

VLZ - Profile

March 6, 2017

Channel Mapping - 16 Bit Enhanced (Default)

DMX Channel	Parameter	Range DMX	Defaults	Description
1 2	Intensity High Byte Low Byte	0-65535	0	16-bit control of Fixture Intensity from 0 - 100%
3 4	Pan High Byte Low Byte	0 - 65535	32767	16-bit linear control of pan from 0°-540°. With <i>Expanded Movement</i> turned on, 630° of pan is possible
5 6	Tilt High Byte Low Byte	0 - 65535	32767	16-bit linear control of tilt from 0°-270°.
7 8	Edge High Byte Low Byte	0 - 65535	32767	16-bit linear control of edge functions
9 10	Zoom High Byte Low Byte	0 - 65535	32767	16-bit linear control of fixture zoom range between 0 (narrow) to 65535 (wide).
11	Programming Control	0 - 255 0 - 2 3 - 5 6 - 10 11 - 15 16 - 20 51 - 55 56 - 60	0 → → → → → → →	Used as a control channel for different programmable settings. Set value of desired effect, wait >3 seconds, then set a decreet value to 0 (Idle). Idle Linear Dimming Curve Square Law Dimming Curve TV Dimming Curve Architectural Dimming Curve Edge Track ON Edge Track OFF
12 13	Cyan High Byte Low Byte	0 - 65535	0	16 Bit control of cyan color mechanism.
14 15	Yellow High Byte Low Byte	0 - 65535	0	16 Bit control of yellow color mechanism.
16 17	Magenta High Byte Low Byte	0 - 65535	0	16 Bit control of Magenta color mechanism.
18 19	CTO High Byte Low Byte	0 - 65535	0	16 Bit contol of CTO mechanism.
20	Color Wheel 1	0 - 255 0 - 17 18 - 43 44 - 83 84 - 118 119 - 155 156 - 192 193 - 225 226 - 255	0 → → → → → → → →	8-bit linear control of Color Wheel 1. See Channel 16 for options. OPEN COLOR 1 - RED (Center at DMX 35) COLOR 2 - YELLOW (Center at DMX 71) COLOR 3 - KELLY GREEN (Center at DMX 107) COLOR 4 - MAGENTA (Center at DMX 143) COLOR 5 - AMBER (Center at DMX 179) COLOR 6 - CONGO BLUE (Center at DMX 215) OPEN END - NO COLOR

Channel Mapping - 16 Bit Enhanced (Default)

DMX Channel	Parameter	Range DMX	Defaults	Description
21	Color Wheel 1 Control	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Color Shake Quickest Path (Slow to Fast)
		57 - 87	→	Color Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values
22	Gobo Wheel 1 (Fixed Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 1. See Channel 23 for control options.
		0 - 27	→	Open - No Gobo
		28 - 55	→	Gobo 1 - LEAFY BREAKUP
		56 - 83	→	Gobo 2 - MEDIUM CIRCLE
		84 - 111	→	Gobo 3 - LATTICE
		112- 139	→	Gobo 4 - SWIRL
		140 - 167	→	Gobo 5 - RADIAL BREAKUP
		168 - 195	→	Gobo 6 - NEURONS
		196 -223	→	Gobo 7 - GRID
		224 - 255	→	Open End - No Gobo
23	Gobo Wheel 1 Control	0 - 255	0	Used as a control channel for different movement options of Gobo Wheel 1.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Gobo Shake Quickest Path (Slow to Fast)
		57 - 87	→	Gobo Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values
24	Gobo Wheel 2 (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Night Sky) Index
		11 - 15	→	Gobo 2 (Circle of Ovals) Index
		16 - 20	→	Gobo 3 (Bricked Out) Index
		21 - 25	→	Gobo 4 (Punch Card) Index
		26 - 30	→	Gobo 5 (Alpha Rays) Index
		31 - 35	→	Gobo 6 (HONEYCOMB) Index
		36 - 40	→	Gobo 7 (On the Rocks) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Night Sky) Rotate
		51 - 55	→	Gobo 2 (Circle of Ovals) Rotate
		56 - 60	→	Gobo 3 (Bricked Out) Rotate
		61 - 65	→	Gobo 4 (Punch Card) Rotate
		66 - 70	→	Gobo 5 (Alpha Rays) Rotate
		71 - 75	→	Gobo 6 (HONEYCOMB) Rotate
		76 - 80	→	Gobo 7 (On the Rocks) Rotate
				<i>Gobo Wheel 2 Continued on Next Page</i>

Channel Mapping - 16 Bit Enhanced (Default)

DMX Channel	Parameter	Range DMX	Defaults	Description
24	Gobo Wheel 2 <i>Continued from Previous Page</i>	81 - 85 86 - 90 91 - 95 96 - 100 101 - 105 106 - 110 111 - 115 116 - 120 121 - 255	→ → → → → → → → →	Open - No Gobo Gobo 1 (Night Sky) Rotate with Mega Stepping Gobo 2 (Circle of Ovals) Rotate with Mega Stepping Gobo 3 (Bricked Out) Rotate with Mega Stepping Gobo 4 (Punch Card) Rotate with Mega Stepping Gobo 5 (Alpha Rays) Rotate with Mega Stepping Gobo 6 (HONEYCOMB) Rotate with Mega Stepping Gobo 7 (On the Rocks) Rotate with Mega Stepping Reserved Values
25 26	Gobo 2 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of index and rotation of gobo wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
27	Gobo Wheel 2 Control	0 - 255 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	0 → → → → → → → → → → →	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24). Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Gobo Twist Quickest Path (Slow to Fast) Gobo Twist Normal Path (Slow to Fast) Reserved Values
28	Animation 1	0 - 255 0 - 126 127 - 255	0 → →	Inserts animation wheel into beam. Animation Wheel OUT Animation Wheel IN
29 30	Animation 1 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of index and rotation of Animation Wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
31	Animation 1 Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0 → → → → → → → →	Used as a control channel for Animation Wheel 1. Index using shortest (quickest) path. Index using normal (longest) path. Rotate Normal Rotate with Mega Stepping Reserved Values Image Shake using shortest (quickest) path slow to fast. Image Shake using normal (longest) path slow to fast. Reserved Values
32	Iris	0 - 255	0	Controls Iris mechanism from open (DMX 0) to Full (DMX 255).

Channel Mapping - 16 Bit Enhanced (Default)

DMX Channel	Parameter	Range DMX	Defaults	Description
33 34	Frame 1A High Byte Low Byte	0 - 65535	0	16 Bit Control of Framing Shutter 1A from Open (DMX 0) to Full (DMX 65535).
35 36	Frame 1B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
37 38	Frame 2A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
39 40	Frame 2B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
41 42	Frame 3A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
43 44	Frame 3B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
45 46	Frame 4A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
47 48	Frame 4B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
49 50	Frame Rotate High Byte Low Byte	0 - 65535	32767	Controls Framing Shutter mechanism from +/- 90°
51	Prism	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 255	0 → → → → →	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
52 53	Prism Index/Rot High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
54	Frost	0 - 255 0 - 50 51 - 100 101 - 150 151 - 200	0 → → → →	Insert control of frost mechanism with the following values. Open - No Frost or Diffusion Insert Light Diffusion Insert Heavy Frost Insert both Light Diffusion and Heavy Frost

Channel Mapping - 16 Bit Enhanced (Default)

DMX Channel	Parameter	Range DMX	Defaults	Description
55	Strobe	0 - 255	0	Controls Strobe functionality.
		0 - 3	→	Open
		4 - 6	→	Closed
		7 - 32	→	Normal Strobe - Slow to Fast
		33 - 58	→	Random Strobe - Slow to Fast
		59 - 84	→	Random Sync - Slow to Fast
		85 - 110	→	Pulse > - Slow to Fast
		111 - 136	→	Pulse > Random - Slow to Fast
		137 - 162	→	Pulse > Random Sync - Slow to Fast
		163 - 188	→	Pulse < - Slow to Fast
		189 - 214	→	Pulse < Random - Slow to Fast
215 - 240	→	Pulse < Random Sync - Slow to Fast		
56	Focus Timing	0 - 255	255	Adjustment of fixture timing to control Pan/Tilt mechanisms. - See Timing Channel Chart in User Manual
57	Optics Timing	0 - 255	255	Adjustment of fixture timing to control lensing mechanisms. - See Timing Channel Chart in User Manual
58	Color Timing	0 - 255	255	Adjustment of fixture timing to control color mechanisms. - See Timing Channel Chart in User Manual
59	Beam Timing	0 - 255	255	Adjustment of fixture timing to control beam shaping mechanisms. - See Timing Channel Chart in User Manual
60	Gobo Timing	0 - 255	255	Adjustment of fixture timing to control gobo mechanisms. - See Timing Channel Chart in User Manual
61	Luminaire Control	0 - 255	0	Control Channel used for full fixture settings, lamp controls, and miscellaneous modes. Set discreet value of desired effect, wait >3 seconds, then set value to 0 (Idle).
		0 - 5	→	Idle (Default)
		6 - 10	→	Full Luminaire ReCal - Also Used to Wake fixture up from shutdown
		11 - 15	→	Reserved Values
		16 - 20	→	Reserved Values
		21 - 25	→	Fixture Shutdown
		26 - 30	→	Display - Menu ON
		31 - 35	→	Display - Menu OFF
		36 - 40	→	ReCal Position
		41 - 45	→	ReCal Color
		46 - 50	→	ReCal Gobo
		51 - 55	→	ReCal Beam
		56 - 60	→	ReCal Optics
		61 - 65	→	Reserved Values
		66 - 70	→	Reset Fixture to Defaults - See Manual for a list of factory defaults.
		71 - 75	→	Full Luminaire Reboot. This command will reset all processors in fixture, then ReCal all parameters.
76 - 80	→	Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle.		
81 - 85	→	Standard Mode - Fixture operates at maximum output (Default)		
86 - 90	→	Studio Mode - Reduced output with lower fan settings (降功率模式)		
91 - 255	→	Reserved Values		

Channel Mapping - 16 Bit

DMX Channel	Parameter	Range DMX	Defaults	Description
1 2	Intensity High Byte Low Byte	0-65535	0	16-bit control of Fixture Intensity from 0 - 100%
3 4	Pan High Byte Low Byte	0 - 65535	32767	16-bit linear control of pan from 0°-540°. With <i>Expanded Movement</i> turned on, 630° of pan is possible
5 6	Tilt High Byte Low Byte	0 - 65535	32767	16-bit linear control of tilt from 0°-270°.
7 8	Edge High Byte Low Byte	0 - 65535	32767	16-bit linear control of edge functions
9 10	Zoom High Byte Low Byte	0 - 65535	32767	16-bit linear control of fixture zoom range between 0 (narrow) to 65535 (wide).
11	Programming Control	0 - 255 0 - 2 3 - 5 6 - 10 11 - 15 16 - 20 51 - 55 56 - 60	0 → → → → → → →	Used as a control channel for different programmable settings. Set value of desired effect, wait >3 seconds, then set a descreet value to 0 (Idle). Idle Linear Dimming Curve Square Law Dimming Curve TV Dimming Curve Architectural Dimming Curve Edge Track ON Edge Track OFF
12 13	Cyan High Byte Low Byte	0 - 65535	0	16 Bit control of cyan color mechanism.
14 15	Yellow High Byte Low Byte	0 - 65535	0	16 Bit control of yellow color mechanism.
16 17	Magenta High Byte Low Byte	0 - 65535	0	16 Bit control of Magenta color mechanism.
18 19	CTO High Byte Low Byte	0 - 65535	0	16 Bit control of CTO mechanism.
20	Color Wheel 1	0 - 255 0 - 17 18 - 43 44 - 83 84 - 118 119 - 155 156 - 192 193 - 225 226 - 255	0 → → → → → → → →	8-bit linear control of Color Wheel 1. See Channel 16 for options. OPEN COLOR 1 - RED (Center at DMX 35) COLOR 2 - YELLOW (Center at DMX 71) COLOR 3 - KELLY GREEN (Center at DMX 107) COLOR 4 - MAGENTA (Center at DMX 143) COLOR 5 - AMBER (Center at DMX 179) COLOR 6 - CONGO BLUE (Center at DMX 215) OPEN END - NO COLOR

Channel Mapping - 16 Bit

DMX Channel	Parameter	Range DMX	Defaults	Description
21	Color Wheel 1 Control	0 - 255	0	Used as a control channel for different movement options of Color Wheel 1.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Color Shake Quickest Path (Slow to Fast)
		57 - 87	→	Color Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values
22	Gobo Wheel 1 (Fixed Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 1. See Channel 23 for control options.
		0 - 27	→	Open - No Gobo
		28 - 55	→	Gobo 1 - LEAFY BREAKUP
		56 - 83	→	Gobo 2 - MEDIUM CIRCLE
		84 - 111	→	Gobo 3 - LATTICE
		112- 139	→	Gobo 4 - SWIRL
		140 - 167	→	Gobo 5 - RADIAL BREAKUP
		168 - 195	→	Gobo 6 - NEURONS
		196 -223	→	Gobo 7 - GRID
		224 - 255	→	Open End - No Gobo
23	Gobo Wheel 1 Control	0 - 255	0	Used as a control channel for different movement options of Gobo Wheel 1.
		0 - 5	→	Linear Movement using shortest (quickest) path.
		6 - 10	→	Linear Movement using normal (longest) path.
		11 - 15	→	Wheel Spin Forward (Fast to Slow)
		16 - 20	→	Wheel Spin STOP
		21 - 25	→	Wheel Spin Reverse (Slow to Fast)
		26 - 56	→	Gobo Shake Quickest Path (Slow to Fast)
		57 - 87	→	Gobo Shake Normal Path (Slow to Fast)
		88 - 255	→	Reserved Values
24	Gobo Wheel 2 (Rotating Gobo Wheel)	0 - 255	0	8-bit control of Gobo Wheel 2. See Channel 27 for control options.
		0 - 5	→	Open - No Gobo
		6 - 10	→	Gobo 1 (Night Sky) Index
		11 - 15	→	Gobo 2 (Circle of Ovals) Index
		16 - 20	→	Gobo 3 (Bricked Out) Index
		21 - 25	→	Gobo 4 (Punch Card) Index
		26 - 30	→	Gobo 5 (Alpha Rays) Index
		31 - 35	→	Gobo 6 (HONEYCOMB) Index
		36 - 40	→	Gobo 7 (On the Rocks) Index
		41 - 45	→	Open - No Gobo
		46 - 50	→	Gobo 1 (Night Sky) Rotate
		51 - 55	→	Gobo 2 (Circle of Ovals) Rotate
		56 - 60	→	Gobo 3 (Bricked Out) Rotate
		61 - 65	→	Gobo 4 (Punch Card) Rotate
		66 - 70	→	Gobo 5 (Alpha Rays) Rotate
		71 - 75	→	Gobo 6 (HONEYCOMB) Rotate
		76 - 80	→	Gobo 7 (On the Rocks) Rotate
				<i>Gobo Wheel 2 Continued on Next Page</i>

Channel Mapping - 16 Bit

DMX Channel	Parameter	Range DMX	Defaults	Description
24	Gobo Wheel 2 <i>Continued from Previous Page</i>	81 - 85 86 - 90 91 - 95 96 - 100 101 - 105 106 - 110 111 - 115 116 - 120 121 - 255	→ → → → → → → → →	Open - No Gobo Gobo 1 (Night Sky) Rotate with Mega Stepping Gobo 2 (Circle of Ovals) Rotate with Mega Stepping Gobo 3 (Bricked Out) Rotate with Mega Stepping Gobo 4 (Punch Card) Rotate with Mega Stepping Gobo 5 (Alpha Rays) Rotate with Mega Stepping Gobo 6 (HONEYCOMB) Rotate with Mega Stepping Gobo 7 (On the Rocks) Rotate with Mega Stepping Reserved Values
25 26	Gobo 2 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of index and rotation of gobo wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
27	Gobo Wheel 2 Control	0 - 255 0 - 5 6 - 10 11 - 20 21 - 50 51 - 60 61 - 90 91 - 120 121 - 150 151 - 180 181 - 210 211 - 255	0 → → → → → → → → → → →	Used as a control channel for different movement options for Gobo Wheel 1 (Channel 24). Gobo Selection using shortest (quickest) path. Gobo Selection using normal (longest) path. Reserved Values Wheel Spin Forward (Fast to Slow) Wheel Spin STOP Wheel Spin Reverse (Slow to Fast) Gobo Shake Quickest Path (Slow to Fast) Gobo Shake Normal Path (Slow to Fast) Gobo Twist Quickest Path (Slow to Fast) Gobo Twist Normal Path (Slow to Fast) Reserved Values
28	Animation 1	0 - 255 0 - 126 127 - 255	0 → →	Inserts animation wheel into beam. Animation Wheel OUT Animation Wheel IN
29 30	Animation 1 Rot/Index High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of index and rotation of Animation Wheel 1. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
31	Animation 1 Control	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 25 26 - 56 57 - 87 88 - 255	0 → → → → → → → →	Used as a control channel for Animation Wheel 1. Index using shortest (quickest) path. Index using normal (longest) path. Rotate Normal Rotate with Mega Stepping Reserved Values Image Shake using shortest (quickest) path slow to fast. Image Shake using normal (longest) path slow to fast. Reserved Values
32	Iris	0 - 255	0	Controls Iris mechanism from open (DMX 0) to Full (DMX 255).

Channel Mapping - 16 Bit

DMX Channel	Parameter	Range DMX	Defaults	Description
33 34	Frame 1A High Byte Low Byte	0 - 65535	0	16 Bit Control of Framing Shutter 1A from Open (DMX 0) to Full (DMX 65535).
35 36	Frame 1B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 1B from Open (DMX 0) to Full (DMX 255).
37 38	Frame 2A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 2A from Open (DMX 0) to Full (DMX 255).
39 40	Frame 2B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 2B from Open (DMX 0) to Full (DMX 255).
41 42	Frame 3A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 3A from Open (DMX 0) to Full (DMX 255).
43 44	Frame 3B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 3B from Open (DMX 0) to Full (DMX 255).
45 46	Frame 4A High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 4A from Open (DMX 0) to Full (DMX 255).
47 48	Frame 4B High Byte Low Byte	0 - 65535	0	Controls Framing Shutter 4B from Open (DMX 0) to Full (DMX 255).
49 50	Frame Rotate High Byte Low Byte	0 - 65535	32767	Controls Framing Shutter mechanism from +/- 90°
51	Prism	0 - 255 0 - 5 6 - 10 11 - 15 16 - 20 21 - 255	0 → → → → →	Controls Prism mechanism with following values. Open Index Rotate Normal Rotate with Mega Stepping Reserved Values
52 53	Prism Index/Rot High Byte Low Byte	0 - 65535 0 - 32756 32757 - 32780 32781 - 65535	32767 → → →	16-bit control of prism rotation and index. Rotate Fast to Slow <<< Rotation STOP Rotate Slow to Fast >>>
54	Frost	0 - 255 0 - 50 51 - 100 101 - 150 151 - 200	0 → → → →	Insert control of frost mechanism with the following values. Open - No Frost or Diffusion Insert Light Diffusion Insert Heavy Frost Insert both Light Diffusion and Heavy Frost

Channel Mapping - 16 Bit

DMX Channel	Parameter	Range DMX	Defaults	Description
55	Strobe	0 - 255	0	Controls Strobe functionality.
		0 - 3	→	Open
		4 - 6	→	Closed
		7 - 32	→	Normal Strobe - Slow to Fast
		33 - 58	→	Random Strobe - Slow to Fast
		59 - 84	→	Random Sync - Slow to Fast
		85 - 110	→	Pulse > - Slow to Fast
		111 - 136	→	Pulse > Random - Slow to Fast
		137 - 162	→	Pulse > Random Sync - Slow to Fast
		163 - 188	→	Pulse < - Slow to Fast
		189 - 214	→	Pulse < Random - Slow to Fast
		215 - 240	→	Pulse < Random Sync - Slow to Fast
		56	Luminaire Control	0 - 255
0 - 5	→			Idle (Default)
6 - 10	→			Full Luminaire ReCal - Also Used to Wake fixture up from shutdown
11 - 15	→			Reserved Values
16 - 20	→			Reserved Values
21 - 25	→			Fixture Shutdown
26 - 30	→			Display - Menu ON
31 - 35	→			Display - Menu OFF
36 - 40	→			ReCal Position
41 - 45	→			ReCal Color
46 - 50	→			ReCal Gobo
51 - 55	→			ReCal Beam
56 - 60	→			ReCal Optics
61 - 65	→			Reserved Values
66 - 70	→			Reset Fixture to Defaults - See Manual for a list of factory defaults.
71 - 75	→			Full Luminaire Reboot. This command will reset all processors in fixture, then ReCal all parameters.
76 - 80	→			Fixture Status On/Off. This command will enable the display to show fixture status for 5 min. After this time, displays will return to default configuration. Repeating this command in less than 5 minutes will behave as a toggle.
81 - 85	→	Standard Mode - Fixture operates at maximum output (Default)		
86 - 90	→	Studio Mode - Reduced output with lower fan settings (降功率模式)		
91 - 255	→	Reserved Values		

VLZ- Profile Timing Channels

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DMX Value	% Values	Time
0		Full Speed
1		0.2
2		0.4
3	1	0.6
4		0.8
5	2	1
6		1.2
7		1.4
8	3	1.6
9		1.8
10	4	2
11		2.2
12		2.4
13	5	2.6
14		2.8
15	6	3
16		3.2
17		3.4
18	7	3.6
19		3.8
20	8	4
21		4.2
22		4.4
23	9	4.6
24		4.8
25	10	5
26		5.2
27		5.4
28	11	5.6
29		5.8
30		6
31	12	6.2
32		6.4
33	13	6.6
34		6.8
35		7
36	14	7.2
37		7.4
38	15	7.6
39		7.8
40		8
41	16	8.2
42		8.4
43	17	8.6
44		8.8
45		9

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46	18	9.2
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DMX Value	% Values	Time
47		9.4
48	19	9.6
49		9.8
50		10
51	20	10.2
52		10.4
53		10.6
54	21	11
55		11
56	22	12
57		12
58		13
59	23	13
60		14
61	24	14
62		14
63		15
64	25	15
65		16
66	26	16
67		16
68		17
69	27	17
70		18
71	28	18
72		18
73		19
74	29	19
75		20
76	30	20
77		20
78		21
79	31	21
80		21
81		22
82	32	22
83		23
84	33	23
85		23
86		24
87	34	24
88		25
89	35	25
90		25
91		26
92	36	26

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93		27
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DMX Value	% Values	Time
94	37	27
95		27
96		28
97	38	28
98		29
99	39	29
100		29
101		30
102	40	30
103		30
104		31
105	41	31
106		32
107	42	32
108		32
109		33
110	43	33
111		34
112	44	34
113		34
114		35
115	45	35
116		36
117	46	36
118		36
119		37
120	47	37
121		38
122	48	38
123		38
124		39
125	49	39
126		39
127		40
128	50	40
129		41
130	51	41
131		41
132		42
133	52	42
134		43
135	53	43
136		43
137		44
138	54	44
139		45

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140	55	45
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DMX Value	% Values	Time
141		45
142		46
143	56	46
144		47
145	57	47
146		47
147		48
148	58	48
149		49
150	59	49
151		49
152		50
153	60	50
154		50
155		51
156	61	51
157		52
158	62	52
159		52
160		53
161	63	53
162		54
163	64	54
164		54
165		55
166	65	55
167		56
168	66	56
169		56
170		57
171	67	57
172		58
173	68	58
174		58
175		59
176	69	59
177		59
178		60
179	70	60
180		65
181	71	65
182		65
183		70
184	72	70
185		75
186	73	75

VLZ- Profile Timing Channels

March 6, 2017

187		75
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VLZ- Profile Timing Channels

March 6, 2017

DMX Value	% Values	Time
188		80
189	74	80
190		85
191	75	85
192		85
193		90
194	76	90
195		95
196	77	95
197		95
198		100
199	78	100
200		110
201	79	110
202		110
203		120
204	80	120
205		120
206	81	130
207		130
208		140
209	82	140
210		140
211		150
212	83	150
213		160
214	84	160
215		160
216		170
217	85	170
218		180
219	86	180
220		180
221		190
222	87	190
223		200
224	88	200
225		200
226		210
227	89	210
228		210
229		220
230	90	220
231		230
232	91	230
233		230

VLZ- Profile Timing Channels

March 6, 2017

234		240
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VLZ- Profile Timing Channels

March 6, 2017

DMX Value	% Values	Time
235	92	240
236		250
237	93	250
238		250
239		260
240	94	260
241		270
242	95	270
243		270
244		280
245	96	280
246		290
247	97	290
248		290
249		300
250	98	300
251		310
252	99	310
253		310
254		310
255	100	Follows Cue Data