

## DMX protocol

Robin ProMotion - DMX protocol				
Version 2.2				
Mode/Total channels		DMX Value	Function	Type of control
1/25	2/33			
1	1	0 - 255	<b>Pan</b> Pan movement by 540° (128=default)	proportional
2	2	0 - 255	<b>Pan fine</b> Fine control of pan movement (0=default)	proportional
3	3	0 - 255	<b>Tilt</b> Tilt movement by 260° (128=default)	proportional
4	4	0 - 255	<b>Tilt fine</b> Fine control of tilt movement (0=default)	proportional
5	5	0	<b>Pan/Tilt speed , Pan/Tilt time</b> Standard mode (0=default)	step
		1	Max. Speed Mode	step
		2 - 255	<b>Pan/Tilt speed mode</b> Speed from max. to min.	proportional
		2 - 255	<b>Pan/Tilt time mode</b> Time from 0.2 s to 25.5 sec.	proportional
6	6		<b>Special functions</b> <i>To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. („Shutter,Strobe“ channel 24/32 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden ( unless otherwise stated).</i>	
		0 -9	Reserved (0=default)	
		10-14	DMX input: Wired DMX	step
		15-19	DMX input: Wireless DMX *	step
		20-24	Graphic display: On	step
		25-29	Graphic display: Off	step
		30-31	Colour temperature: 3200K	step
		32-33	Colour temperature: 4200K	step
		34-35	Colour temperature: 5000K	step
		36-37	Colour temperature: 5500K	step
		38-39	Colour temperature: 5600K	step
		40-41	Colour temperature: 6500K	step
		42-43	Colour temperature: 7500K	step
		44-45	Colour temperature: 8000K	step
		46-47	Colour temperature: 9500K	step
		48-49	Maximum brightness	step
		50 - 59	Pan/Tilt speed mode	step
		60 - 69	Pan/Tilt time mode	step
		70 - 79	Blackout while pan/tilt moving	step
		80 - 89	Disabled blackout while pan/tilt moving	step
		90-94	Ceiling projection On	step
		95-99	Ceiling projection Off	step
		100-104	Rear projection On	step
		105-109	Rear projection Off	step
		110-114	Fans mode: Auto	step
		115-119	Fans mode: High	step
		120-121	Colour mixing mode: CMY	step
		122-123	Colour mixing mode: RGB	step

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1/25	2/33			
		124-125	Fans mode: Quiet	step
		126 -129	Reserved	
			<i>To activate following functions, stop in DMX value for at least 3 seconds.</i>	
		130-134	Keep aspect ratio On	step
		135-139	Keep aspect ratio Off	step
		140 - 149	Pan/Tilt reset	step
		150 - 179	Reserved	
		180 - 189	Focus reset	step
		190 - 199	Graphic engine reset(software update executing)	step
		200 - 209	Total reset	step
		210 -219	Internal HDMI	step
		220 -229	External HDMI	step
		230 -234	Save AutoKeystoning	step
		235 -239	Reserved	
		240 -244	Synchronization of the Local NAS content with NAS	step
			<i>The following RoboSpot related commands are only applicable when the RoboSpot is connected:</i>	
		245 - 246	RoboSpot enabled	step
		247 - 248	RoboSpot disabled - except handle faders and pan/tilt	step
		249 - 250	RoboSpot fully disabled	step
		251 - 255	Reserved	
<b>7</b>	<b>7</b>		<b>Digital zoom</b>	
		0-127	Zoom from min. -->real size	proportional
		128	Real size (128=default)	step
		129-255	Zoom from real size -->max.	proportional
<b>8</b>	<b>8</b>		<b>Focus</b>	
		0 - 255	Continuous adjustment from far to near (128=default)	proportional
			Fixture equipped with ADM: Focus has to be set at 0 DMX	
<b>9</b>	<b>9</b>		<b>Vertical keystoning</b>	
		0	Vertical autoKeystoning, Corner keystones Off	step
		1-127	Vertical keystoning correction, Corner keystones Off	proportional
		128	Vertical keystoning Off, Corner keystones On (128=default)	step
		129-255	Vertical keystoning correction - oppozite direction, Corner keystones Off	proportional
<b>10</b>	<b>10</b>		<b>Horizontal keystoning</b>	
		0	Horizontal autoKeystoning, Corner keystones Off	step
		1-127	Horizontal keystoning correction, Corner keystones Off	proportional
		128	Horizontal keystoning Off, Corner keystones On (128=default)	step
		129-255	Horizontal keystoning correction - oppozite direction, Corner keystones Off	proportional
			<i>To activate the following corner Keystones below, both channels above (Verical keystoning, Horizontal keystoning) have to be set at 128 DMX</i>	
<b>*</b>	<b>11</b>		<b>KeyStone Top Left X</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the top left corner X coordinate to center	proportional
<b>*</b>	<b>12</b>		<b>KeyStone Top Left Y</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the top left corner Y coordinate to center	proportional
<b>*</b>	<b>13</b>		<b>KeyStone Top Right X</b>	

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		0	Keystone Off (0=default)	step
		1-255	Movement of the top right corner X coordinate to center	proportional
*	14		<b>KeyStone Top Right Y</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the top right corner Y coordinate to center	proportional
*	15		<b>KeyStoneBottom Right X</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the bottom right corner X coordinate to center	proportional
*	16		<b>KeyStone Bottom Right Y</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the bottom right corner Y coordinate to center	proportional
*	17		<b>KeyStone Bottom Left X</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the bottom left corner X coordinate to center	proportional
*	18		<b>KeyStone Bottom Left Y</b>	
		0	Keystone Off (0=default)	step
		1-255	Movement of the bottom left corner Y coordinate to center	proportional
11	19		<b>Cyan (Red)</b>	
		0 - 255	Cyan (0%-->100%) (0=default for CMY mixing mode)	proportional
		0 - 255	Red (0%-->100%) (255=default for RGB mixing mode)	proportional
12	20		<b>Magenta (Green)</b>	
		0 - 255	Magenta (0%-->100%) (0=default for CMY mixing mode)	proportional
		0 - 255	Green (0%-->100%) (255=default for RGB mixing mode)	proportional
13	21		<b>Yellow (Blue)</b>	
		0 - 255	Yellow (0%-->100%) (0=default for CMY mixing mode)	proportional
		0 - 255	Blue (0%-->100%) (255=default for RGB mixing mode)	proportional
14	22		<b>Virtual colour wheel</b>	
		0-15	White (CTC according to value set at channel Special Function) (0=default)	step
		16	Blue	step
		17-55	Blue ---> Cyan	proportional
		56	Cyan	step
		57-95	Cyan ---> Green	proportional
		96	Green	step
		97-134	Green ---> Yellow	proportional
		135	Yellow	step
		136-174	Yellow ---> Red	proportional
		175	Red	step
		176-214	Red ---> Magenta	proportional
		215	Magenta	step
		216-246	Magenta ---> Blue	proportional
		247	Blue	step
		248-255	Reserved	
15	23		<b>Colour Effect wheel</b>	
		0	No function (0=default)	step
			<b>Static effects</b>	
		1	Horizontal linear shade, white-->black	step
		2	Horizontal Linear shade, black-->white	step
		3	Vertical linear shade, black-->white	step
		4	Vertical linear shade, white-->black	step

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1/25	2/33			
		5	Diagonal shade, white -->black	step
		6	Diagonal shade, black -->white	step
		7	Horizontal linear shade, white-->red	step
		8	Horizontal Linear shade, red-->white	step
		9	Vertical linear shade, red-->white	step
		10	Vertical linear shade, white-->red	step
		11	Diagonal shade, white -->red	step
		12	Diagonal shade, red -->white	step
		13	Horizontal linear shade, white-->green	step
		14	Horizontal Linear shade, green-->white	step
		15	Vertical linear shade, green-->white	step
		16	Vertical linear shade, white-->green	step
		17	Diagonal shade, white -->green	step
		18	Diagonal shade, green -->white	step
		19	Horizontal linear shade, white-->blue	step
		20	Horizontal Linear shade, blue-->white	step
		21	Vertical linear shade, blue-->white	step
		22	Vertical linear shade, white-->blue	step
		23	Diagonal shade, white -->blue	step
		24	Diagonal shade, blue -->white	step
		25	Horizontal linear shade, white-->cyan	step
		26	Horizontal Linear shade, cyan-->white	step
		27	Vertical linear shade, cyan-->white	step
		28	Vertical linear shade, white-->cyan	step
		29	Diagonal shade, white -->cyan	step
		30	Diagonal shade, cyan -->white	step
		31	Horizontal linear shade, white-->magenta	step
		32	Horizontal Linear shade, magenta-->white	step
		33	Vertical linear shade, magenta-->white	step
		34	Vertical linear shade, white-->magenta	step
		35	Diagonal shade, white -->magenta	step
		36	Diagonal shade, magenta -->white	step
		37	Horizontal linear shade, white-->yellow	step
		38	Horizontal Linear shade, yellow-->white	step
		39	Vertical linear shade, yellow-->white	step
		40	Vertical linear shade, white-->yellow	step
		41	Diagonal shade, white -->yellow	step
		42	Diagonal shade, yellow -->white	step
		43	RGBW shades	step
		44	CMYW shades	step
		45	RGBY shades	step
		46	RMBG shades	step
		47-49	Reserved	
			<b>Dynamic effects</b>	
		50	Colour changing black -->white, slowly	step
		51	Colour changing black -->white, fast	step
		52	Colour changing red -->white, slowly	step
		53	Colour changing red -->white, fast	step
		54	Colour changing green -->white, slowly	step

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1/25	2/33			
		55	Colour changing green -->white, fast	step
		56	Colour changing blue -->white, slowly	step
		57	Colour changing blue -->white, fast	step
		58	Colour changing yellow -->white, slowly	step
		59	Colour changing yellow -->white, fast	step
		60	Colour changing magenta -->white, slowly	step
		61	Colour changing magenta -->white, fast	step
		62	Colour changing cyan -->white, slowly	step
		63	Colour changing cyan -->white, fast	step
		64	Colour changing (slow) red -->green -->blue -->yellow	step
		65	Colour changing (fast) red -->green -->blue -->yellow	step
		66	Colour changing (fastest) red -->green -->blue -->yellow	step
		67-69	Reserved	
		70	Horizontal linear shade, white-->black and vice versa, slowly	step
		71	Horizontal linear shade, white-->black and vice versa,fast	step
		72	Vertical linear shade, white-->black and vice versa, slowly	step
		73	Vertical linear shade, white-->black and vice versa, fast	step
		74	Diagonal shade, black -->white and vice versa, slowly	step
		75	Diagonal shade, black -->white and vice versa, fast	step
		76	Shade black -->white, slow rotation, clockwise	step
		77	Shade black -->white, fast rotation, clockwise	step
		78	Shade black -->white, slow rotation, anticlockwise	step
		79	Shade black -->white, fast rotation, anticlockwise	step
		80	Horizontal linear shade, white-->red and vice versa, slowly	step
		81	Horizontal linear shade, white-->red and vice versa,fast	step
		82	Vertical linear shade, white-->red and vice versa, slowly	step
		83	Vertical linear shade, white-->red and vice versa, fast	step
		84	Diagonal shade, red -->white and vice versa, slowly	step
		85	Diagonal shade, red -->white and vice versa, fast	step
		86	Shade red -->white, slow rotation, clockwise	step
		87	Shade red -->white, fast rotation, clockwise	step
		88	Shade red -->white, slow rotation, anticlockwise	step
		89	Shade red -->white, fast rotation, anticlockwise	step
		90	Horizontal linear shade, white-->green and vice versa, slowly	step
		91	Horizontal linear shade, white-->green and vice versa,fast	step
		92	Vertical linear shade, white-->green and vice versa, slowly	step
		93	Vertical linear shade, white-->green and vice versa, fast	step
		94	Diagonal shade, green -->white and vice versa, slowly	step
		95	Diagonal shade, green -->white and vice versa, fast	step
		96	Shade green -->white, slow rotation, clockwise	step
		97	Shade green -->white, fast rotation, clockwise	step
		98	Shade green -->white, slow rotation, anticlockwise	step
		99	Shade green -->white, fast rotation, anticlockwise	step
		100	Horizontal linear shade, white-->blue and vice versa, slowly	step
		101	Horizontal linear shade, white-->blue and vice versa,fast	step
		102	Vertical linear shade, white-->blue and vice versa, slowly	step
		103	Vertical linear shade, white-->blue and vice versa, fast	step
		104	Diagonal shade, blue -->white and vice versa, slowly	step
		105	Diagonal shade, blue -->white and vice versa, fast	step

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Mode/Total channels		DMX Value	Function	Type of control
1/25	2/33			
		106	Shade blue -->white, slow rotation, clockwise	step
		107	Shade blue -->white, fast rotation, clockwise	step
		108	Shade blue -->white, slow rotation, anticlockwise	step
		109	Shade blue -->white, fast rotation, anticlockwise	step
		110	Horizontal linear shade, white-->cyan and vice versa, slowly	step
		111	Horizontal linear shade, white-->cyan and vice versa,fast	step
		112	Vertical linear shade, white-->cyan and vice versa, slowly	step
		113	Vertical linear shade, white-->cyan and vice versa, fast	step
		114	Diagonal shade, cyan -->white and vice versa, slowly	step
		115	Diagonal shade, cyan -->white and vice versa, fast	step
		116	Shade cyan -->white, slow rotation, clockwise	step
		117	Shade cyan -->white, fast rotation, clockwise	step
		118	Shade cyan -->white, slow rotation, anticlockwise	step
		119	Shade cyan -->white, fast rotation, anticlockwise	step
		120	Horizontal linear shade, white-->magenta and vice versa, slowly	step
		121	Horizontal linear shade, white-->magenta and vice versa,fast	step
		122	Vertical linear shade, white-->magenta and vice versa, slowly	step
		123	Vertical linear shade, white-->magenta and vice versa, fast	step
		124	Diagonal shade, magenta -->white and vice versa, slowly	step
		125	Diagonal shade, magenta -->white and vice versa, fast	step
		126	Shade magenta -->white, slow rotation, clockwise	step
		127	Shade magenta -->white, fast rotation, clockwise	step
		128	Shade magenta -->white, slow rotation, anticlockwise	step
		129	Shade magenta -->white, fast rotation, anticlockwise	step
		130	Horizontal linear shade, white-->yellow and vice versa, slowly	step
		131	Horizontal linear shade, white-->yellow and vice versa,fast	step
		132	Vertical linear shade, white-->yellow and vice versa, slowly	step
		133	Vertical linear shade, white-->yellow and vice versa, fast	step
		134	Diagonal shade, yellow -->white and vice versa, slowly	step
		135	Diagonal shade, yellow -->white and vice versa, fast	step
		136	Shade yellow -->white, slow rotation, clockwise	step
		137	Shade yellow -->white, fast rotation, clockwise	step
		138	Shade yellow -->white, slow rotation, anticlockwise	step
		139	Shade yellow -->white, fast rotation, anticlockwise	step
		140	RGBW shades, slow rotation , clockwise	step
		141	RGBW shades, fast rotation ,clockwise	step
		142	RGBW shades, slow rotation , anticlockwise	step
		143	RGBW shades, fast rotation ,anticlockwise	step
		144	Random colours slowly, black between colours	step
		145	Random colours fast, black between colours	step
		146	Random colours slowly, white between colours	step
		147	Random colours fast, white between colours	step
		148	Random colours slowly	step
		149	Random colours fast	step
		150	Horizontal black shade -->random colour, slowly	step
		151	Horizontal black shade -->random colour, fast	step
		152	Vertical black shade -->random colour, slowly	step
		153	Vertical black shade -->random colour, fast	step
		154	Diagonal black shade -->random colour, slowly	step

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1/25	2/33			
		155	Diagonal black shade -->random colour, fast	step
		156	Black shade -->random colour, slow rotation ,clockwise	step
		157	Black shade -->random colour, fast rotation ,clockwise	step
		158	Black shade -->random colour, slow rotation ,anticlockwise	step
		159	Black shade -->random colour, fast rotation ,anticlockwise	step
		160	Random colour in two corners, slow rotation, clockwise	step
		161	Random colour in two corners, fast rotation, clockwise	step
		162	Random colour in two corners, slow rotation, anticlockwise	step
		163	Random colour in two corners, fast rotation, anticlockwise	step
		164	Random colour in four corners, slow rotation, clockwise	step
		165	Random colour in four corners, fast rotation, clockwise	step
		166	Random colour in four corners, slow rotation, anticlockwise	step
		167	Random colour in four corners, fast rotation, anticlockwise	step
		168	Horizontal colour transition, slowly, random	step
		169	Horizontal colour transition, fast, random	step
		170	Vertical colour transition, slowly, random	step
		171	Vertical colour transition, fast, random	step
		172	Diagonal colour transition, slowly	step
		173	Diagonal colour transition, fast	step
		174	Horizontal/Vertical/Diagonal colour transition slowly	step
		175	Horizontal/Vertical/Diagonal colour transition fast	step
		176-255	Reserved	
<b>16</b>	<b>24</b>		<b>Digital gobo wheel selection</b>	
		0-31	Factory Digital gobo wheel (0=default)	step
		32-63	Internal Custom Digital gobo wheel	step
		64-95	External Custom Digital gobo wheel (USB memory stick)	step
		96-127	NAS content	step
		128-159	Enable RTSP (select stream on the channel 17/25, DMX 1-20)	step
		160-255	Reserved	
<b>17</b>	<b>25</b>		<b>Digital gobo wheel</b>	
		0	Open (0=default)	
			<i>If the RTSP is enabled (channel 16/24, DMX range of 128-159):</i>	
		1-20	Running of Stream 1,2....19,20	proportional
			<i>If the i Factory Digital gobo wheel is activated (channel 16/24, DMX range of 0-31), the following distribution of gobos/pictures/animations goes for Factory Digital gobo wheel only:</i>	
		1 - 103	Colour pictures (by one DMX value: 1,2,3.....103)	proportional
		104-149	Black and white gobos (by one DMX value: 104, 105,.....149)	proportional
		150-168	Black and white animations (by one DMX value: 150, 151,.....168)	proportional
		169-250	Colour animations (by one DMX value: 169, 170.....250)	proportional
			<i>To activate following two functions, set a transition effect (1-48 DMX) at Effect Wheel - channel 21/29</i>	
		251	Gobos presentation (gobos selected randomly)	step
		252	Gobos presentation (gobos selected in alphabetical order)	step
		253-254	Reserved	
		255	White	step
<b>18</b>	<b>26</b>		<b>Video speed control</b>	
		0	Optimal speed (0=default)	step

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1/25	2/33			
		1	Pause	step
		2-127	Reserved	
		128-255	Speed from original to max. (4x original speed)	proportional
<b>19</b>	<b>27</b>		<b>Digital gobo indexing and rotation</b>	
		0 - 127	Gobo indexing (0=default)	proportional
		128-190	Forwards gobo rotation from fast to slow	proportional
		191-192	No rotation	step
		193- 255	Backwards gobo rotation from slow to fast	proportional
<b>20</b>	<b>28</b>		<b>Digital gobo gobo indexing and rotation fine</b>	
		0-255	Fine indexing (rotation)	proportional
<b>21</b>	<b>29</b>		<b>Effect wheel</b>	
			<i>The following effects are controlled by means of the "Effect speed/Time" channel below. Type of control is stated in the column on the right.</i>	
		0	Open position-hole (0=default)	step
			<b>Transition effects between two gobos (pictures)</b>	
		1	Random transition	1
		2	Transition with blending	1
		3	Transition from left --> right, horizontally	1
		4	Transition from right --> left, horizontally	1
		5	Stripe transition from left --> right, horizontally	1
		6	Stripe transition from right --> left, horizontally	1
		7	3-stripe transition from left-->right, horizontally	1
		8	3-stripe transition from right-->left, horizontally	1
		9	6-stripe transition from left-->right, horizontally	1
		10	6-stripe transition from right-->left, horizontally	1
		11	Transition up --> down, vertically	1
		12	Transition down -->up, vertically	1
		13	Stripe transition up --> down, vertically	1
		14	Stripe transition down -->up, vertically	1
		15	3-stripe transition up-->down, vertically	1
		16	3-stripe transition down-->up, vertically	1
		17	6-stripe transition up-->down, vertically	1
		18	6-stripe transition down-->up, vertically	1
		19	Transition 2 from left --> right, horizontally (diffusion edge)	1
		20	Transition 2 from right --> left, horizontally (diffusion edge)	1
		21	Transition 2 up --> down, vertically (diffusion edge)	1
		22	Transition 2 down -->up, vertically (diffusion edge)	1
		23	Iris transition out--> in	1
		24	Iris transition in--> out	1
		25	Iris transition out--> in (Diffusin edge)	1
		26	Iris transition in--> out (Diffusion edge)	1
		27	Iris transition 3 out--> in (more diffusion edge)	1
		28	Iris transition 3 in--> out (more diffusion edge)	1
		29	Moving transition from left --> right	1
		30	Moving transition from left --> right	1
		31	Moving transition up --> down	1
		32	Moving transition from down --> up	1
		33	Drop transition	1
		34	Simple transition	1

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1/25	2/33			
		35	Pixel transition	1
		36	Transition via blending	1
		37	Transition with white output	1
		38	Crossing transition	1
		39	Picture in picture transition	1
		40	Direct transition	1
		41	Transition with vertical rotation	1
		42	Transition with horizontal rotation	1
		43	Transition with diagonal rotation	1
		44	Transition with diagonal rotation-opposite direction	1
		45	Zoom out transition	1
		46	Zoom in transition	1
		47	Zoom transition in horizontal direction	1
		48	Zoom transition in vertical direction	1
		49-79	Reserved	
			<b>Effects applied at one gobo (picture)</b>	
		80	Kaleidoscope 1	3
		81	Kaleidoscope 2	3
		82	Kaleidoscope 3	3
		83	Kaleidoscope 4	3
		84	Kaleidoscope 5	3
		85	Sunflower Kaleidoscope (coarse)	3
		86	Sunflower Kaleidoscope (soft)	3
		87	Sunflower kaleidoscope (slow)	4
		88	Sunflower kaleidoscope (faster)	4
		89	Sunflower kaleidoscope (fastest)	4
		90-99	Reserved	
		100	Circle Iris in/out	2
		101	Circle Iris in/out (diffusion edge)	2
		102	Vertical Ellipse Iris in/out	2
		103	Horizontal Ellipse Iris in/out	2
		104	Colour -> Black-and-white -> Colour	2
		105	Colour -> Black-and-white inverted -> Colour	2
		106	Black-and-white ->Black-and-white inverted -> Black-and-white	2
		107	Colour -> Colour inverted -> Colour	2
		108	Pixalation	2
		109-179	Reserved	
			<b>Manual effects</b>	
		180	Circular Iris	5
		181	Elliptical Iris -vertical	5
		182	Elliptical Iris-horizontal	5
		183	Black mask	6
		184	Inverse black mask	6
		185	White mask	6
		186	Inverse white mask	6
		187	Gobo/video movement in horizontal (X) axis	7
		188	Gobo/video movement in vertical (Y) axis	7
		189	Reserved	
		190	Crossfade effect	8

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1/25	2/33			
		191	Addition effect	8
		192	Substraction effect	8
		193	Multiplication effect	8
		194	Minimum effect	8
		195	Maximum effect	8
		196-255	Reserved	
<b>22</b>	<b>30</b>		<b>Effect Speed/Time</b>	
			<b>Type of control 1</b>	
		0	Presentation* (time=0.8 sec) (0=default)	step
		1-250	Time from 0,1 sec. to 25 sec.	proportional
		251-255	Stop	step
			*Presentation serves for showing effect	
			<b>Type of control 2</b>	
		0	Presentation (time=0.8 sec)	step
		1-126	Time from 0,1 sec. to 12,6 sec.	proportional
		127-128	Stop	step
		129-254	Time from 12.6 sec to 0.1 sec. - opposite direction	proportional
		255	Stop	step
			<b>Type of control 3</b>	
		0	Presentation	step
		1-255	Effect speed from min. to max.	proportional
			<b>Type of control 4</b>	
		0	Presentation (4 corners)	step
		1-255	Number of corners from min. to max.	proportional
			<b>Type of control 5</b>	
		0	Open	step
		1-255	Iris from open to close	proportional
			<b>Type of control 6</b>	
		0	Open	step
		1-255	Mask effect from min. level to max. level	proportional
			<b>Type of control 7</b>	
		0-127	Movement from edge to centre	proportional
		128	Centre	step
		129--255	Movement from centre to edge	proportional
			<b>Type of control 8</b>	
		0-255	Continuous effect changing	proportional
<b>23</b>	<b>31</b>		<b>Grey box correction</b>	
		0	Open (0=default)	step
		1 - 255	From max.diameter to min.diameter	proportional
<b>24</b>	<b>32</b>		<b>Shutter/ strobe</b>	
		0 - 15	Shutter closed, LEDs Off	step
		16 - 31	Shutter closed, LEDs On	step

## DMX protocol

Mode/Total channels		DMX Value	Function	Type of control
1/25	2/33			
		32 - 63	Shutter open (32=default)	step
		64 - 95	Strobe-effect from slow to fast	proportional
		96 - 127	Shutter open	step
		128 - 143	Opening pulse in sequences from slow to fast	proportional
		144 - 159	Closing pulse in sequences from fast to slow	proportional
		160 - 191	Shutter open	step
		192 - 223	Random strobe-effect from slow to fast	proportional
		224 - 255	Shutter open	step
<b>25</b>	<b>33</b>		<b>Dimmer</b>	
		0	Dimmer closed, LEDs Off (0=default)	step
		1 - 255	Dimmer intensity from min. to max., LEDs On	proportional
* function is active only 10 seconds after switching the fixture on				
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