DMX PROFILES FOR AX3

(issued October 10, 2017)

RGB S

CHANNEL	VALUE	FUNCTION
1	0..255	**RED**
2	0..255	**GREEN**
3	0..255	**BLUE**
4		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

RGBW S

CHANNEL	VALUE	FUNCTION
1	0..255	**RED**
2	0..255	**GREEN**
3	0..255	**BLUE**
4	0..255	**WHITE**
5		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

RGBAW S

CHANNEL	VALUE	FUNCTION
1	0..255	**RED**
2	0..255	**GREEN**
3	0..255	**BLUE**
4	0..255	**FREE** (this light does not have Amber LEDs)
5	0..255	**WHITE**
6		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

RGB CCT DIM IND S

CHANNEL	VALUE	FUNCTION
1	0..255	**RED**
2	0..255	**GREEN**
3	0..255	**BLUE**
4		**COLOR TEMPERATURE (CCT)**
	0..4	no effect
	4..255	display color temperature; CCT overwrites the RGB setting
		Formular: CCT = 2000 + 20*DMX-Value
		Example: 50 -> 3000K
		100 -> 4000K
		150 -> 5000K
5	0..255	**Dimmer**
6		**INDEX COLOR**
	0..4	no effect
	4..255	display index color (common gels); INDEX COLOR overwrites both, RGB and CCT.

7		**STROBE (only if STROBE is ON)**
	0..3	OFF
	4	RANDOM FAST
	5	RANDOM MEDIUM
	6	RANDOM SLOW
	7..255	Variable strobe

DIM RGB S

CHANNEL	VALUE	FUNCTION
1	0..255	**Dimmer**
2	0..255	**RED**
3	0..255	**GREEN**
4	0..255	**BLUE**
5		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

DIM RGBW S

CHANNEL	VALUE	FUNCTION
1	0..255	**Dimmer**
2	0..255	**RED**
3	0..255	**GREEN**
4	0..255	**BLUE**
5	0..255	**WHITE**
6		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

DIM RGBAW S

CHANNEL	VALUE	FUNCTION
1	0..255	**Dimmer**
2	0..255	**RED**
3	0..255	**GREEN**
4	0..255	**BLUE**
5	0..255	**FREE** (this light does not have Amber LEDs)
6	0..255	**WHITE**
7		**STROBE** (only if STROBE is ON)
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**

EFFECT MODE FIX

CHANNEL	VALUE	FUNCTION
1	0..255	**INTENSITY**
2		**STROBE**
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**
3		**PROGRAM:**
	0..7	**ONE COLOR STATIC**
	8..15	**TWO COLOR STATIC**
	16..23	**THREE COLOR STATIC**

	24..31	**FOUR COLOR STATIC**
	32..39	**ONE COLOR FADE**
	40..47	**TWO COLOR FADE**
	48..55	**THREE COLOR FADE**
	56..63	**FOUR COLOR FADE**
	64..71	**SIMPLE RUNNING**
	72..79	**DOUBLE RUNNING**
	80..87	**TWO COL RUNNING**
	88..95	**FLAG RUNNING**
	96..101	**DOUBLE FLAG RUNNING**
	102..109	**SPIRAL 4 COLOR**
	110..117	**SPIRAL 2 COLOR**
	118..125	**RAINBOW**
	126..133	**FIRE**
	134..141	**ROTOR**
	142..149	**ROTOR SPLIT 2**
	150..157	**ROTOR SPLIT 4**
4	0..255	**SPEED**
5	0..255	**FADE**
6		**DIRECTION:**
	0..63	**FFW+LOOP**
	64..127	**FFW**
	128..190	**REW**
	191..255	**REW+LOOP**
7		**SIZE:**
		Defines the virtual size of the program in groups. For example if SIZE is set to 2 groups, only half of the program is shown on the unit.
	0..63	**1 Group**
	64..127	**2 Groups**
	128..190	**3 Groups**
	191..255	**4 Groups**
8		**OFFSET:**
	0..255	If SIZE is set to >1 group, the units pixels can be shifted within the virtually larger program. Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.
9	0..255	**RESTART PROGRAM**
		if value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop)
10		**INDEX COLOR 1**
11		**INDEX COLOR 2**
12		**INDEX COLOR 3**
13		**INDEX COLOR 4**

EFFECT MODE RGB

CHANNEL	VALUE	FUNCTION
1	0..255	**INTENSITY**
2		**STROBE**
	0..3	**OFF**
	4	**RANDOM FAST**
	5	**RANDOM MEDIUM**
	6	**RANDOM SLOW**
	7..255	**Variable strobe**
3		**PROGRAM:**
	0..7	**ONE COLOR STATIC**
	8..15	**TWO COLOR STATIC**
	16..23	**THREE COLOR STATIC**
	24..31	**FOUR COLOR STATIC**
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	40..47	**TWO COLOR FADE**
	48..55	**THREE COLOR FADE**
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	64..71	**SIMPLE RUNNING**
	72..79	**DOUBLE RUNNING**
	80..87	**TWO COL RUNNING**
	88..95	**FLAG RUNNING**
	96..101	**DOUBLE FLAG RUNNING**
	102..109	**SPIRAL 4 COLOR**
	110..117	**SPIRAL 2 COLOR**

	118..125	**RAINBOW**
	126..133	**FIRE**
	134..141	**ROTOR**
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	150..157	**ROTOR SPLIT 4**
4	0..255	**SPEED**
5	0..255	**FADE**
6		**DIRECTION:**
	0..63	**FFW+LOOP**
	64..127	**FFW**
	128..190	**REW**
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7		**SIZE:**
		Defines the virtual size of the program in groups. For example if SIZE is set to 2 groups, only half of the program is shown on the unit.
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	64..127	**2 Groups**
	128..190	**3 Groups**
	191..255	**4 Groups**
8		**OFFSET:**
	0..255	If SIZE is set to >1 group, the units pixels can be shifted within the virtually larger program. Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.
9	0..255	**RESTART PROGRAM**
		if value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop)
10		**RED 1**
11		**GREEN 1**
12		**BLUE 1**
13		**RED 2**
14		**GREEN 2**
15		**BLUE 2**
16		**RED 3**
17		**GREEN 3**
18		**BLUE 3**
19		**RED 4**
20		**GREEN 4**
21		**BLUE 4**