

## Euphoria - DMX protocol,version 1.0

Channel	Value	Function	Type of control
1		<b>Gobo wheel</b> <i>Gobo selection</i>	
	0-7	Gobo 1	step
	8-13	Gobo 2	step
	14-21	Gobo 3	step
	22-27	Gobo 4	step
	28-35	Gobo 5	step
	36-41	Gobo 6	step
	42-47	Gobo 7	step
	48-55	Gobo 8	step
	56-63	Gobo 9	step
		<i>Gobo shake, from slow to fast</i>	
	64-69	Gobo 1	proportional
	70-75	Gobo 2	proportional
	76-81	Gobo 3	proportional
	82-87	Gobo 4	proportional
	88-93	Gobo 5	proportional
	94-99	Gobo 6	proportional
	100-105	Gobo 7	proportional
	106-111	Gobo 8	proportional
	112-119	Gobo 9	proportional
		<i>Pulse movement between two gobos ,from slow to fast</i>	
	120-123	Gobo 1 --> Gobo 2	proportional
	124-127	Gobo 2 --> Gobo 3	proportional
	128-131	Gobo 3 --> Gobo 4	proportional
	132-135	Gobo 4 --> Gobo 5	proportional
	136-139	Gobo 5 --> Gobo 6	proportional
	140-143	Gobo 6 --> Gobo 7	proportional
144-147	Gobo 7 --> Gobo 8	proportional	
148-151	Gobo 8 --> Gobo 9	proportional	
152-197	Gobo wheel rotation from fast to slow (forward)	proportional	
198-199	No rotation	step	
200-243	Gobo wheel rotation from slow to fast (backward )	proportional	
244-249	Random gobo selection by audio control	step	
250-255	Auto random gobo selection from fast to slow	proportional	
2		<b>Triangular prism rotation</b>	
	0	No rotation	step
	1-63	Forward rotation from slow to fast	proportional
	64	No rotation	step
	65-127	Backward rotation from fast to slow	proportional
	128	No rotation	step
	129-191	Rotating pulse effects from slow to fast	proportional
	192	No rotation	step
	193-243	Random rotating pulse effects from fast to slow	proportional
	244-249	Random prism rotation by audio control	step
250-255	Auto random prism rotation from fast to slow	proportional	
3		<b>Dimmer,program trigger</b>	
	0-5	Closed	step
	6-85	Dimmer from closed to open	proportional
	86-127	Dimmer full open	step
	128-139	Reset	step
	140-191	Program time trigger (program runs by time control)	step
	192-223	Program audio trigger (program runs by audio control)	step
224-255	Random Audio trigger (random effects by audio control)	step	