



# DMX PROFILES FOR AX7

(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.

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

## DIM RGB S

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

## DIM RGBW S

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

## DIM RGBAW S

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

## EFFECT MODE FIX

CHANNEL	VALUE	FUNCTION
<b>1</b>	0..255	<b>INTENSITY</b>
<b>2</b>		<b>STROBE</b>
	0..3	OFF
	4	RANDOM FAST
	5	RANDOM MEDIUM
	6	RANDOM SLOW
	7..255	Variable strobe
<b>3</b>		<b>PROGRAM:</b>
	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
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	32..39	ONE COLOR FADE
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	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	<b>RAINBOW</b>
	126..133	<b>FIRE</b>
	134..141	<b>ROTOR</b>
	142..149	<b>ROTOR SPLIT 2</b>
	150..157	<b>ROTOR SPLIT 4</b>
<b>4</b>	0..255	<b>SPEED</b>
<b>5</b>	0..255	<b>FADE</b>
<b>6</b>		<b>DIRECTION:</b>
	0..63	<b>FFW+LOOP</b>
	64..127	<b>FFW</b>
	128..190	<b>REW</b>
	191..255	<b>REW+LOOP</b>
<b>7</b>		<b>SIZE:</b>
		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	<b>1 Group</b>
	64..127	<b>2 Groups</b>
	128..190	<b>3 Groups</b>
	191..255	<b>4 Groups</b>
<b>8</b>		<b>OFFSET:</b>
	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.
<b>9</b>	0..255	<b>RESTART PROGRAM</b>
		if value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop)
<b>10</b>		<b>RED 1</b>
<b>11</b>		<b>GREEN 1</b>
<b>12</b>		<b>BLUE 1</b>
<b>13</b>		<b>RED 2</b>
<b>14</b>		<b>GREEN 2</b>
<b>15</b>		<b>BLUE 2</b>
<b>16</b>		<b>RED 3</b>
<b>17</b>		<b>GREEN 3</b>
<b>18</b>		<b>BLUE 3</b>
<b>19</b>		<b>RED 4</b>
<b>20</b>		<b>GREEN 4</b>
<b>21</b>		<b>BLUE 4</b>