

# DMX Channel Index

# VOLKS | LICHT

## R-G-B



from software version 1.08  
(DMX manual version 1.00)



— since 1994 —

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## DMX Channel Selection (DMX Protocol)

Channel	Function	Time and Value	DMX	HEX	%	
1) PAN-coarse	0 .. 660°		0..255	00..FF	0..100	
2) PAN-fine	High- Pos ... High- Pos + 2,6° (16 Bit)		0..255	00..FF	0..100	
3) Tilt-coarse	0 .. 300°		0..255	00..FF	0..100	
4) Tilt-fine	High- Pos ... High- Pos + 1,2° (16 Bit)		0..255	00..FF	0..100	
5) Color (fixed)	Colors adjustable via RGB		0..7	00..07	0..2,5	
	Color 01 - Red <sup>1)</sup>		8..15	08..0F	3..5,5	
	Color 02 - Amber <sup>1)</sup>		16..23	10..17	6..8,5	
	Color 03 - Warm Yellow <sup>1)</sup>		24..31	18..1F	9..12,5	
	Color 04 - Yellow <sup>1)</sup>		32..39	20..27	13..15,5	
	Color 05 - Green <sup>1)</sup>		40..47	28..2F	16..18,5	
	Color 06 - Turquoise <sup>1)</sup>		48..55	30..37	19..21,5	
	Color 07 - Cyan <sup>1)</sup>		56..63	38..3F	22..24,5	
	Color 08 - Blue <sup>1)</sup>		64..71	40..47	25..27,5	
	Color 09 - Lavender <sup>1)</sup>		72..79	48..4F	28..30,5	
	Color 10 - Mauve <sup>1)</sup>		80..87	50..57	31..34,5	
	Color 11 - Magenta <sup>1)</sup>		88..95	58..5F	35..37,5	
	Color 12 - Pink <sup>1)</sup>		96..103	60..67	38..40,5	
	White - CTO	Color temperature 3200K		104..111	68..6F	41..43,5
	White	Color temperature 5600K		112..119	70..77	44..46,5
White - CTB	Color temperature 7200K		120..127	78..7F	47..49,5	
Rainbow Effect Stop <sup>2)</sup>			128	80	50	
Rainbow Effect <sup>3)</sup>	slow - fast		129..223	81..DF	51..88	
Rainbow Effect, random colors	slow - fast		224..255	E0..FF	89..100	
6) Red	Color mixing system - Red	0 - 100%	0..255	00..FF	0..100	
7) Green	Color mixing system - Green	0 - 100%	0..255	00..FF	0..100	
8) Blue	Color mixing system - Blue	0 - 100%	0..255	00..FF	0..100	
9) Shutter	Shutter closed		0..15	00..0F	0..5,5	
	Random Pulse effect	slow - fast	16..47	10..2F	6..18,5	
	Up-dimming then Shutter closing (random patterns)	slow - fast	48..79	30..4F	19..31	
	Shutter open then down-dimming (random patterns)	slow - fast	80..111	50..6F	32..43	
	Up-dimming then down-dimming (random patterns)	slow - fast	112..143	70..8F	44..56	
	Strobe effect pause	5s .. 1s		144..199	A0..C7	57..77
	Strobe effect, slow - fast	1 Hz .. 10 Hz		200..239	C8..EF	78..94
	Strobe effect	25 Hz		240	F0	94,4
	Shutter open			242..255	F3..FF	95..100
10) Dimmer	Dimmer	0 - 100%	0..255	0..FF	0..100	
11) Special	<b>RESET</b>		<b>250..255</b>	<b>FA..FF</b>	<b>98..100</b>	
12) Movement	<b>No movement</b>		0	0	0	
	<b>Movement</b>	<b>Size</b>	<b>Phase</b>			
	PAN	1	0°	01..01	01..01	0,5
		1	90°	02..03	02..03	1,0
		1	180°	04..05	04..05	1,7
	1	270°	06..07	06..07	2,5	

Channel	Function	Time and Value	DMX	HEX	%	
	PAN	2	0°	08..09	08..09	3,3
		2	90°	10..11	0A..0B	4,1
		2	180°	12..13	0C..0D	4,9
		2	270°	14..15	0E..0F	5,7
	PAN	3	0°	16..17	11..11	6,5
		3	90°	18..19	12..13	7,3
		3	180°	20..21	14..15	8,0
		3	270°	22..23	16..17	8,8
	PAN	4	0°	24..25	18..19	9,6
		4	90°	26..27	1A..1B	10,4
		4	180°	28..29	1C..1D	11,2
		4	270°	30..31	1E..1F	12
	TILT	size / phase see also PAN		32..63	20..3F	13..25
	PAN / TILT	size / phase see also PAN		64..95	40..5F	26..37
	PAN / TILT (inverse)	size / phase see also PAN		96..127	60..7F	38..50
	Circle	size / phase see also PAN		128..159	80..9F	51..62
Circle (inverse)	size / phase see also PAN		160..191	A0..BF	63..75	
Lying eight	size / phase see also PAN		192..223	C0..DF	76..87	
Random movement	size see also PAN		224..255	E0..FF	88..100	
<b>13) Speed Pan/Tilt</b>	Pan/Tilt relative movement		0..15	00..0F	0..6	
	Pan/Tilt slow – fast Use this channel also for the SPEED of the movements		Pan Min. 660° = 200s Tilt Min. 300° = 110s	16..255	10..FF	7..100

<sup>1)</sup> The predefined colors can be used as start-colors for the Rainbow effect. Please select first a desired start-color before you activate the rainbow effect. All **Volksichts** will afterwards start from that color and will execute the rainbow effect synchronously. Different **Volkslichts** can certainly have different start-colors but will still execute the rainbow effect synchronously. If you choose a color different from the once marked with <sup>1)</sup> in the tables above the rainbow start-color will be red.

<sup>2)</sup> Rainbow-effect Stop will pause this function. After resuming the rainbow-effect will be continued with the current color.

<sup>3)</sup> The Rainbow-effect will run synchronously only if it will be started going out from one of the predefined colors (see also <sup>1)</sup> before).

