# DMX protocol

A range of protocols is available for the MAC 401 Dual™. The protocol used depends on how the fixture is configured. For information about configuring for DMX, see “DMX” on page 15.

| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| | | | | **Strobe/Virtual shutter effect** | | |
| | | 0 - 19 | 0 - 7 | Shutter closed | | |
| | | 20 - 49 | 8 - 19 | Shutter open | | |
| | | 50 - 64 | 20 - 25 | Strobe (fast → slow) | | |
| | | 65 - 69 | 26 - 27 | Shutter open | | |
| | | 70 - 84 | 28 - 33 | Opening pulse (fast → slow) | | |
| | | 85 - 89 | 34 - 35 | Shutter open | | |
| | | 90 - 104 | 36 - 41 | Closing pulse (fast → slow) | | |
| | | 105 - 109 | 42 - 43 | Shutter open | | |
| | | 110 - 124 | 44 - 49 | Random strobe (fast → slow) | | |
| | | 125 - 129 | 50 - 51 | Shutter closed | | |
| **1** | **1** | 130 - 144 | 52 - 57 | Random opening pulse (fast → slow) | **Snap** | **020** |
| | | 145 - 149 | 58 - 59 | Shutter open | | |
| | | 150 - 164 | 60 - 65 | Random closing pulse (fast → slow) | | |
| | | 165 - 169 | 66 - 67 | Shutter closed | | |
| | | 170 - 184 | 68 - 73 | Burst pulse (fast → slow) | | |
| | | 185 - 189 | 74 - 75 | Shutter open | | |
| | | 190 - 204 | 76 - 81 | Random burst pulse (fast → slow) | | |
| | | 205 - 209 | 82 - 83 | Shutter closed | | |
| | | 210 - 224 | 84 - 89 | Sine wave (fast → slow) | | |
| | | 225 - 229 | 90 - 91 | Shutter open | | |
| | | 230 - 244 | 92 - 97 | Electronic burst (fast → slow) | | |
| | | 245 - 255 | 98 - 100 | Shutter open | | |
| **2** | **2** | 0 - 255 | 0 - 100 | **Virtual dimmer**<br>Closed → open | **Fade** | **0** |

**Table 3: DMX Protocol**

| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| — | 3 | | | **Dynamic effect 1** | **Snap** | **0** |
| | | 0 - 19 | 0 - 7 | No Effect | | |
| | | 20 - 39 | 7 - 16 | Effect 1 - White Single Segment Chase | | |
| | | 40 - 59 | 17 - 24 | Effect 2 - White Double Segment Chase | | |
| | | 60 - 79 | 25 - 32 | Effect 3 - Red Single Segment Chase | | |
| | | 80 - 84 | 30 - 31 | Effect 4 - Green Single Segment Chase | | |
| | | 85 - 89 | 32 - 33 | Effect 5 - Blue Single Segment Chase | | |
| | | 90 - 94 | 34 - 35 | Effect 6 - Cyan Single Segment Chase | | |
| | | 95 - 99 | 36 - 37 | Effect 7 - Magenta Single Segment Chase | | |
| | | 100 - 104 | 38 - 39 | Effect 8 - Yellow Single Segment Chase | | |
| | | 105 - 109 | 40 - 41 | Effect 9 - Red Double Segment Chase | | |
| | | 110 - 114 | 42 - 43 | Effect 10 - Green Double Segment Chase | | |
| | | 115 - 119 | 44 - 45 | Effect 11 - Blue Double Segment Chase | | |
| | | 120 - 124 | 46 - 47 | Effect 12 - Cyan Double Segment Chase | | |
| | | 125 - 129 | 48 - 49 | Effect 13 - Magenta Double Segment Chase | | |
| | | 130 - 134 | 50 - 51 | Effect 14 - Yellow Double Segment Chase | | |
| | | 135 - 139 | 52 - 53 | Effect 15 - Yellow Blue Pulse | | |
| | | 140 - 144 | 54 - 55 | Effect 16 - Green Magenta Pulse | | |
| | | 145 - 149 | 56 - 57 | Effect 17 - Red Cyan Pulse | | |
| | | 150 - 154 | 58 - 59 | Effect 18 - Red Green Pulse | | |
| | | 155 - 159 | 60 - 61 | Effect 19 - Red Blue Pulse | | |
| | | 160 - 164 | 62 - 63 | Effect 20 - Red Flip 1 | | |
| | | 165 - 169 | 64 - 65 | Effect 21 - Red Flip 2 | | |
| | | 170 - 174 | 66 - 67 | Effect 22 - Green Flip 1 | | |
| | | 175 - 179 | 68 - 69 | Effect 23 - Green Flip 2 | | |
| | | 180 - 184 | 70 - 71 | Effect 24 - Blue Flip 1 | | |
| | | 185 - 189 | 72 - 73 | Effect 25 - Blue Flip 2 | | |
| | | 190 - 194 | 74 - 75 | Effect 26 - White Flip 1 | | |
| | | 195 - 199 | 76 - 77 | Effect 27 - White Flip 2 | | |
| | | 200 - 204 | 78 - 79 | Effect 28 - White Flicker Chase | | |
| | | 205 - 209 | 80 - 81 | Effect 29 - Rising Pulse | | |
| | | 210 - 214 | 82 - 83 | Effect 30 - White Flicker | | |
| | | 215 - 219 | 84 - 85 | Effect 31 - Strobe Pulse | | |
| | | 220 - 224 | 86 - 87 | Effect 32 - Single segment chase (needs RGB set for color) | | |
| | | 225 - 229 | 88 - 89 | Effect 33 - Two segment chase (needs RGB set for color) | | |
| | | 230 - 234 | 90 - 91 | Effect 34 - Double horiz. seg. chase (needs RGB for color) | | |
| | | 235 - 239 | 92 - 93 | Effect 35 - Double vert. seg. chase (needs RGB for color) | | |
| | | 240 - 244 | 94 - 95 | Effect 36 - Double opposite chase (needs RGB set for color) | | |
| | | 245 - 249 | 96 - 97 | Effect 37 - Reserved for future use | | |
| | | 250 - 255 | 98 - 100 | Effect 38 - Reserved for future use | | |
| — | 4 | | | **Dynamic effect 1 speed** | **Fade** | **128** |
| | | 0 - 2 | 0 | Stop | | |
| | | 3 - 126 | 1 - 49 | Clockwise rotation, fast → slow | | |
| | | 127 - 129 | 50 | Stop | | |
| | | 130 - 253 | 51 - 99 | Counter-clockwise rotation, slow → fast | | |
| | | 254 - 255 | 100 | Stop | | |
| — | 5 | | | **Dynamic effect 1 x-fade** | **Fade** | **0** |
| | | 0 - 255 | 0 - 100 | No fade → max. fade | | |
| — | 6 | | | **Dynamic effect 1 intensity** | **Fade** | **0** |
| | | 0 - 255 | 0 - 100 | Zero → 100% | | |

**Table 3: DMX Protocol**

| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| — | 7 | | | **Dynamic effect 2** | **Snap** | **0** |
| | | 0 - 19 | 0 - 7 | No Effect | | |
| | | 20 - 39 | 7 - 16 | Effect 1 - White Single Segment Chase | | |
| | | 40 - 59 | 17 - 24 | Effect 2 - White Double Segment Chase | | |
| | | 60 - 79 | 25 - 32 | Effect 3 - Red Single Segment Chase | | |
| | | 80 - 84 | 30 - 31 | Effect 4 - Green Single Segment Chase | | |
| | | 85 - 89 | 32 - 33 | Effect 5 - Blue Single Segment Chase | | |
| | | 90 - 94 | 34 - 35 | Effect 6 - Cyan Single Segment Chase | | |
| | | 95 - 99 | 36 - 37 | Effect 7 - Magenta Single Segment Chase | | |
| | | 100 - 104 | 38 - 39 | Effect 8 - Yellow Single Segment Chase | | |
| | | 105 - 109 | 40 - 41 | Effect 9 - Red Double Segment Chase | | |
| | | 110 - 114 | 42 - 43 | Effect 10 - Green Double Segment Chase | | |
| | | 115 - 119 | 44 - 45 | Effect 11 - Blue Double Segment Chase | | |
| | | 120 - 124 | 46 - 47 | Effect 12 - Cyan Double Segment Chase | | |
| | | 125 - 129 | 48 - 49 | Effect 13 - Magenta Double Segment Chase | | |
| | | 130 - 134 | 50 - 51 | Effect 14 - Yellow Double Segment Chase | | |
| | | 135 - 139 | 52 - 53 | Effect 15 - Yellow Blue Pulse | | |
| | | 140 - 144 | 54 - 55 | Effect 16 - Green Magenta Pulse | | |
| | | 145 - 149 | 56 - 57 | Effect 17 - Red Cyan Pulse | | |
| | | 150 - 154 | 58 - 59 | Effect 18 - Red Green Pulse | | |
| | | 155 - 159 | 60 - 61 | Effect 19 - Red Blue Pulse | | |
| | | 160 - 164 | 62 - 63 | Effect 20 - Red Flip 1 | | |
| | | 165 - 169 | 64 - 65 | Effect 21 - Red Flip 2 | | |
| | | 170 - 174 | 66 - 67 | Effect 22 - Green Flip 1 | | |
| | | 175 - 179 | 68 - 69 | Effect 23 - Green Flip 2 | | |
| | | 180 - 184 | 70 - 71 | Effect 24 - Blue Flip 1 | | |
| | | 185 - 189 | 72 - 73 | Effect 25 - Blue Flip 2 | | |
| | | 190 - 194 | 74 - 75 | Effect 26 - White Flip 1 | | |
| | | 195 - 199 | 76 - 77 | Effect 27 - White Flip 2 | | |
| | | 200 - 204 | 78 - 79 | Effect 28 - White Flicker Chase | | |
| | | 205 - 209 | 80 - 81 | Effect 29 - Rising Pulse | | |
| | | 210 - 214 | 82 - 83 | Effect 30 - White Flicker | | |
| | | 215 - 219 | 84 - 85 | Effect 31 - Strobe Pulse | | |
| | | 220 - 224 | 86 - 87 | Effect 32 - Single segment chase (needs RGB set for color) | | |
| | | 225 - 229 | 88 - 89 | Effect 33 - Two segment chase (needs RGB set for color) | | |
| | | 230 - 234 | 90 - 91 | Effect 34 - Double horiz. seg. chase (needs RGB for color) | | |
| | | 235 - 239 | 92 - 93 | Effect 35 - Double vert. seg. chase (needs RGB for color) | | |
| | | 240 - 244 | 94 - 95 | Effect 36 - Double opposite chase (needs RGB set for color) | | |
| | | 245 - 249 | 96 - 97 | Effect 37 - Reserved for future use | | |
| | | 250 - 255 | 98 - 100 | Effect 38 - Reserved for future use | | |
| — | 8 | | | **Dynamic effect 2 speed** | **Fade** | **128** |
| | | 0 - 2 | 0 | Stop | | |
| | | 3 - 126 | 1 - 49 | Clockwise rotation, fast → slow | | |
| | | 127 - 129 | 50 | Stop | | |
| | | 130 - 253 | 51 - 99 | Counter-clockwise rotation, slow → fast | | |
| | | 254 - 255 | 100 | Stop | | |
| — | 9 | 0 - 255 | 0 - 100 | **Dynamic effect 2 x-fade**<br>No fade → max. fade | **Fade** | **0** |
| — | 10 | 0 - 255 | 0 - 100 | **Dynamic effect 2 intensity**<br>Zero → 100% | **Fade** | **0** |
| 3 | 11 | | | **Zoom** | **Fade** | **0** |
| | | 0 - 200 | 0 - 77 | Zoom wide → narrow | | |
| | | 201 - 210 | 78 - 81 | Hypermode | | |
| | | 211 - 255 | 82 - 100 | No function | | |
| 4 | 12 | 0 - 255 | 0 - 100 | **Pan**<br>Pan 0 - 630° (128 = centered) | **Fade** | **128** |
| 5 | 13 | 0 - 255 | 0 - 100 | **Pan fine**<br>Pan fine (Least Significant Byte) | **Fade** | **0** |
| 6 | 14 | 0 - 255 | 0 - 100 | **Tilt**<br>Tilt 0 - 300° (128 = centered) | **Fade** | **128** |
| 7 | 15 | 0 - 255 | 0 - 100 | **Tilt fine**<br>Tilt fine (Least Significant Byte) | **Fade** | **0** |

**Table 3: DMX Protocol**

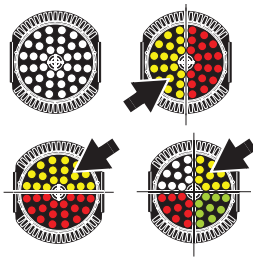
| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| | | | | **Fixture control** | | |
| | | 0 - 9 | 0 - 1 | No function | | |
| | | 10 - 14 | 2 - 3 | Reset Entire fixture1 | | |
| | | 15 - 19 | 4 - 5 | No function | | |
| | | 20 - 24 | 6 - 7 | Reset Effects only1 | | |
| | | 25 - 29 | 8 - 9 | No function | | |
| | | 30 - 34 | 10 - 11 | Reset Pan & Tilt Only1 | | |
| | | 35 - 39 | 12 - 13 | No function | | |
| | | 40 - 44 | 14 - 15 | PTSP = NORM (Menu override. Setting unaffected by power on/off) | | |
| | | 45 - 49 | 16 - 17 | PTSP = FAST (Menu override. Unaffected by power on/off) | | |
| | | 50 - 54 | 18 - 19 | No function | | |
| | | 55 - 59 | 20 - 21 | Reserved for Future Use | | |
| | | 60 - 64 | 22 - 23 | No function | | |
| | | 65 - 69 | 24 - 25 | Fan Mode - Full (Menu override. Setting unaffected by power on/off) | | |
| | | 70 - 74 | 26 - 27 | No function | | |
| **8** | **16** | 75 - 79 | 28 - 29 | Fan Mode - Regulated (Menu override. Setting unaffected by power on/off) | **Snap** | **0** |
| | | 80 - 84 | 30 - 31 | No function | | |
| | | 85 - 89 | 32 - 33 | Fan Mode - Silent (Menu override. Setting unaffected by power on/off) | | |
| | | 90 - 94 | 34 - 35 | No function | | |
| | | 95 - 99 | 36 - 37 | Dimmer Curve = LIN (Menu override. Setting unaffected by power on/off) | | |
| | | 100 - 104 | 38 - 39 | No function | | |
| | | 105 - 109 | 40 - 41 | Dimmer Curve = SQR (Menu override. Setting unaffected by power on/off) | | |
| | | 110 - 114 | 42 - 43 | No function | | |
| | | 115 - 119 | 44 - 45 | Dimmer Curve = ISQR (Menu override. Setting unaffected by power on/off) | | |
| | | 120 - 124 | 46 - 47 | No function | | |
| | | 125 - 129 | 48 - 49 | Dimmer Curve = SCUR (Menu override. Setting unaffected by power on/off) | | |
| | | 130 - 249 | 50 - 97 | No function, reserved for future use | | |
| | | 250 - 255 | 98 - 100 | Illuminate Display | | |

**Table 3: DMX Protocol**

| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| | | | | **Color wheel effect (see also "LEE colors and their RGB equivalents" on page 29)** | | |
| | | 0 - 9 | 0 - 1 | Open (white) | | |
| | | 10 - 14 | 2 - 3 | LEE 790 - Moroccan Pink | | |
| | | 15 - 19 | 4 - 5 | LEE 157 - Pink | | |
| | | 20 - 24 | 6 - 7 | LEE 332 - Special Rose Pink | | |
| | | 25 - 29 | 8 - 9 | LEE 328 - Follies Pink | | |
| | | 30 - 34 | 10 - 11 | LEE 345 - Fuchsia Pink | | |
| | | 35 - 39 | 12 - 13 | LEE 194 - Surprise Pink | | |
| | | 40 - 44 | 14 - 15 | LEE 181 - Congo Blue | | |
| | | 45 - 49 | 16 - 17 | LEE 071 - Tokyo Blue | | |
| | | 50 - 54 | 18 - 19 | LEE 120 - Deep Blue | | |
| | | 55 - 59 | 20 - 21 | LEE 079 - Just Blue | | |
| | | 60 - 64 | 22 - 23 | LEE 132 - Medium Blue | | |
| | | 65 - 69 | 24 - 25 | LEE 200 - Double CT Blue | | |
| | | 70 - 74 | 26 - 27 | LEE 161 - Slate Blue | | |
| | | 75 - 79 | 28 - 29 | LEE 201 - Full CT Blue | | |
| | | 80 - 84 | 30 - 31 | LEE 202 - Half CT Blue | | |
| | | 85 - 89 | 32 - 33 | LEE 117 - Steel Blue | | |
| | | 90 - 94 | 34 - 35 | LEE 353 - Lighter Blue | | |
| | | 95 - 99 | 36 - 37 | LEE 118 - Light Blue | | |
| | | 100 - 104 | 38 - 39 | LEE 116 - Medium Blue Green | | |
| | | 105 - 109 | 40 - 41 | LEE 124 - Dark Green | | |
| **9** | **17** | 110 - 114 | 42 - 43 | LEE 139 - Primary Green | **Fade** | **0** |
| | | 115 - 119 | 44 - 45 | LEE 089 - Moss Green | | |
| | | 120 - 124 | 46 - 47 | LEE 122 - Fern Green | | |
| | | 125 - 129 | 48 - 49 | LEE 738 - JAS Green | | |
| | | 130 - 134 | 50 - 51 | LEE 088 - Lime Green | | |
| | | 135 - 139 | 52 - 53 | LEE 100 - Spring Yellow | | |
| | | 140 - 144 | 54 - 55 | LEE 104 - Deep Amber | | |
| | | 145 - 149 | 56 - 57 | LEE 179 - Chrome Orange | | |
| | | 150 - 154 | 58 - 59 | LEE 105 - Orange | | |
| | | 155 - 159 | 60 - 61 | LEE 021 - Gold Amber | | |
| | | 160 - 164 | 62 - 63 | LEE 778 - Millennium Gold | | |
| | | 165 - 169 | 64 - 65 | LEE 135 - Deep Golden Amber | | |
| | | 170 - 174 | 66 - 67 | LEE 164 - Flame Red | | |
| | | 175 - 179 | 68 - 69 | Open (white) | | |
| | | | | **Color wheel rotation effect** | | |
| | | 180 - 201 | 70 - 78 | Clockwise, fast → slow | | |
| | | 202 - 207 | 79 - 80 | Color wheel stop (freezes at current color) | | |
| | | 208 - 229 | 81 - 89 | Counter-clockwise, slow → fast | | |
| | | 230 - 234 | 90 - 91 | Open (white) | | |
| | | | | **Random color** | | |
| | | 235 - 239 | 92 - 93 | Fast | | |
| | | 240 - 244 | 94 - 95 | Medium | | |
| | | 245 - 249 | 96 - 97 | Slow | | |
| | | 250 - 255 | 98 - 100 | Open (white) | | |

The **PGRP** option on the control menu on the fixture defines which LEDs the following 4 channels control. See "Pixel grouping" on page 14. The channels can control:

- All of the LEDs (**PGRP** set to "**ALL**"), or
- Group **A** of 2 vertically split LED groups (**PGRP** set to "**2V**" and four other channels control the opposite segment), or
- Group **A of** 2 horizontally split LED groups (**PGRP** set to "**2H**" and four other channels control the opposite segment), or
- Group **A** of 4 quadrant split LED groups (**PGRP** set to "**1**" and three groups of four other channels control the other three segments).



| | | | | | | |
|---|---|---|---|---|---|---|
| **10** | **18** | 0 - 255 | 0 - 100 | **Red or Hue** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **11** | **19** | 0 - 255 | 0 - 100 | **Green or Saturation** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **12** | **20** | 0 - 255 | 0 - 100 | **Blue or Value** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **13** | **21** | 0 - 19<br>20 - 255 | 0 - 7<br>8 - 100 | **CTC** (Color Temperature Control)<br>No function<br>CTC 10 000 K → 2 000 K | **Fade** | **0** |

**Table 3: DMX Protocol**

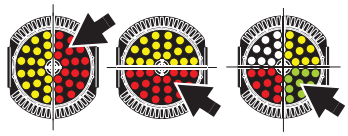
| RGB HSV | RGBX HSX | DMX Value | Percent | Function | Snap/ fade | Default value |
|---|---|---|---|---|---|---|
| | | | | The following block of four channels is *only available and used if individual quarter or half groups of LEDs are to be controlled*. The level of control is set using the **PGRP** option on the control menu on the fixture. See “Pixel grouping” on page 14. When available, the channels control:<br>• Group **B** of 2 vertically split LED groups (**PGRP** set to “**2V**”), or<br>• Group **B** of 2 horizontally split LED groups (**PGRP** set to “**2H**”), or<br>• Group **B** of 4 quadrant split LED groups (**PGRP** set to “**1**”).  | | |
| **14** | **22** | 0 - 255 | 0 - 100 | **Red or Hue** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **15** | **23** | 0 - 255 | 0 - 100 | **Green or Saturation** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **16** | **24** | 0 - 255 | 0 - 100 | **Blue or Value** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **17** | **25** | 0 - 19<br>20 - 255 | 0 - 7<br>8 - 100 | **CTC** (Color Temperature Control)<br>No function<br>CTC 10 000 K → 2000 K | **Fade** | **0** |
| | | | | The following four channels *are only available and used if individual quarter groups of LEDs are to be controlled (***PGRP** *is set to “***1***”)*. The level of control is set using the **PGRP** option on the control menu on the fixture. See “Pixel grouping” on page 14. The channels control Group **C** of quadrant split LEDs.  | | |
| **18** | **26** | 0 - 255 | 0 - 100 | **Red or Hue** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **19** | **27** | 0 - 255 | 0 - 100 | **Green or Saturation** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **20** | **28** | 0 - 255 | 0 - 100 | **Blue or Value** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **21** | **29** | 0 - 19<br>20 - 255 | 0 - 7<br>8 - 100 | **CTC** (Color Temperature Control)<br>No function<br>CTC 10 000 K → 2000 K | **Fade** | **0** |
| | | | | The following four channels *are only available and used if individual quarter groups of LEDs are to be controlled (***PGRP** *is set to “***1***”)*. The level of control is set using the **PGRP** option on the control menu on the fixture. See “Pixel grouping” on page 14. The channels control Group **D** of quadrant split LEDs.  | | |
| **22** | **30** | 0 - 255 | 0 - 100 | **Red or Hue** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **23** | **31** | 0 - 255 | 0 - 100 | **Green or Saturation** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **24** | **32** | 0 - 255 | 0 - 100 | **Blue or Value** (depending on operating mode)<br>Color wheel channel must be set to a DMX value from 0 - 9.<br>Zero → 100% | **Fade** | **0** |
| **25** | **33** | 0 - 19<br>20 - 255 | 0 - 7<br>8 - 100 | **CTC** (Color Temperature Control)<br>No function<br>CTC 10 000 K → 2000 K | **Fade** | **0** |

**Table 3: DMX Protocol**

[1] If DMX Reset is disabled in the onboard control menus, a reset command can only be executed if channel 2 is set to DMX value 232 and channel 1 is set to zero.

The DMX protocol is repeated in full for the second module if fitted to the head. Pan/tilt and fixture control channels have no effect in the second module’s DMX protocol.