMENT module (HTP)	191	192		snap	Highest color value of MAIN or SEGMENT moule has priority
		Crossfade ...	...	...		fade	smooth fading
		SEGMENT module only	253	255		snap	SEGMENT module color value only.
5	Intensity [B]	coarse	0	65535	0	fade	0% → 100% Intensity
6		fine					
7	Duration [B]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
8	Rate [B]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		open	251	255		snap	continuous output
9	Intensity FX [Strobe Mode] [B]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments
		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures

		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures
		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		Chaser Flash LR	110	114		snap	Sync Chaser Flash Left to Right
		Chaser Flash LR Random	115	119		snap	random Chaser Flash Left to Right
		Chaser Flash RL	120	124		snap	Sync Chaser Flash Right to Left
		Chaser Flash RL Random	125	129		snap	Random Chaser Flash Right to Left
		Bounce Flash LR	130	134		snap	Sync Bounce, starting left
		Bounce Flash LR Random	135	139		snap	Random Bounce, starting left
		Bounce Flash RL	140	144		snap	Sync Bounce, starting right
		Bounce Flash RL Random	145	149		snap	Random Bounce, starting right
		Bounce center to out	150	154		snap	Bounce center to out
		Bounce center to out random	155	159		snap	Bounce center to out random
		Center to Out Flash	160	164		snap	Sync Flash from Center to outside
		Center to Out Flash Random	165	169		snap	Random Flash from Center to outside
		Out to Center Flash	170	174		snap	Sync Flash from Outside to center

		Out to Center Flash Random	175	179		snap	Random Flash from Outside to center
		Bounce Out to Center Flash	180	184		snap	Bounce Out to Center Flash
		Bounce Out to Center Flash Random	185	189		snap	Bounce Out to Center Flash Random
		not used	190	255		snap	
10	FX Pattern Select [B]	Idle	0	9	0	snap	No pattern / plate full on
		Static Pattern 01	10	11		snap	Selection of static BEAM segment pattern
		Static Pattern 02	12	13		snap	
		...	...	...		...	
		Static Pattern 58	124	125		snap	
		Static Pattern 59	126	127		snap	
		Dynamic Pattern 01	128	129		snap	Selection of dynamic BEAM segment pattern. Adjust speed using speed channel.
		Dynamic Pattern 02	130	131		snap	
		...	...	...		....	
		Dynamic Pattern 49	224	225		snap	
		Dynamic Pattern 50	226	227		snap	
		not used	228	249		snap	
		Random Pixel	250	255		snap	Random Segments
11	FX Pattern Speed [B]	Stop (First Pattern Step)	0	2	55	snap	Stop at 1st pattern step
		CW fast - slow (run Pattern Step 1..n)	3	63		fade	Adjust speed between pattern step to pattern step reward
		Stop at current position	64	66		snap	Stop at current position
		CCW slow - fast (run Pattern Step n..1)	67	127		fade	Adjust speed between pattern step to pattern step forward
		Pattern Step 01	128	129		snap	Direct access to pattern steps
		Pattern Step 02	130	131		snap	
		...	...	...		...	
		Pattern Step 63	252	253		snap	

		Pattern Step 64	254	255		snap	
12	FX Pattern X-fade [B]	Off (Snap)	0	9	0	snap	no Crossfade (Snap)
		XFade (snap → max. fade)	10	127		fade	Fade in time = fade out time
		Off (Snap)	128	137		snap	no Crossfade (Snap)
		XFade with Tail (snap → max. fade)	138	255		fade	Fade-In time < fade out time (shadow effect)
13	FX Pattern Transition [B]	Off (Snap)	0	9	0	snap	Pattern A to Pattern B will snap
		Transition Normal (snap → max. fade)	10	63		fade	Pattern A to Pattern B will crossfade 0..5s
		Off (Snap)	64	73		snap	Pattern A to Pattern B will snap
		Transition FOB (snap → max. fade)	74	127		fade	Fade Over Blackout Pattern A to Pattern B will crossfade over Blackout 0..5s
		Off (Snap)	128	137		snap	Pattern A to Pattern B will snap
		Transition FOF (snap → max. fade)	138	191		fade	Fade Over Full Pattern A to Pattern B will crossfade over Full 0..5s
		No function	192	255			
14	Intensity [P]	coarse	0	65535	0	fade	0% → 100% Intensity
15		fine					
16	Duration [P]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
17	Rate [P]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		open	251	255		snap	continuous output
18	Intensity FX [Strobe Mode] [P]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments

		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures
		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		not used	110	255		snap	
19	CTC [P]	Open	0	9	0	snap	Open (White Point)
		CTC 10000K	10	10		snap	10000K Cold White
		CTC 9999K → 2501K	11	254		fade	Cold White 1000K → warm white 2500K
		CTC 2500K	255	255		snap	2500K Warm White

20	Red – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	No DigiFX = Colormix full plate DigiFX = Colormix 1st DigiFX Color NDI = Color Intensity limiter
21	Green – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	
22	Blue – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	
23	Red – Color 2 [P] (DigiFX)		0	255	0	fade	No DigiFX = no function DigiFX = Colormix 2st DigiFX Color NDI = no function
24	Green – Color 2 [P] (DigiFX)		0	255	0	fade	
25	Blue – Color 2 [P] (DigiFX)		0	255	0	fade	
26	DigiFX Presets [P]	Off	0	9	0	snap	Manual DigiFX Parameter control
		DigiFX Preset 01	10	10		snap	DigiFX Parameter Presets 01..246
		DigiFX Preset 02	11	11		snap	
		DigiFX Preset 03	12	12		snap	
		DigiFX Preset 04	13	13		snap	
		...	...	...			
		DigiFX Preset 243	252	252		snap	
		DigiFX Preset 244	253	253		snap	
		DigiFX Preset 245	254	254		snap	
		DigiFX Preset 246	255	255		snap	
27	DigiFX / NDI Select [P]	Idle	0	9	0	snap	Full Plate
		DigiFX 01	10	11		snap	DigiFX Effect Selection
		DigiFX 02	12	13		snap	
		DigiFX 03	14	15		snap	
		DigiFX 04	16	17		snap	
		...	...	...		...	
		DigiFX 75	158	159		snap	
		DigiFX 76	160	161		snap	
		DigiFX 77	162	163		snap	
		DigiFX 78	164	165		snap	
		DigiFX 79	166	167		snap	
		DigiFX 80	168	169		snap	
		not used	169	199			
		Alignment patterns	200	...			(work in progress)
		not used	...	250			

		FVP	251	251		snap	Content received via FVP Protocol
		NDI4	252	252		snap	External NDI Stream with max. 480x640px (divided by 4px). NDI1 = "GLP-JDC2-1" NDI2 = "GLP-JDC2-2" NDI3 = "GLP-JDC2-3" NDI4 = "GLP-JDC2-4"
		NDI3	253	253		snap	
		NDI2	254	254		snap	
		NDI1	255	255		snap	
28	DigiFX Speed [P]	Stop at current position	0	0	127	snap	DigiFX stops at current position
		Min. speed → Default	1	126		fade	Minimum speed → Default DigiFX Speed
		Default speed	127	127		snap	Idle DigiFX Speed
		Default → max speed	128	255		fade	Default speed → Max. DigiFX speed
29	DigiFX / NDI Zoom [P]	Minimum scale	0	0	127	snap	minimum scale
		Min. Scale → 1:1 scale	1	126		fade	min. scale → 1:1 scale
		1:1	127	127		snap	1:1 relation of the intended view on the DigiFX to the canvas
		1:1 → max. scale	128	254		fade	1:1 → max. scale
		Maximum scale	255	255		snap	maximum scale
30	DigiFX / NDI Orientation [P]	-360° → 0°	0	126	127	fade	CW rotation Index
		0°	127	127		snap	Idle orientation
		0° → +360°	128	255		fade	CCW rotation Index

2.2.3. Control Mode 3 / M3 - Segment 12-12 (CH105)

2.2.3.1. Fixture Modules Overview

[G] General fixture control module	
Tilt	001 / 002
Control	003
Mix Prio (Main & Sub)	004

[B] Main BEAM control module	
Intensity	005 / 006
Duration	007
Rate	008
Intensity FX	009
FX Pattern Select	010
FX Pattern Speed	011
FX Pattern Crossfade	012
FX Pattern Transition	013

[P] Main PLATE control module	
Intensity	014 / 015
Duration	016
Rate	017
Intensity FX	018
CTC	019
Red – Color 1	020
Green – Color 1	021
Blue – Color 1	022
Red – Color 2	023
Green – Color 2	024
Blue – Color 2	025
DigiFX Canvas Offset X	026 / 027
DigiFX Canvas Offset Y	028 / 029
DigiFX Presets	030
DigiFX / NDI Select	031
DigiFX Speed	032
DigiFX / NDI Zoom	033
DigiFX / NDI Orientation	034 / 035
DigiFX Shape FX1	036
DigiFX Shape FX2	037
DigiFX Shape FX3	038
DigiFX Shape FX4	039
DigiFX/NDI Transition	040
Canvas Size X	041 / 042
Canvas Size Y	043 / 044
Canvas Coordinate Unit	045
Canvas Coordinate System	046
Device Position Offset X	047 / 048
Device Position Offset Y	049 / 050
Device Orientation	051 / 052
Not used	053

[b] Individual BEAM segment module	
Intensity Master Segments	054 / 055
Intensity Segment 01	058
Intensity Segment 02	059
Intensity Segment 03	060
Intensity Segment 04	061
Intensity Segment 05	062
Intensity Segment 06	063
Intensity Segment 07	064
Intensity Segment 08	065
Intensity Segment 09	066
Intensity Segment 10	067
Intensity Segment 11	068
Intensity Segment 12	069

[p] Individual PLATE segment module	
Intensity Master Segments	056 / 057
Red Segment 01	070
Green Segment 01	071
Blue Segment 01	072
Red Segment 02	073
Green Segment 02	074
Blue Segment 02	075
Red Segment ...	...
Green Segment ...	...
Blue Segment ...	...
Red Segment 24	103
Green Segment 24	104
Blue Segment 12	105

[G] General fixture control module
→ gives you all control channels for the global features.

[B] Main BEAM control module
→ gives you all control channels to control the main BEAM LEDs incl. Pattern Engine.

[P] Main PLATE control module
→ gives you all control channels to control the main PLATE LEDs incl. DigiFX Engine with dual ColorSets.

[b] Individual BEAM segment module
→ gives you individual 12 BEAM segment control incl. a Beam Segment Master Channel.

[p] Individual PLATE segment module
→ gives you individual 12 PLATE segment control incl. a Plate Segment Master Channel.

2.2.3.2. Fixture Modules Layout



2.2.3.3. DMX Channel Index

Ch	Channel Feature	Feature Set	DMX Value		Controller Default	Channel Type	Note
1	Tilt [G]	coarse	0	65535	32767	fade	-92° Back → +92° Front (total 184°)
2		fine					
3	Control [G]	→ *see 2.3.1. Control Channel / Fixture Settings*					
4	Mix Prio [G]	MAIN & SEGMENT module (HTP)	0	9	191..192	snap	Highest color value of MAIN or SEGMENT moule has priority
		MAIN module only	10	19		snap	MAIN module color value only
		SEGMENT module only	20	29		snap	SEGMENT module color value only
		MAIN + SEGMENT module additive	30	39		snap	SEGMENT module color value is added to MAIN module value.
		MAIN – SEGMENT module subtractive	40	49		snap	SEGMENT module color value is subtracted from MAIN module value
		SEGMENT – MAIN module subtractive	50	59		snap	MAIN module color value is subtracted from SEGMENT module value
		TrueColor 1 : MAIN over SEGMENT module (snap)	60	69		snap	SEGMENT module is background. MAIN module color values >0 will override SEGMENT module and SEGMENT

							module will snap blackout
		TrueColor2 : SEGMENT over MAIN module (snap)	70	79		snap	MAIN module is background. SEGMENT module color values >0 will override MAIN module, and MAIN module will snap blackout
		TrueColor3 : MAIN over SEGMENT module (Crossfade)	80	89		snap	SEGMENT module is background. MAIN module color values >0 will crossfade and override SEGMENT module – SEGMENT module will fade blackout
		TrueColor4 : SEGMENT over MAIN module (Crossfade)	90	99		snap	MAIN module is background. SEGMENT module color values >0 will crossfade and override MAIN module – MAIN module will fade blackout
		Not Used	100	127			Not used (Main & Sub (HTP))
		MAIN module only	128	130		snap	MAIN module color value only.
		Crossfade ...	...	...		fade	smooth fading
		MAIN & SEGMENT module (HTP)	191	192		snap	Highest color value of MAIN or SEGMENT moule has priority
		Crossfade ...	...	...		fade	smooth fading
		SEGMENT module only	253	255		snap	SEGMENT module color value only.
5	Intensity [B]	coarse	0	65535	0	fade	0% → 100% Intensity
6		fine					
7	Duration [B]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
8	Rate [B]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		open	251	255		snap	continuous output
9	Intensity FX [Strobe Mode] [B]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments

		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures
		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		Chaser Flash LR	110	114		snap	Sync Chaser Flash Left to Right
		Chaser Flash LR Random	115	119		snap	random Chaser Flash Left to Right
		Chaser Flash RL	120	124		snap	Sync Chaser Flash Right to Left
		Chaser Flash RL Random	125	129		snap	Random Chaser Flash Right to Left
		Bounce Flash LR	130	134		snap	Sync Bounce, starting left

		Bounce Flash LR Random	135	139		snap	Random Bounce, starting left
		Bounce Flash RL	140	144		snap	Sync Bounce, starting right
		Bounce Flash RL Random	145	149		snap	Random Bounce, starting right
		Bounce center to out	150	154		snap	Bounce center to out
		Bounce center to out random	155	159		snap	Bounce center to out random
		Center to Out Flash	160	164		snap	Sync Flash from Center to outside
		Center to Out Flash Random	165	169		snap	Random Flash from Center to outside
		Out to Center Flash	170	174		snap	Sync Flash from Outside to center
		Out to Center Flash Random	175	179		snap	Random Flash from Outside to center
		Bounce Out to Center Flash	180	184		snap	Bounce Out to Center Flash
		Bounce Out to Center Flash Random	185	189		snap	Bounce Out to Center Flash Random
		not used	190	255		snap	
10	FX Pattern Select [B]	Idle	0	9	0	snap	No pattern / plate full on
		Static Pattern 01	10	11		snap	Selection of static BEAM segment pattern
		Static Pattern 02	12	13		snap	
		...	...	...		...	
		Static Pattern 58	124	125		snap	
		Static Pattern 59	126	127		snap	
		Dynamic Pattern 01	128	129		snap	Selection of dynamic BEAM segment pattern. Adjust speed using speed channel.
		Dynamic Pattern 02	130	131		snap	
		...	...	...		....	
		Dynamic Pattern 49	224	225		snap	
		Dynamic Pattern 50	226	227		snap	
		not used	228	249		snap	
		Random Pixel	250	255		snap	Random Segments
11	FX Pattern Speed [B]	Stop (First Pattern Step)	0	2	55	snap	Stop at 1st pattern step
		CW fast - slow (run Pattern Step 1..n)	3	63		fade	Adjust speed between pattern step to pattern step reward

		Stop at current position	64	66		snap	Stop at current position
		CCW slow - fast (run Pattern Step n..1)	67	127		fade	Adjust speed between pattern step to pattern step forward
		Pattern Step 01	128	129		snap	Direct access to pattern steps
		Pattern Step 02	130	131		snap	
		...	...	...		...	
		Pattern Step 63	252	253		snap	
		Pattern Step 64	254	255		snap	
12	FX Pattern X-fade [B]	Off (Snap)	0	9	0	snap	no Crossfade (Snap)
		XFade (snap → max. fade)	10	127		fade	Fade in time = fade out time
		Off (Snap)	128	137		snap	no Crossfade (Snap)
		XFade with Tail (snap → max. fade)	138	255		fade	Fade-In time < fade out time (shadow effect)
13	FX Pattern Transition [B]	Off (Snap)	0	9	0	snap	Pattern A to Pattern B will snap
		Transition Normal (snap → max. fade)	10	63		fade	Pattern A to Pattern B will crossfade 0..5s
		Off (Snap)	64	73		snap	Pattern A to Pattern B will snap
		Transition FOB (snap → max. fade)	74	127		fade	Fade Over Blackout Pattern A to Pattern B will crossfade over Blackout 0..5s
		Off (Snap)	128	137		snap	Pattern A to Pattern B will snap
		Transition FOF (snap → max. fade)	138	191		fade	Fade Over Full Pattern A to Pattern B will crossfade over Full 0..5s
		No function	192	255			
14	Intensity [P]	coarse	0	65535	0	fade	0% → 100% Intensity
15		fine					
16	Duration [P]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
17	Rate [P]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → fast strobe

							Intensity FX ON: slow → fast speed
		open	251	255		snap	continuous output
18	Intensity FX [Strobe Mode] [P]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments
		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures

		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		not used	110	255		snap	
19	CTC [P]	Open	0	9	0	snap	Open (White Point)
		CTC 10000K	10	10		snap	10000K Cold White
		CTC 9999K → 2501K	11	254		fade	Cold White 1000K → warm white 2500K
		CTC 2500K	255	255		snap	2500K Warm White
20	Red – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	No DigiFX selected: Colormix full plate
21	Green – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	DigiFX selected: Colormix 1st DigiFX Color
22	Blue – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	NDI/FVP selected: Color Intensity limiter
23	Red – Color 2 [P] (DigiFX)		0	255	0	fade	No DigiFX selected: no function
24	Green – Color 2 [P] (DigiFX)		0	255	0	fade	DigiFX selected: Colormix 2st DigiFX Color
25	Blue – Color 2 [P] (DigiFX)		0	255	0	fade	NDI/FVP selected: no function
26	DigiFX / NDI Canvas Offset X [P]	coarse	0 → -32767 pixel Offset	0	32766	32767	fade	Set a negative offset for X to the DigiFX or NDI/FVP Content
27		fine	No Offset	32767	32767		snap	DigiFX: DigiFX center is aligned with the canvas center. NDI: 1st pixel position is aligned with the canvas origin (x:0 / y:0).
			0 → +32767 pixel Offset	32768	65535		fade	Set a positive offset for X to the DigiFX or NDI/FVP Content
28	DigiFX / NDI Canvas Offset Y [P]	coarse	0 → -32767 pixel Offset	0	32766	32767	fade	Set a negative offset for Y to the DigiFX or NDI/FVP Content
29		fine	No Offset	32767	32767		snap	DigiFX: DigiFX center is aligned with the canvas center. NDI: 1st pixel position is aligned with the canvas origin (x:0 / y:0).
			0 → +32767 pixel Offset	32768	65535		fade	Set a positive offset for Y to the DigiFX or NDI/FVP Content
30	DigiFX Presets [P]		Off	0	9	0	snap	Manual DigiFX parameter control
			DigiFX Preset 01	10	10		snap	DigiFX parameter presets 01..246
			DigiFX Preset 02	11	11		snap	
			DigiFX Preset 03	12	12		snap	
			DigiFX Preset 04	13	13		snap	

		...	...	...			
		DigiFX Preset 243	252	252		snap	
		DigiFX Preset 244	253	253		snap	
		DigiFX Preset 245	254	254		snap	
		DigiFX Preset 246	255	255		snap	
31	DigiFX / NDI Select [P]	Idle	0	9	0	snap	Full plate
		DigiFX 01	10	11		snap	DigiFX effect selection
		DigiFX 02	12	13		snap	
		DigiFX 03	14	15		snap	
		DigiFX 04	16	17		snap	
		...	...	...		...	
		DigiFX 75	158	159		snap	
		DigiFX 76	160	161		snap	
		DigiFX 77	162	163		snap	
		DigiFX 78	164	165		snap	
		DigiFX 79	166	167		snap	
		DigiFX 80	168	169		snap	
		not used	169	199			
		Alignment patterns	200	tbd.			(work in progress)
		not used	tbd.	250			
		FVP	251	251		snap	Content received via FVP protocol
		NDI4	252	252		snap	External NDI stream with max. 480x640px (divided by 4px). NDI1 = "GLP-JDC2-1" NDI2 = "GLP-JDC2-2" NDI3 = "GLP-JDC2-3" NDI4 = "GLP-JDC2-4"
		NDI3	253	253		snap	
		NDI2	254	254		snap	
		NDI1	255	255		snap	
32	DigiFX Speed [P]	Stop at current position	0	0	127	snap	DigiFX stops at current position
		Min → Default speed	1	126		fade	Minimum speed → Default DigiFX Speed
		Default speed	127	127		snap	Idle DigiFX Speed
		Default speed → Max Speed	128	255		fade	Default speed → Max. DigiFX speed
33	DigiFX / NDI Zoom [P]	Minimum scale	0	0	127	snap	minimum scale
		Min. Scale → 1:1 scale	1	126		fade	min. scale → 1:1 scale

			1:1	127	127		snap	1:1 relation of the intended view on the DigiFX to the canvas
			1:1 → max. scale	128	254		fade	1:1 → max. scale
			Maximum scale	255	255		snap	maximum scale
34	DigiFX / NDI Orientation [P]	fine	-180° → 0°	0	32766	32767	fade	CW rotation Index
			0°	32767	32767		snap	Idle orientation
35		coarse	0° → +180°	32768	65535		fade	CCW rotation Index
36	DigiFX Shape FX1 [P]			0	255	0	fade	FX parameter channel for DigiFX manipulation
37	DigiFX Shape FX2 [P]			0	255	0	fade	
38	DigiFX Shape FX3 [P]			0	255	0	fade	
39	DigiFX Shape FX4 [P]			0	255	0	fade	
40	DigiFX/NDI Transition [P]		Off (Snap)	0	9	snap	snap	DigiFX A to DigiFX B will snap
			Transition Normal (snap → max. fade)	10	63	fade	fade	DigiFX A to DigiFX B will crossfade 0..5s
			Off (Snap)	64	73	snap	snap	DigiFX A to DigiFX B will snap
			Transition FOB (snap → max. fade)	74	127	fade	fade	Fade Over Blackout DigiFX A to DigiFX B will crossfade over Blackout 0..5s
			Off (Snap)	128	137	snap	snap	DigiFX A to DigiFX B will snap
			Transition FOF (snap → max. fade)	138	191	fade	fade	Fade Over Full DigiFX A to DigiFX B will crossfade over Full 0..5s
			No function	192	255			
41	Canvas Size X [P]	coarse	AUTO (NDI)	0	0	0	snap	No NDI: canvas size set to single devices (62x44 pixel). NDI: canvas size set to NDI Resolution
42		fine	Horizontal canvas size (x)	1	65536		fade	Unit absolute/relative: 0..65536 pixel Unit segmented: 0..65536 devices (each 62x44 pixel).
43	Canvas Size Y [P]	coarse	AUTO (NDI)	0	0	0	snap	No NDI: canvas size set to single devices (62x44 pixel). NDI: canvas size set to NDI Resolution
44		fine	Vertical canvas size (y)	0	65536		fade	Unit absolute/relative: 0..65536 pixel Unit segmented: 0..65536 devices (each 62x44 pixel).

45	Canvas Coordinate Unit [P]	Absolute	0	10	0	snap	Canvas Size 0.. 65,535 pixel (x;y). 1st pixel at x:0 / y:0.
		Relative	11	20		snap	Canvas Size 0.. 65,535 pixel (x;y). 1st pixel at x:0 / y:0.
		Segmented	21	30		snap	Canvas size 0..65,535 devices (x;y). 1st device at x:0 / y:0. Each Device calculated with 62x44 pixel.
		not used	31	255			not used
46	Canvas Coordinate System [P]	Top Left	0	10	0	snap	origin top left corner
		Bottom Left	11	20		snap	origin bottom left corner
		Top Right	21	30		snap	origin top right corner
		Bottom Right	31	40		snap	origin bottom right corner
		not used	41	255			not used
47 48	Device Position Offset X [P]	coarse fine	Horizontal Device Position Offset	0	65536	0	fade	Unit Absolute: 0 .. 65536 Pixel Offset Unit Relative: 0..100% Unit Segmented: 0 .. 65536 Device Offset
49 50	Device Position Offset Y [P]	coarse fine	Vertical Device Position Offset	0	65536	0	fade	Unit Absolute: 0 .. 65536 Pixel Offset Unit Relative: 0..100% Unit Segmented: 0 .. 65536 Device Offset
51	Device Orientation [P]	coarse	-360° → 0°	0	32766	32767	fade	CW rotation Index
52		fine	0°	32767	32767		snap	Idle orientation
			0° → +360°	32768	65535		fade	CCW rotation Index
53	Not used							
54 55	Intensity Beam Segment Master [b]	coarse fine		0	65535	0	fade	0% → 100% Intensity
56 57	Intensity Plate Segment Master [p]	coarse fine		0	65535	0	fade	0% → 100% Intensity
58	White Beam 01 [b]			0	255	255	fade	0% → 100% Intensity
59	White Beam 02 [b]			0	255	255	fade	0% → 100% Intensity
60	White Beam 03 [b]			0	255	255	fade	0% → 100% Intensity
61	White Beam 04 [b]			0	255	255	fade	0% → 100% Intensity
62	White Beam 05 [b]			0	255	255	fade	0% → 100% Intensity
63	White Beam 06 [b]			0	255	255	fade	0% → 100% Intensity
64	White Beam 07 [b]			0	255	255	fade	0% → 100% Intensity
65	White Beam 08 [b]			0	255	255	fade	0% → 100% Intensity
66	White Beam 09 [b]			0	255	255	fade	0% → 100% Intensity
67	White Beam 10 [b]			0	255	255	fade	0% → 100% Intensity

68	White Beam 11 [b]	0	255	255	fade	0% → 100% Intensity
69	White Beam 12 [b]	0	255	255	fade	0% → 100% Intensity
70	Red Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
71	Green Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
72	Blue Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
73	Red Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
74	Green Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
75	Blue Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
76	Red Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
77	Green Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
78	Blue Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
79	Red Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
80	Green Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
81	Blue Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
82	Red Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
83	Green Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
84	Blue Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
85	Red Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
86	Green Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
87	Blue Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
88	Red Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
89	Green Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
90	Blue Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
91	Red Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
92	Green Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
93	Blue Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
94	Red Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
95	Green Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
96	Blue Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
97	Red Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
98	Green Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
99	Blue Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
100	Red Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
101	Green Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
102	Blue Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
103	Red Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
104	Green Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
105	Blue Plate 12 [p]	0	255	255	fade	0% → 100% Intensity

2.2.4. Control Mode 4 / M4 - Segment 12-24 (CH141)

2.2.4.1. Fixture Modules Overview

[G] General fixture control module	
Tilt	001 / 002
Control	003
Mix Prio (Main & Sub)	004

[B] Main BEAM control module	
Intensity	005 / 006
Duration	007
Rate	008
Intensity FX	009
FX Pattern Select	010
FX Pattern Speed	011
FX Pattern Crossfade	012
FX Pattern Transition	013

[P] Main PLATE control module	
Intensity	014 / 015
Duration	016
Rate	017
Intensity FX	018
CTC	019
Red – Color 1	020
Green – Color 1	021
Blue – Color 1	022
Red – Color 2	023
Green – Color 2	024
Blue – Color 2	025
DigiFX Canvas Offset X	026 / 027
DigiFX Canvas Offset Y	028 / 029
DigiFX Presets	030
DigiFX / NDI Select	031
DigiFX Speed	032
DigiFX / NDI Zoom	033
DigiFX / NDI Orientation	034 / 035
DigiFX Shape FX1	036
DigiFX Shape FX2	037
DigiFX Shape FX3	038
DigiFX Shape FX4	039
DigiFX/NDI Transition	040
Canvas Size X	041 / 042
Canvas Size Y	043 / 044
Canvas Coordinate Unit	045
Canvas Coordinate System	046
Device Position Offset X	047 / 048
Device Position Offset Y	049 / 050
Device Orientation	051 / 052
Not used	053

[b] Individual BEAM segment module	
Intensity Master Segments	054 / 055
Intensity Segment 01	058
Intensity Segment 02	059
Intensity Segment 03	060
Intensity Segment 04	061
Intensity Segment 05	062
Intensity Segment 06	063
Intensity Segment 07	064
Intensity Segment 08	065
Intensity Segment 09	066
Intensity Segment 10	067
Intensity Segment 11	068
Intensity Segment 12	069

[p] Individual PLATE segment module	
Intensity Master Segments	056 / 057
Red Segment 01	070
Green Segment 01	071
Blue Segment 01	072
Red Segment 02	073
Green Segment 02	074
Blue Segment 02	075
Red Segment ...	...
Green Segment ...	...
Blue Segment ...	...
Red Segment 12	139
Green Segment 12	140
Blue Segment 24	141

[G] General fixture control module
→ gives you all control channels for the global features.

[B] Main BEAM control module
→ gives you all control channels to control the main BEAM LEDs incl. Pattern Engine.

[P] Main PLATE control module
→ gives you all control channels to control the main PLATE LEDs incl. DigiFX Engine with dual ColorSets.

[b] Individual BEAM segment module
→ gives you individual 12 BEAM segment control incl. a Beam Segment Master Channel.

[p] Individual PLATE segment module
→ gives you individual 24 PLATE segment control incl. a Plate Segment Master Channel.

2.2.4.2. Fixture Modules Layout



2.2.4.3. DMX Channel Index

Ch	Channel Feature	Feature Set	DMX Value		Controller Default	Channel Type	Note
1	Tilt [G]	coarse	0	65535	32767	fade	-92° Back → +92° Front (total 184°)
2		fine					
3	Control [G]	→ *see 2.3.1. Control Channel / Fixture Settings*					
4	Mix Prio [G]	MAIN & SEGMENT module (HTP)	0	9	191..192	snap	Highest color value of MAIN or SEGMENT moule has priority
		MAIN module only	10	19		snap	MAIN module color value only
		SEGMENT module only	20	29		snap	SEGMENT module color value only
		MAIN + SEGMENT module additive	30	39		snap	SEGMENT module color value is added to MAIN module value.
		MAIN – SEGMENT module subtractive	40	49		snap	SEGMENT module color value is subtracted from MAIN module value
		SEGMENT – MAIN module subtractive	50	59		snap	MAIN module color value is subtracted from SEGMENT module value
		TrueColor 1 : MAIN over	60	69		snap	SEGMENT module is background. MAIN module color values >0

		SEGMENT module (snap)					will override SEGMENT module and SEGMENT module will snap blackout
		TrueColor2 : SEGMENT over MAIN module (snap)	70	79		snap	MAIN module is background. SEGMENT module color values >0 will override MAIN module, and MAIN module will snap blackout
		TrueColor3 : MAIN over SEGMENT module (Crossfade)	80	89		snap	SEGMENT module is background. MAIN module color values >0 will crossfade and override SEGMENT module – SEGMENT module will fade blackout
		TrueColor4 : SEGMENT over MAIN module (Crossfade)	90	99		snap	MAIN module is background. SEGMENT module color values >0 will crossfade and override MAIN module – MAIN module will fade blackout
		Not Used	100	127			Not used (Main & Sub (HTP))
		MAIN module only	128	130		snap	MAIN module color value only.
		Crossfade ...	...	...		fade	smooth fading
		MAIN & SEGMENT module (HTP)	191	192		snap	Highest color value of MAIN or SEGMENT moule has priority
		Crossfade ...	...	...		fade	smooth fading
		SEGMENT module only	253	255		snap	SEGMENT module color value only.
5	Intensity [B]	coarse	0	65535	0	fade	0% → 100% Intensity
6		fine					
7	Duration [B]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
8	Rate [B]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → Fast Strobe Intensity FX ON: slow → fast Speed
		open	251	255		snap	continuous output
9	Intensity FX [Strobe Mode] [B]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments

		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures
		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		Chaser Flash LR	110	114		snap	Sync Chaser Flash Left to Right
		Chaser Flash LR Random	115	119		snap	random Chaser Flash Left to Right
		Chaser Flash RL	120	124		snap	Sync Chaser Flash Right to Left
		Chaser Flash RL Random	125	129		snap	Random Chaser Flash Right to Left
		Bounce Flash LR	130	134		snap	Sync Bounce, starting left

		Bounce Flash LR Random	135	139		snap	Random Bounce, starting left
		Bounce Flash RL	140	144		snap	Sync Bounce, starting right
		Bounce Flash RL Random	145	149		snap	Random Bounce, starting right
		Bounce center to out	150	154		snap	Bounce center to out
		Bounce center to out random	155	159		snap	Bounce center to out random
		Center to Out Flash	160	164		snap	Sync Flash from Center to outside
		Center to Out Flash Random	165	169		snap	Random Flash from Center to outside
		Out to Center Flash	170	174		snap	Sync Flash from Outside to center
		Out to Center Flash Random	175	179		snap	Random Flash from Outside to center
		Bounce Out to Center Flash	180	184		snap	Bounce Out to Center Flash
		Bounce Out to Center Flash Random	185	189		snap	Bounce Out to Center Flash Random
		not used	190	255		snap	
10	FX Pattern Select [B]	Idle	0	9	0	snap	No pattern / plate full on
		Static Pattern 01	10	11		snap	Selection of static BEAM segment pattern
		Static Pattern 02	12	13		snap	
		...	...	...		...	
		Static Pattern 58	124	125		snap	
		Static Pattern 59	126	127		snap	
		Dynamic Pattern 01	128	129		snap	Selection of dynamic BEAM segment pattern. Adjust speed using speed channel.
		Dynamic Pattern 02	130	131		snap	
		...	...	...		....	
		Dynamic Pattern 49	224	225		snap	
		Dynamic Pattern 50	226	227		snap	
		not used	228	249	55	snap	
		Random Pixel	250	255		snap	Random Segments
11	FX Pattern Speed [B]	Stop (First Pattern Step)	0	2		snap	Stop at 1st pattern step
		CW fast - slow (run Pattern Step 1..n)	3	63		fade	Adjust speed between pattern step to pattern step reward

		Stop at current position	64	66		snap	Stop at current position
		CCW slow - fast (run Pattern Step n..1)	67	127		fade	Adjust speed between pattern step to pattern step forward
		Pattern Step 01	128	129		snap	Direct access to pattern steps
		Pattern Step 02	130	131		snap	
		...	...	...		...	
		Pattern Step 63	252	253		snap	
		Pattern Step 64	254	255		snap	
12	FX Pattern X-fade [B]	Off (Snap)	0	9	0	snap	no Crossfade (Snap)
		XFade (snap → max. fade)	10	127		fade	Fade in time = fade out time
		Off (Snap)	128	137		snap	no Crossfade (Snap)
		XFade with Tail (snap → max. fade)	138	255		fade	Fade-In time < fade out time (shadow effect)
13	FX Pattern Transition [B]	Off (Snap)	0	9	0	snap	Pattern A to Pattern B will snap
		Transition Normal (snap → max. fade)	10	63		fade	Pattern A to Pattern B will crossfade 0..5s
		Off (Snap)	64	73		snap	Pattern A to Pattern B will snap
		Transition FOB (snap → max. fade)	74	127		fade	Fade Over Blackout Pattern A to Pattern B will crossfade over Blackout 0..5s
		Off (Snap)	128	137		snap	Pattern A to Pattern B will snap
		Transition FOF (snap → max. fade)	138	191		fade	Fade Over Full Pattern A to Pattern B will crossfade over Full 0..5s
		No function	192	255			
14	Intensity [P]	coarse	0	65535	0	fade	0% → 100% Intensity
15		fine					
16	Duration [P]		0	255	0	fade	Intensity FX OFF: short → long Intensity FX ON: min. → max.
17	Rate [P]	close	0	4	255	snap	blackout
		slow → fast	5	250		fade	Intensity FX OFF: slow → fast strobe

							Intensity FX ON: slow → fast speed
		open	251	255		snap	continuous output
18	Intensity FX [Strobe Mode] [P]	Off	0	4	0	snap	
		Single Flash	5	9		snap	Single flash at value change
		Spread FX	10	14		snap	Flash timing offset
		Random (All)	15	19		snap	Random flashes between fixtures
		Random (Segments)	20	24		snap	Random flashes between segments
		Pulse (All)	25	29		snap	Light gradually increases and decreases
		Pulse Random (All)	30	34		snap	Light gradually increases and decreases randomly between fixtures
		Pulse Random (Segments)	35	39		snap	Light gradually increases and decreases randomly between segments
		Pulse Open (All)	40	44		snap	Light gradually increases then blacks out between fixtures
		Pulse Open Random (All)	45	49		snap	Light gradually increases then blacks out randomly between fixtures
		Pulse Open Random (Segments)	50	54		snap	Light gradually increases then blacks out randomly between segments
		Pulse Close (All)	55	59		snap	Light snaps on then gradually decreases between fixtures
		Pulse Close Random (All)	60	64		snap	Light snaps on then gradually decreases randomly between fixtures
		Pulse Close Random (Segments)	65	69		snap	Light snaps on then gradually decreases randomly between segments
		Double-Flash (All)	70	74		snap	Quick Double-Flash between fixtures
		Double-Flash Random (All)	75	79		snap	Quick Double-Flash randomly between fixtures
		Triple-Flash (All)	80	84		snap	Quick Triple-Flash between fixtures
		Triple-Flash Random (All)	85	89		snap	Quick Triple-Flash randomly between fixtures
		Lightning	90	94		snap	Lightning simulation
		Paparazzi	95	99		snap	Paparazzi photographs simulation
		Spikes (All)	100	104		snap	Light over Lowlight between fixtures

		Spikes (Segments)	105	109		snap	Light over Lowlight between segments
		not used	110	255		snap	
19	CTC [P]	Open	0	9	0	snap	Open (White Point)
		CTC 10000K	10	10		snap	10000K Cold White
		CTC 9999K → 2501K	11	254		fade	Cold White 1000K → warm white 2500K
		CTC 2500K	255	255		snap	2500K Warm White
20	Red – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	No DigiFX selected: Colormix full plate
21	Green – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	DigiFX selected: Colormix 1st DigiFX Color
22	Blue – Color 1 [P] (Plate / DigiFX / NDI)		0	255	255	fade	NDI/FVP selected: Color Intensity limiter
23	Red – Color 2 [P] (DigiFX)		0	255	0	fade	No DigiFX selected: no function
24	Green – Color 2 [P] (DigiFX)		0	255	0	fade	DigiFX selected: Colormix 2st DigiFX Color
25	Blue – Color 2 [P] (DigiFX)		0	255	0	fade	NDI/FVP selected: no function
26	DigiFX / NDI Canvas Offset X [P]	coarse	0 → -32767 pixel Offset	0	32766	32767	fade	Set a negative offset for X to the DigiFX or NDI/FVP Content
27		fine	No Offset	32767	32767		snap	DigiFX: DigiFX center is aligned with the canvas center. NDI: 1st pixel position is aligned with the canvas origin (x:0 / y:0).
			0 → +32767 pixel Offset	32768	65535		fade	Set a positive offset for X to the DigiFX or NDI/FVP Content
28	DigiFX / NDI Canvas Offset Y [P]	coarse	0 → -32767 pixel Offset	0	32766	32767	fade	Set a negative offset for Y to the DigiFX or NDI/FVP Content
29		fine	No Offset	32767	32767		snap	DigiFX: DigiFX center is aligned with the canvas center. NDI: 1st pixel position is aligned with the canvas origin (x:0 / y:0).
			0 → +32767 pixel Offset	32768	65535		fade	Set a positive offset for Y to the DigiFX or NDI/FVP Content
30	DigiFX Presets [P]		Off	0	9	0	snap	Manual DigiFX parameter control
			DigiFX Preset 01	10	10		snap	DigiFX parameter presets 01..246
			DigiFX Preset 02	11	11		snap	
			DigiFX Preset 03	12	12		snap	
			DigiFX Preset 04	13	13		snap	

		...	...	...			
		DigiFX Preset 243	252	252		snap	
		DigiFX Preset 244	253	253		snap	
		DigiFX Preset 245	254	254		snap	
		DigiFX Preset 246	255	255		snap	
31	DigiFX / NDI Select [P]	Idle	0	9	0	snap	Full plate
		DigiFX 01	10	11		snap	DigiFX effect selection
		DigiFX 02	12	13		snap	
		DigiFX 03	14	15		snap	
		DigiFX 04	16	17		snap	
		...	...	...		...	
		DigiFX 75	158	159		snap	
		DigiFX 76	160	161		snap	
		DigiFX 77	162	163		snap	
		DigiFX 78	164	165		snap	
		DigiFX 79	166	167		snap	
		DigiFX 80	168	169		snap	
		not used	169	199			
		Alignment patterns	200	tbd.			(work in progress)
		not used	tbd.	250			
		FVP	251	251		snap	Content received via FVP protocol
		NDI4	252	252		snap	External NDI stream with max. 480x640px (divided by 4px). NDI1 = "GLP-JDC2-1" NDI2 = "GLP-JDC2-2" NDI3 = "GLP-JDC2-3" NDI4 = "GLP-JDC2-4"
		NDI3	253	253		snap	
		NDI2	254	254		snap	
		NDI1	255	255		snap	
32	DigiFX Speed [P]	Stop at current position	0	0	127	snap	DigiFX stops at current position
		Min → Default speed	1	126		fade	Minimum speed → Default DigiFX Speed
		Default speed	127	127		snap	Idle DigiFX Speed
		Default speed → Max Speed	128	255		fade	Default speed → Max. DigiFX speed
33	DigiFX / NDI Zoom [P]	Minimum scale	0	0	127	snap	minimum scale
		Min. Scale → 1:1 scale	1	126		fade	min. scale → 1:1 scale

			1:1	127	127		snap	1:1 relation of the intended view on the DigiFX to the canvas
			1:1 → max. scale	128	254		fade	1:1 → max. scale
			Maximum scale	255	255		snap	maximum scale
34	DigiFX / NDI Orientation [P]	fine	-180° → 0°	0	32766	32767	fade	CW rotation Index
			0°	32767	32767		snap	Idle orientation
35		coarse	0° → +180°	32768	65535		fade	CCW rotation Index
36	DigiFX Shape FX1 [P]			0	255	0	fade	FX parameter channel for DigiFX manipulation
37	DigiFX Shape FX2 [P]			0	255	0	fade	
38	DigiFX Shape FX3 [P]			0	255	0	fade	
39	DigiFX Shape FX4 [P]			0	255	0	fade	
40	DigiFX/NDI Transition [P]		Off (Snap)	0	9	snap	snap	DigiFX A to DigiFX B will snap
			Transition Normal (snap → max. fade)	10	63	fade	fade	DigiFX A to DigiFX B will crossfade 0..5s
			Off (Snap)	64	73	snap	snap	DigiFX A to DigiFX B will snap
			Transition FOB (snap → max. fade)	74	127	fade	fade	Fade Over Blackout DigiFX A to DigiFX B will crossfade over Blackout 0..5s
			Off (Snap)	128	137	snap	snap	DigiFX A to DigiFX B will snap
			Transition FOF (snap → max. fade)	138	191	fade	fade	Fade Over Full DigiFX A to DigiFX B will crossfade over Full 0..5s
			No function	192	255			
41	Canvas Size X [P]	coarse	AUTO (NDI)	0	0	0	snap	No NDI: canvas size set to single devices (62x44 pixel). NDI: canvas size set to NDI Resolution
42		fine	Horizontal canvas size (x)	1	65536		fade	Unit absolute/relative: 0..65536 pixel Unit segmented: 0..65536 devices (each 62x44 pixel).
43	Canvas Size Y [P]	coarse	AUTO (NDI)	0	0	0	snap	No NDI: canvas size set to single devices (62x44 pixel). NDI: canvas size set to NDI Resolution
44		fine	Vertical canvas size (y)	0	65536		fade	Unit absolute/relative: 0..65536 pixel Unit segmented: 0..65536 devices (each 62x44 pixel).

45	Canvas Coordinate Unit [P]	Absolute	0	10	0	snap	Canvas Size 0.. 65,535 pixel (x;y). 1st pixel at x:0 / y:0.
		Relative	11	20		snap	Canvas Size 0.. 65,535 pixel (x;y). 1st pixel at x:0 / y:0.
		Segmented	21	30		snap	Canvas size 0..65,535 devices (x;y). 1st device at x:0 / y:0. Each Device calculated with 62x44 pixel.
		not used	31	255			not used
46	Canvas Coordinate System [P]	Top Left	0	10	0	snap	origin top left corner
		Bottom Left	11	20		snap	origin bottom left corner
		Top Right	21	30		snap	origin top right corner
		Bottom Right	31	40		snap	origin bottom right corner
		not used	41	255			not used
47	Device Position Offset X [P]	coarse	Horizontal Device Position Offset	0	65536	0	fade	Unit Absolute: 0 .. 65536 Pixel Offset Unit Relative: 0..100% Unit Segmented: 0 .. 65536 Device Offset
48		fine						
49	Device Position Offset Y [P]	coarse	Vertical Device Position Offset	0	65536	0	fade	Unit Absolute: 0 .. 65536 Pixel Offset Unit Relative: 0..100% Unit Segmented: 0 .. 65536 Device Offset
50		fine						
51	Device Orientation [P]	coarse	-360° → 0°	0	32766	32767	fade	CW rotation Index
52		fine	0°	32767	32767		snap	Idle orientation
			0° → +360°	32768	65535		fade	CCW rotation Index
53	Not used							
54	Intensity Beam Segment Master [b]	coarse		0	65535	0	fade	0% → 100% Intensity
55		fine						
56	Intensity Plate Segment Master [p]	coarse		0	65535	0	fade	0% → 100% Intensity
57		fine						
58	White Beam 01 [b]			0	255	255	fade	0% → 100% Intensity
59	White Beam 02 [b]			0	255	255	fade	0% → 100% Intensity
60	White Beam 03 [b]			0	255	255	fade	0% → 100% Intensity
61	White Beam 04 [b]			0	255	255	fade	0% → 100% Intensity
62	White Beam 05 [b]			0	255	255	fade	0% → 100% Intensity
63	White Beam 06 [b]			0	255	255	fade	0% → 100% Intensity
64	White Beam 07 [b]			0	255	255	fade	0% → 100% Intensity
65	White Beam 08 [b]			0	255	255	fade	0% → 100% Intensity
66	White Beam 09 [b]			0	255	255	fade	0% → 100% Intensity
67	White Beam 10 [b]			0	255	255	fade	0% → 100% Intensity

68	White Beam 11 [b]	0	255	255	fade	0% → 100% Intensity
69	White Beam 12 [b]	0	255	255	fade	0% → 100% Intensity
70	Red Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
71	Green Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
72	Blue Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
73	Red Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
74	Green Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
75	Blue Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
76	Red Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
77	Green Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
78	Blue Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
79	Red Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
80	Green Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
81	Blue Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
82	Red Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
83	Green Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
84	Blue Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
85	Red Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
86	Green Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
87	Blue Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
88	Red Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
89	Green Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
90	Blue Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
91	Red Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
92	Green Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
93	Blue Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
94	Red Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
95	Green Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
96	Blue Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
97	Red Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
98	Green Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
99	Blue Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
100	Red Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
101	Green Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
102	Blue Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
103	Red Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
104	Green Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
105	Blue Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
106	Red Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
107	Green Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
108	Blue Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
109	Red Plate 14 [p]	0	255	255	fade	0% → 100% Intensity
110	Green Plate 14 [p]	0	255	255	fade	0% → 100% Intensity

111	Blue Plate 14 [p]	0	255	255	fade	0% → 100% Intensity
112	Red Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
113	Green Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
114	Blue Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
115	Red Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
116	Green Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
117	Blue Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
118	Red Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
119	Green Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
120	Blue Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
121	Red Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
122	Green Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
123	Blue Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
124	Red Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
125	Green Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
126	Blue Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
127	Red Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
128	Green Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
129	Blue Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
130	Red Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
131	Green Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
132	Blue Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
133	Red Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
134	Green Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
135	Blue Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
136	Red Plate 23 [p]	0	255	255	fade	0% → 100% Intensity
137	Green Plate 23 [p]	0	255	255	fade	0% → 100% Intensity
138	Blue Plate 23 [p]	0	255	255	fade	0% → 100% Intensity
139	Red Plate 24 [p]	0	255	255	fade	0% → 100% Intensity
140	Green Plate 24 [p]	0	255	255	fade	0% → 100% Intensity
141	Blue Plate 24 [p]	0	255	255	fade	0% → 100% Intensity

2.2.5. Control Mode 5 / M5 - Pixel (CH85)

2.2.5.1. Fixture Modules Overview

[G] General fixture control module	
Tilt	001

[b] Individual BEAM segment module	
Intensity Segment 01	002
Intensity Segment 02	003
Intensity Segment 03	004
Intensity Segment 04	005
Intensity Segment 05	006
Intensity Segment 06	007
Intensity Segment 07	008
Intensity Segment 08	009
Intensity Segment 09	010
Intensity Segment 10	011
Intensity Segment 11	012
Intensity Segment 12	013

[p] Individual PLATE segment module	
Red Segment 01	014
Green Segment 01	015
Blue Segment 01	016
Red Segment 02	017
Green Segment 02	018
Blue Segment 02	019
Red Segment ...	...
Green Segment ...	...
Blue Segment ...	...
Red Segment 12	083
Green Segment 12	084
Blue Segment 24	085

[G] General fixture control module
→ gives you all control channels for the global features.

[b] Individual BEAM segment module
→ gives you individual 12 BEAM segment control.

[p] Individual PLATE segment module
→ gives you individual 24 PLATE segment control.

2.2.5.2. Fixture Modules Layout



2.2.5.3. DMX Channel Index

Ch	Channel Feature	DMX Value		Controller Default	Channel Type	Note
1	Tilt [G]	0	255	127	fade	-92° Back → +92° Front (total 184°)
2	White Beam 01 [b]	0	255	255	fade	0% → 100% Intensity
3	White Beam 02 [b]	0	255	255	fade	0% → 100% Intensity
4	White Beam 03 [b]	0	255	255	fade	0% → 100% Intensity
5	White Beam 04 [b]	0	255	255	fade	0% → 100% Intensity
6	White Beam 05 [b]	0	255	255	fade	0% → 100% Intensity
7	White Beam 06 [b]	0	255	255	fade	0% → 100% Intensity
8	White Beam 07 [b]	0	255	255	fade	0% → 100% Intensity
9	White Beam 08 [b]	0	255	255	fade	0% → 100% Intensity
10	White Beam 09 [b]	0	255	255	fade	0% → 100% Intensity
11	White Beam 10 [b]	0	255	255	fade	0% → 100% Intensity
12	White Beam 11 [b]	0	255	255	fade	0% → 100% Intensity
13	White Beam 12 [b]	0	255	255	fade	0% → 100% Intensity
14	Red Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
15	Green Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
16	Blue Plate 01 [p]	0	255	255	fade	0% → 100% Intensity
17	Red Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
18	Green Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
19	Blue Plate 02 [p]	0	255	255	fade	0% → 100% Intensity
20	Red Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
21	Green Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
22	Blue Plate 03 [p]	0	255	255	fade	0% → 100% Intensity
23	Red Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
24	Green Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
25	Blue Plate 04 [p]	0	255	255	fade	0% → 100% Intensity
26	Red Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
27	Green Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
28	Blue Plate 05 [p]	0	255	255	fade	0% → 100% Intensity
29	Red Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
30	Green Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
31	Blue Plate 06 [p]	0	255	255	fade	0% → 100% Intensity
32	Red Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
33	Green Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
34	Blue Plate 07 [p]	0	255	255	fade	0% → 100% Intensity
35	Red Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
36	Green Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
37	Blue Plate 08 [p]	0	255	255	fade	0% → 100% Intensity
38	Red Plate 09 [p]	0	255	255	fade	0% → 100% Intensity

39	Green Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
40	Blue Plate 09 [p]	0	255	255	fade	0% → 100% Intensity
41	Red Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
42	Green Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
43	Blue Plate 10 [p]	0	255	255	fade	0% → 100% Intensity
44	Red Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
45	Green Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
46	Blue Plate 11 [p]	0	255	255	fade	0% → 100% Intensity
47	Red Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
48	Green Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
49	Blue Plate 12 [p]	0	255	255	fade	0% → 100% Intensity
50	Red Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
51	Green Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
52	Blue Plate 13 [p]	0	255	255	fade	0% → 100% Intensity
53	Red Plate 14 [p]	0	255	255	fade	0% → 100% Intensity
54	Green Plate 14 [p]	0	255	255	fade	0% → 100% Intensity
55	Blue Plate 14 [p]	0	255	255	fade	0% → 100% Intensity
56	Red Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
57	Green Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
58	Blue Plate 15 [p]	0	255	255	fade	0% → 100% Intensity
59	Red Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
60	Green Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
61	Blue Plate 16 [p]	0	255	255	fade	0% → 100% Intensity
62	Red Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
63	Green Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
64	Blue Plate 17 [p]	0	255	255	fade	0% → 100% Intensity
65	Red Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
66	Green Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
67	Blue Plate 18 [p]	0	255	255	fade	0% → 100% Intensity
68	Red Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
69	Green Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
70	Blue Plate 19 [p]	0	255	255	fade	0% → 100% Intensity
71	Red Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
72	Green Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
73	Blue Plate 20 [p]	0	255	255	fade	0% → 100% Intensity
74	Red Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
75	Green Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
76	Blue Plate 21 [p]	0	255	255	fade	0% → 100% Intensity
77	Red Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
78	Green Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
79	Blue Plate 22 [p]	0	255	255	fade	0% → 100% Intensity
80	Red Plate 23 [p]	0	255	255	fade	0% → 100% Intensity
81	Green Plate 23 [p]	0	255	255	fade	0% → 100% Intensity

82	Blue Plate 23 [p]	0	255	255	fade	0% → 100% Intensity
83	Red Plate 24 [p]	0	255	255	fade	0% → 100% Intensity
84	Green Plate 24 [p]	0	255	255	fade	0% → 100% Intensity
85	Blue Plate 24 [p]	0	255	255	fade	0% → 100% Intensity

2.3. Advanced Channel Info

2.3.1. Control Channel / Fixture Settings

Fixture Option Default settings are indicated with **bold type**. Grey type indicates this function will be available in a future firmware update.

Where commands are marked ***(3s hold)***, you must send that DMX value continuously for 3 seconds (or other duration if indicated in the table) to apply the command.

Feature	DMX range		fade	Note
Idle	0	9	snap	
No function	10	11		
iQ.Service Connect ON	12	13	snap	Enables GLP iQ.Mesh Module (5 Minutes)
No function	14	19		
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
No function	26	29		
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)
No function	36	37		
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
No function	44	45		
No Signal: Blackout	46	47	snap	(3s hold) (DEFAULT)
No Signal: Hold	48	49	snap	(3s hold)
No Signal: Houselight	50	51	snap	(3s hold)
No Signal: Scene	52	53	snap	(3s hold)
Capture DMX Scene	54	55	snap	(3s hold)
Fan Mode : Minimum	56	57	snap	(3s hold)
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(3s hold)
Fan Mode: Low	64	65	snap	(3s hold)
Flash Style: Normal	66	67	snap	(3s hold) (DEFAULT)
Flash Style: Spark	68	69	snap	(3s hold)
Pixel Mirror: Off	70	71	snap	(3s hold) (DEFAULT)
Pixel Mirror: x-mirror	72	73	snap	(3s hold)
Pixel Mirror: y-mirror	74	75	snap	(3s hold)
Pixel Mirror: x;y-mirror	76	77	snap	(3s hold)
No function	78	79		
Duration Control: **Normal (Default)**	80	81	snap	(3s hold) (DEFAULT)
Duration Control: Percentage	82	83	snap	(3s hold)
No function	84	91		
Position Feedback: OFF	92	93	snap	(3s hold)
Position Feedback: ON	94	95	snap	(3s hold) (DEFAULT)
No function	96	97		
Tilt invert: OFF	98	99	snap	(3s hold) (DEFAULT)
Tilt invert: ON	100	101	snap	(3s hold)
No function	102	103		
Tilt Disable: Off	104	105	snap	(3s hold) (DEFAULT)
Tilt Disable: Current Disabled	106	107	snap	(3s hold)
No function	108	109		
NDI Mirror: Off	110	111	snap	(3s hold) (DEFAULT)
NDI Mirror: x-mirror	112	113	snap	(3s hold)
NDI Mirror: y-mirror	114	115	snap	(3s hold)

Feature	DMX range		fade	Note
NDI Mirror: xy-mirror	116	117	snap	(3s hold)
No function	118	137		
White Point: 8000K	138	139	snap	(3s Hold)
White Point: 6500K	140	141	snap	(3s Hold) (DEFAULT)
White Point: 5600K	142	143	snap	(3s Hold)
White Point: OFF	144	145	snap	(3s Hold)
White Beam: Normal	146	147	snap	(3s hold) - Default
White Beam: Expanded White	148	149	snap	(3s hold)
Brightness Limits : Normal	150	151	snap	(3s hold) - Default
Brightness Limits: Limit 1	152	153	snap	(3s hold)
Brightness Limits: Limit 2	154	155	snap	(3s hold)
Brightness Limits: Limit 3 (Filter)	156	157	snap	(3s hold)
No function	158	193		
Rate/Duration Cycle: Smart	194	195	snap	(3s hold) - Default
Rate/Duration Cycle: Finish	196	197	snap	(3s hold)
Rate/Duration Cycle: Restart	198	199	snap	(3s hold)
Strobe Cycle at Zero: Reset	200	201	snap	(3s hold) - Default
Strobe Cycle at Zero: Continue	202	203	snap	(3s hold)
No function	204	223		
Experimental DigiFXs: Disabled	224	225	snap	(3s hold) - Default
Experimental DigiFXs: Enabled	226	227	snap	(3s hold)
No function	228	229		
Save as User Setting Preset 1	230	231	snap	(3s hold)
Save as User Setting Preset 2	232	233	snap	(3s hold)
Save as User Setting Preset 3	234	235	snap	(3s hold)
No function	236	237		
Load User Setting Preset 1	238	239	snap	(3s hold)
Load User Setting Preset 2	240	241	snap	(3s hold)
Load User Setting Preset 3	242	243	snap	(3s hold)
Load Settings Default	244	245	snap	(3s hold)
No function	246	253		
Reset ALL	254	255	snap	(3s Hold) To reset again, set to zero first for 3s

Suggested Controller Default value: DMX 000 (8bit)


GLP