Matrix Eye 2
Matrix Eye 4

DMX Channel Index

Document revision: 20250711-01

Fixture software version v0.2.4

-GLP-

Document revisions

Revision number	Notes	Date released
20250711-01	First Matrix Eye DMX Channel index Firmware v0.2.4	July 2025

Pixel/Head order

Matrix Eye 2
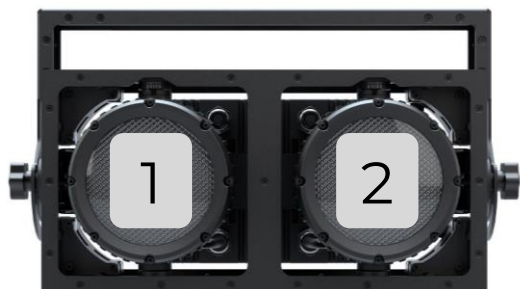
Matrix Eye 4
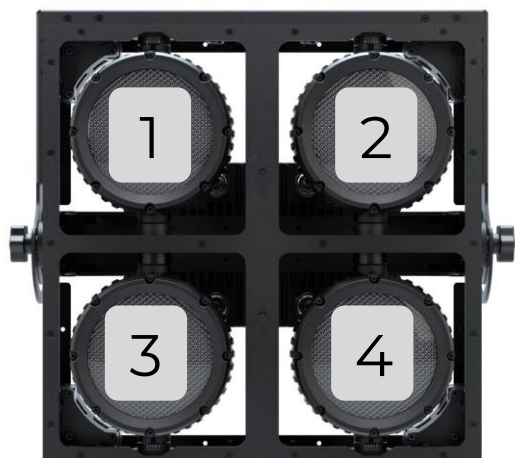
DMX control modes

The Matrix Eye fixtures have the following control modes.

GLP Matrix Eye 2
Mode 1 / Individual Generic
(2 Channels)
→ Auto Setup to DWE Behavior

Module 1	Module 2
(Head 1)	(Head 2)

Dimmer	001	Dimmer	002

GLP Matrix Eye 4
Mode 1 / Individual Generic
(4 Channels)
→ Auto Setup to DWE Behavior

Module 1	Module 2	Module 3	Module 4
(Head 1)	(Head 2)	(Head 3)	(Head 4)

Dimmer	001	Dimmer	002	Dimmer	003	Dimmer	004
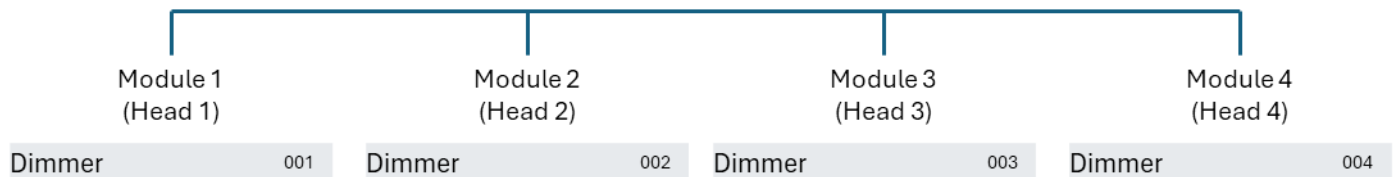
GLP Matrix Eye 2
Mode 2 / All Full RGB(AL)
(DEFAULT)
(19 Channels)
[1] → RGB Colormix
[2] → RGBAL Colormix

Module 1

Dimmer	001 / 002
Strobe Duration	003
Strobe Rate	004
Strobe Mode	005
Control	006
Tungsten Emulation	007
not used	008
CTC	009
[1] Red [2] Red	010 / 011
[1] Green [2] Green	012 / 013
[1] Blue [2] Blue	014 / 015
[1] – [2] Amber	016 / 017
[1] – [2] Lime	018 / 019

GLP Matrix Eye 4
Mode 2 / All Full RGB(AL)
(DEFAULT)
(19 Channels)
[1] → RGB Colormix
[2] → RGBAL Colormix

Module 1

Dimmer	001 / 002
Strobe Duration	003
Strobe Rate	004
Strobe Mode	005
Control	006
Tungsten Emulation	007
not used	008
CTC	009
[1] Red [2] Red	010 / 011
[1] Green [2] Green	012 / 013
[1] Blue [2] Blue	014 / 015
[1] – [2] Amber	016 / 017
[1] – [2] Lime	018 / 019

GLP Matrix Eye 2
Mode 3 / Individual Full RGB(AL)
(29 Channels)
[1] → RGB Colormix
[2] → RGBAL Colormix

Module 1
(Master Module)

Dimmer	001 / 002
Strobe Duration	003
Strobe Rate	004
Strobe Mode	005
Control	006
Tungsten Emulation	007
not used	008
CTC	009

Module 2 (Head 1 Color Control)		Module 3 (Head 2 Color Control)	
[1] Red / [2] Red	010 / 011	[1] Red / [2] Red	020 / 021
[1] Green / [2] Green	012 / 013	[1] Green / [2] Green	022 / 023
[1] Blue / [2] Blue	014 / 015	[1] Blue / [2] Blue	024 / 025
[1] – / [2] Amber	016 / 017	[1] – / [2] Amber	026 / 027
[1] – / [2] Lime	018 / 019	[1] – / [2] Lime	028 / 029
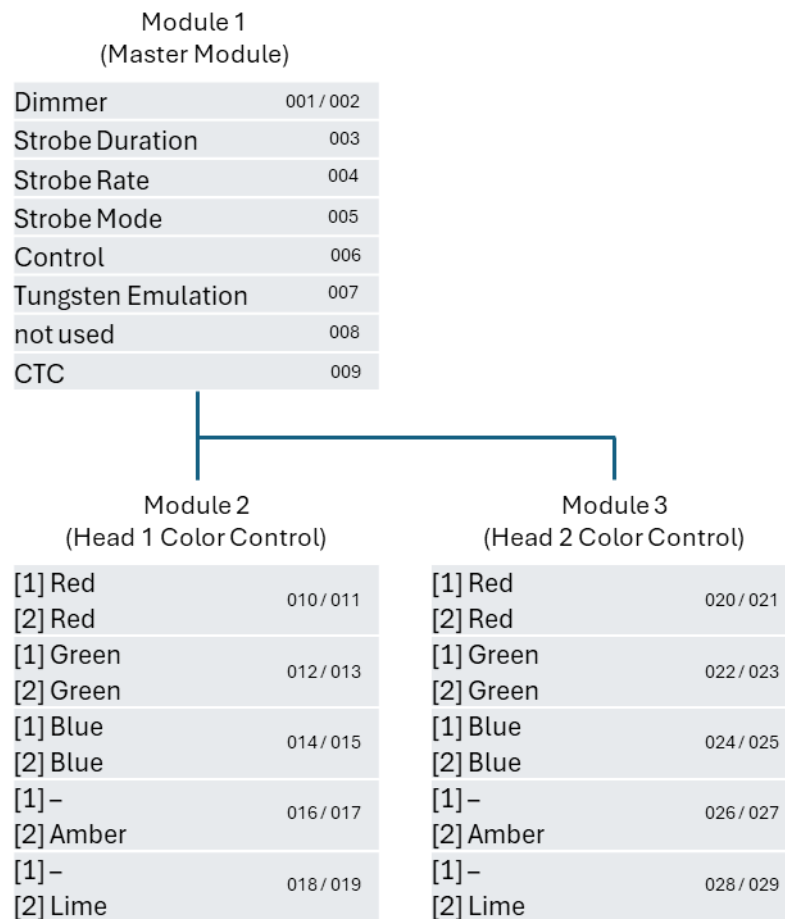
GLP Matrix Eye 4
Mode 3 / Individual Full RGB(AL)
**(49 Channels)**
[1] → RGB Colormix
[2] → RGBAL Colormix

Module 1
(Master Module)

Dimmer	001 / 002
Strobe Duration	003
Strobe Rate	004
Strobe Mode	005
Control	006
Tungsten Emulation	007
not used	008
CTC	009

Module 2
(Head 1 Color Control)

[1] Red [2] Red	010 / 011
[1] Green [2] Green	012 / 013
[1] Blue [2] Blue	014 / 015
[1] – [2] Amber	016 / 017
[1] – [2] Lime	018 / 019

Module 3
(Head 2 Color Control)

[1] Red [2] Red	020 / 021
[1] Green [2] Green	022 / 023
[1] Blue [2] Blue	024 / 025
[1] – [2] Amber	026 / 027
[1] – [2] Lime	028 / 029

Module 4
(Head 3 Color Control)

[1] Red [2] Red	030 / 031
[1] Green [2] Green	032 / 033
[1] Blue [2] Blue	034 / 035
[1] – [2] Amber	036 / 037
[1] – [2] Lime	038 / 039

Module 5
(Head 4 Color Control)

[1] Red [2] Red	040 / 041
[1] Green [2] Green	042 / 043
[1] Blue [2] Blue	044 / 045
[1] – [2] Amber	046 / 047
[1] – [2] Lime	048 / 049

GLP Matrix Eye 2
Mode 5 / Pixelmap RGB (8bit)
(6 Channels)

Module 1 (Head 1 Control)		Module 2 (Head 2 Control)	
Red	001	Red	004
Green	002	Green	005
Blue	003	Blue	006
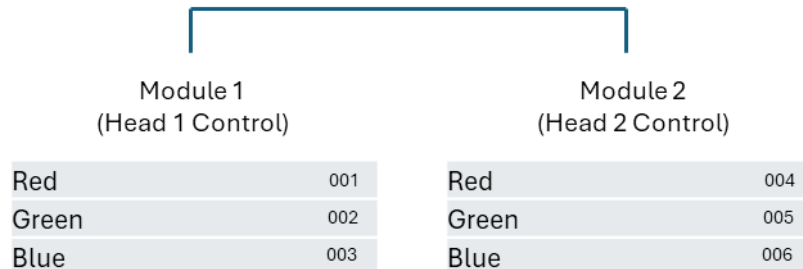
GLP Matrix Eye 4
Mode 5 / Pixelmap RGB (8bit)
(12 Channels)

Module 1 (Head 1 Control)		Module 2 (Head 2 Control)		Module 3 (Head 3 Control)		Module 4 (Head 4 Control)	
Red	001	Red	004	Red	007	Red	010
Green	002	Green	005	Green	008	Green	011
Blue	003	Blue	006	Blue	009	Blue	012
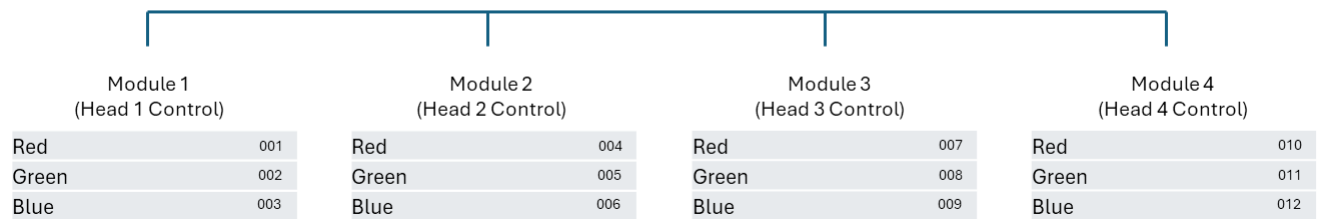
DMX channels – Matrix Eye 2

The Matrix Eye 2 has the following DMX control channels.

[G]=Global channel affecting whole fixture
[H1]=Channel controls Head 1 only
[H2]=Channel controls Head 2 only
[H12]=Channel controls Head 1 and Head 2
[1]=RGB mode
[2]=RGBAL mode

CH	M1: Individual Generic	M2: All Full RGB(AL)	M3: Individual Full RGB(AL)	M4: Multi-fixture RGB(AL)	M5: Pixelmap RGB (8bit)
1	Dimmer [H1]	Dimmer coarse [G]	Dimmer coarse [G]	Dimmer coarse [H1]	Red coarse [H1]
2	Dimmer [H2]	Dimmer fine [G]	Dimmer fine [G]	Dimmer fine [H1]	Green coarse [H1]
3		Strobe Duration [G]	Strobe Duration [G]	Strobe Duration [H1]	Blue coarse [H1]
4		Strobe Rate (Shutter) [G]	Strobe Rate (Shutter) [G]	Strobe Rate (Shutter) [H1]	Red coarse [H2]
5		Intensity FX (Shutter Mode) [G]	Intensity FX (Shutter Mode) [G]	Intensity FX (Shutter Mode) [H1]	Green coarse [H2]
6		Control [G]	Control [G]	Control [G]	Blue coarse [H2]
7		Tungsten Emulation [G]	Tungsten Emulation [G]	Tungsten Emulation [H1]	
8		Not used	Not used	Not used	
9		CTC [H12]	CTC [H12]	CTC [H1]	
10		[1] Red coarse [H12] [2] Red coarse [H12]	[1] Red coarse [H1] [2] Red coarse [H1]	[1] Red coarse [H1] [2] Red coarse [H1]	
11		[1] Red fine [H12] [2] Red fine [H12]	[1] Red fine [H1] [2] Red fine [H1]	[1] Red fine [H1] [2] Red fine [H1]	
12		[1] Green coarse [H12] [2] Green coarse [H12]	[1] Green coarse [H1] [2] Green coarse [H1]	[1] Green coarse [H1] [2] Green coarse [H1]	
13		[1] Green fine [H12] [2] Green fine [H12]	[1] Green fine [H1] [2] Green fine [H1]	[1] Green fine [H1] [2] Green fine [H1]	
14		[1] Blue coarse [H12] [2] Blue coarse [H12]	[1] Blue coarse [H1] [2] Blue coarse [H1]	[1] Blue coarse [H1] [2] Blue coarse [H1]	
15		[1] Blue fine [H12] [2] Blue fine [H12]	[1] Blue fine [H1] [2] Blue fine [H1]	[1] Blue fine [H1] [2] Blue fine [H1]	
16		[1] Not used [2] Amber coarse [H12]	[1] Not used [2] Amber coarse [H1]	[1] Not used [2] Amber coarse [H1]	
17		[1] Not used [2] Amber fine [H12]	[1] Not used [2] Amber fine [H1]	[1] Not used [2] Amber fine [H1]	
18		[1] Not used [2] Lime coarse [H12]	[1] Not used [2] Lime coarse [H1]	[1] Not used [2] Lime coarse [H1]	
19		[1] Not used [2] Lime fine [H12]	[1] Not used [2] Lime fine [H1]	[1] Not used [2] Lime fine [H1]	
20			[1] Red coarse [H2] [2] Red coarse [H2]	Dimmer coarse [H2]	
21			[1] Red fine [H2] [2] Red fine [H2]	Dimmer fine [H2]	
22			[1] Green coarse [H2] [2] Green coarse [H2]	Strobe Duration [H2]	
23			[1] Green fine [H2] [2] Green fine [H2]	Strobe Rate (Shutter) [H2]	
24			[1] Blue coarse [H2] [2] Blue coarse [H2]	Intensity FX (Shutter Mode) [H2]	
25			[1] Blue fine [H2] [2] Blue fine [H2]	no function	

CH	M1: Individual Generic	M2: All Full RGB(AL)	M3: Individual Full RGB(AL)	M4: Multi-fixture RGB(AL)	M5: Pixelmap RGB (8bit)
26			[1] Not used [2] Amber coarse [H2]	Tungsten Emulation [H2]	
27			[1] Not used [2] Amber fine [H2]	Not used	
28			[1] Not used [2] Lime coarse [H2]	CTC [H2]	
29			[1] Not used [2] Lime fine [H2]	[1] Red coarse [H2] [2] Red coarse [H2]	
30				[1] Red fine [H2] [2] Red fine [H2]	
31				[1] Green coarse [H2] [2] Green coarse [H2]	
32				[1] Green fine [H2] [2] Green fine [H2]	
33				[1] Blue coarse [H2] [2] Blue coarse [H2]	
34				[1] Blue fine [H2] [2] Blue fine [H2]	
35				[1] Not used [2] Amber coarse [H2]	
36				[1] Not used [2] Amber fine [H2]	
37				[1] Not used [2] Lime coarse [H2]	
38				[1] Not used [2] Lime fine [H2]	

Notes:
In Mode 1 the fixture is automatically setup to mimic DWE behavior
In Mode 5 the fixture is automatically setup to Colormix mode = RGB.

DMX channels – Matrix Eye 4

The Matrix Eye 4 has the following DMX control channels.

[G]=Global channel affecting whole fixture
[H1]=Channel controls Head 1 only
[H2]=Channel controls Head 2 only
[H3]=Channel controls Head 3 only
[H4]=Channel controls Head 4 only
[H1-4]=Channel controls Heads 1-2-3-4
[1]=RGB mode
[2]=RGBAL mode

CH	M1: Individual Generic	M2: All Full RGB(AL)	M3: Individual Full RGB(AL)	M4: Multi-fixture RGB(AL)	M5: Pixelmap RGB (8bit)
1	Dimmer [H1]	Dimmer coarse [G]	Dimmer coarse [G]	Dimmer coarse [H1]	Red coarse [H1]
2	Dimmer [H2]	Dimmer fine [G]	Dimmer fine [G]	Dimmer fine [H1]	Green coarse [H1]
3	Dimmer [H3]	Strobe Duration [G]	Strobe Duration [G]	Strobe Duration [H1]	Blue coarse [H1]
4	Dimmer [H4]	Strobe Rate (Shutter) [G]	Strobe Rate (Shutter) [G]	Strobe Rate (Shutter) [H1]	Red coarse [H2]
5		Intensity FX (Shutter Mode) [G]	Intensity FX (Shutter Mode) [G]	Intensity FX (Shutter Mode) [H1]	Green coarse [H2]
6		Control [G]	Control [G]	Control [G]	Blue coarse [H2]
7		Tungsten Emulation [G]	Tungsten Emulation [G]	Tungsten Emulation [H1]	Red coarse [H3]
8		Not used	Not used	Not used	Green coarse [H3]
9		CTC [H1-4]	CTC [H1-4]	CTC [H1]	Blue coarse [H3]
10		[1] Red coarse [H1-4] [2] Red coarse [H1-4]	[1] Red coarse [H1] [2] Red coarse [H1]	[1] Red coarse [H1] [2] Red coarse [H1]	Red coarse [H4]
11		[1] Red fine [H1-4] [2] Red fine [H1-4]	[1] Red fine [H1] [2] Red fine [H1]	[1] Red fine [H1] [2] Red fine [H1]	Green coarse [H4]
12		[1] Green coarse [H1-4] [2] Green coarse [H1-4]	[1] Green coarse [H1] [2] Green coarse [H1]	[1] Green coarse [H1] [2] Green coarse [H1]	Blue coarse [H4]
13		[1] Green fine [H1-4] [2] Green fine [H1-4]	[1] Green fine [H1] [2] Green fine [H1]	[1] Green fine [H1] [2] Green fine [H1]	
14		[1] Blue coarse [H1-4] [2] Blue coarse [H1-4]	[1] Blue coarse [H1] [2] Blue coarse [H1]	[1] Blue coarse [H1] [2] Blue coarse [H1]	
15		[1] Blue fine [H1-4] [2] Blue fine [H1-4]	[1] Blue fine [H1] [2] Blue fine [H1]	[1] Blue fine [H1] [2] Blue fine [H1]	
16		[1] Not used [2] Amber coarse [H1-4]	[1] Not used [2] Amber coarse [H1]	[1] Not used [2] Amber coarse [H1]	
17		[1] Not used [2] Amber fine [H1-4]	[1] Not used [2] Amber fine [H1]	[1] Not used [2] Amber fine [H1]	
18		[1] Not used [2] Lime coarse [H1-4]	[1] Not used [2] Lime coarse [H1]	[1] Not used [2] Lime coarse [H1]	
19		[1] Not used [2] Lime fine [H1-4]	[1] Not used [2] Lime fine [H1]	[1] Not used [2] Lime fine [H1]	
20			[1] Red coarse [H2] [2] Red coarse [H2]	Dimmer coarse [H2]	
21			[1] Red fine [H2] [2] Red fine [H2]	Dimmer fine [H2]	
22			[1] Green coarse [H2] [2] Green coarse [H2]	Strobe Duration [H2]	

CH	M1: Individual Generic	M2: All Full RGB(AL)	M3: Individual Full RGB(AL)	M4: Multi-fixture RGB(AL)	M5: Pixelmap RGB (8bit)
23			[1] Green fine [H2] [2] Green fine [H2]	Strobe Rate (Shutter) [H2]	
24			[1] Blue coarse [H2] [2] Blue coarse [H2]	Intensity FX (Shutter Mode) [H2]	
25			[1] Blue fine [H2] [2] Blue fine [H2]	no function	
26			[1] Not used [2] Amber coarse [H2]	Tungsten Emulation [H2]	
27			[1] Not used [2] Amber fine [H2]	Not used	
28			[1] Not used [2] Lime coarse [H2]	CTC [H2]	
29			[1] Not used [2] Lime fine [H2]	[1] Red coarse [H2] [2] Red coarse [H2]	
30			[1] Red coarse [H3] [2] Red coarse [H3]	[1] Red fine [H2] [2] Red fine [H2]	
31			[1] Red fine [H3] [2] Red fine [H3]	[1] Green coarse [H2] [2] Green coarse [H2]	
32			[1] Green coarse [H3] [2] Green coarse [H3]	[1] Green fine [H2] [2] Green fine [H2]	
33			[1] Green fine [H3] [2] Green fine [H3]	[1] Blue coarse [H2] [2] Blue coarse [H2]	
34			[1] Blue coarse [H3] [2] Blue coarse [H3]	[1] Blue fine [H2] [2] Blue fine [H2]	
35			[1] Blue fine [H3] [2] Blue fine [H3]	[1] Not used [2] Amber coarse [H2]	
36			[1] Not used [2] Amber coarse [H3]	[1] Not used [2] Amber fine [H2]	
37			[1] Not used [2] Amber fine [H3]	[1] Not used [2] Lime coarse [H2]	
38			[1] Not used [2] Lime coarse [H3]	[1] Not used [2] Lime fine [H2]	
39			[1] Not used [2] Lime fine [H3]	Dimmer coarse [H3]	
40			[1] Red coarse [H4] [2] Red coarse [H4]	Dimmer fine [H3]	
41			[1] Red fine [H4] [2] Red fine [H4]	Strobe Duration [H3]	
42			[1] Green coarse [H4] [2] Green coarse [H4]	Strobe Rate (Shutter) [H3]	
43			[1] Green fine [H4] [2] Green fine [H4]	Intensity FX (Shutter Mode) [H3]	
44			[1] Blue coarse [H4] [2] Blue coarse [H4]	not used	
45			[1] Blue fine [H4] [2] Blue fine [H4]	Tungsten Emulation [H3]	
46			[1] Not used [2] Amber coarse [H4]	Not used	
47			[1] Not used [2] Amber fine [H4]	CTC [H3]	
48			[1] Not used [2] Lime coarse [H4]	[1] Red coarse [H3] [2] Red coarse [H3]	
49			[1] Not used [2] Lime fine [H4]	[1] Red fine [H3] [2] Red fine [H3]	
50				[1] Green coarse [H3] [2] Green coarse [H3]	
51				[1] Green fine [H3] [2] Green fine [H3]	
52				[1] Blue coarse [H1] [2] Blue coarse [H1]	

CH	M1: Individual Generic	M2: All Full RGB(AL)	M3: Individual Full RGB(AL)	M4: Multi-fixture RGB(AL)	M5: Pixelmap RGB (8bit)
53				[1] Blue fine [H3] [2] Blue fine [H3]	
54				[1] Not used [2] Amber coarse [H3]	
55				[1] Not used [2] Amber fine [H3]	
56				[1] Not used [2] Lime coarse [H3]	
57				[1] Not used [2] Lime fine [H3]	
58				Dimmer coarse [H4]	
59				Dimmer fine [H4]	
60				Strobe Duration [H4]	
61				Strobe Rate (Shutter) [H4]	
62				Intensity FX (Shutter Mode) [H4]	
63				not used	
64				Tungsten Emulation [H4]	
65				Not used	
66				CTC [H4]	
67				[1] Red coarse [H4] [2] Red coarse [H4]	
68				[1] Red fine [H4] [2] Red fine [H4]	
69				[1] Green coarse [H4] [2] Green coarse [H4]	
70				[1] Green fine [H4] [2] Green fine [H4]	
71				[1] Blue coarse [H4] [2] Blue coarse [H4]	
72				[1] Blue fine [H4] [2] Blue fine [H4]	
73				[1] Not used [2] Amber coarse [H4]	
74				[1] Not used [2] Amber fine [H4]	
75				[1] Not used [2] Lime coarse [H4]	
76				[1] Not used [2] Lime fine [H4]	

Notes:
In Mode 1 the fixture is automatically setup to mimic DWE behavior
In Mode 5 the fixture is automatically setup to Colormix mode = RGB.

DMX control channel layout

In the following DMX channel layout tables:

- The default/home value to be sent by a control console is normally 0. If a different value should be sent this is shown at the end of the table

Intensity (Dimmer)

Function	DMX range		fade	Note
Intensity coarse	0	65535	fade	Intensity 0..100%
Intensity fine				

Duration

Function	DMX range		Fade	Notes
Duration	0	255	fade	0..650ms (this channel will affect the performance of an selected intensity effect)

Rate (Shutter)

(Strobe Module, Plate Module)

Function	DMX range		fade	Notes
Close	0	4	snap	Blackout
slow..fast	5	250	fade	this channel will affect the performance of a selected intensity effect
Open	251	255	snap	Continuous open

Home/Default value: 255

Intensity Effects (Shutter Mode)

(Strobe Module, Plate Module)

Function	DMX range		fade	Notes
Off	0	4	snap	
Single Flash	5	9	snap	One Single Flash with each Flash Rate Value Change
Spread (offset) FX	10	14	snap	Timing Offset to create amazing flash chaser
Random (All)	15	19	snap	Random Flashes between multiple fixtures with all Pixel Syncron / Set flash intensity, duration, and rate as normal.
Random (Heads)	20	24	snap	Random Flashes of random Pixel/Segment within a fixture and between multiple fixtures. Low Rate = low quantity of pixel / High rate = higher quantity of pixel. Duration will set the flash duration.
Pulse (All)	25	29	snap	Light gradually increases and decreases / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal

Function	DMX range		fade	Notes
Pulse Random (All)	30	34	snap	Light gradually increases and decreases / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Random (Heads)	35	39	snap	Similar to Pulse Random (All), but randomly between multiple heads
Pulse Open (All)	40	44	snap	Light gradually increases in intensity, then blacks out / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (All)	45	49	snap	Light gradually increases in intensity, then blacks out / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Open Random (Heads)	50	54	snap	Similar to Pulse Open Random (All), but randomly between multiple heads
Pulse Close (All)	55	59	snap	Light flashes to full intensity, then gradually fades / all Fixture synchro / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (All)	60	64	snap	Light flashes to full intensity, then gradually fades / randomly between multiple Fixture / Duration will set the ON time / Set intensity and rate as normal
Pulse Close Random (Heads)	65	69	snap	Similar to Pulse Close Random (All), but randomly between multiple heads
Double-Flash (All)	70	74	snap	Quick Double-Flash / all Fixture synchro / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Double-Flash Random (All)	75	79	snap	Quick Double-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Triple-Flash (All)	80	84	snap	Quick Triple-Flash / all Fixture synchro / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Triple-Flash Random (All)	85	89	snap	Quick Triple-Flash / randomly between multiple Fixture / Duration will set the length of the flashes but there will always be a blackout in between the flashes / Set intensity and rate as normal
Lightning	90	94	snap	The flashes simulate lightning. Duration is not adjustable / Set intensity and rate as normal
Paparazzi	95	99	snap	Flashes like Paparazzi photographs
Spikes (All) (Light over Lowlight)	100	104	snap	The LEDs remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act as one group.
Spikes (Heads) (Light Segments over Lowlight)	105	109	snap	The lamp remains dimly illuminated between flashes. Rate will set the flash period and duration the flash length. All LED-Segments will act individually.
not used	110	255	snap	

CTC

Function	DMX range		fade
Open (no change)	0	9	snap
CTC 10000K	10	10	snap
CTC 9999K .. 2501K variable	11	254	fade
CTC 2500K	255	255	snap

Tungsten Emulation

Function	DMX range		fade	Note
Off	0	9	Snap	Selected White Point / No Red Shift or Delay while dimming
Tungsten ACL 250W/28V	10	19	Snap	Uses the color temperature of the selected reference light source and dims it with the time delay and red shift behavior of it . Tungsten simulation has higher priority than colormix and CTC.
Tungsten Blinder 650W/120V	20	29	Snap	
Tungsten 750W/80V	30	39	Snap	
Tungsten 1000W/240V	40	49	Snap	
Tungsten 1200W/240V	50	59	Snap	
Tungsten 2000W/230V	60	69	Snap	
Tungsten 2500W/230V	70	79	Snap	
Tungsten 5000W/230V	80	89	Snap	
Not used (= Off)	90	120	--	
Off	120	139	Snap	Selected White Point / No Red Shift or Delay while dimming
FX Tungsten ACL 250W/28V	140	149	Snap	Uses currently set color temperature / colormix and dims it with the time delay and red shift behavior of the selected reference light source.
FX Tungsten Blinder 650W/120V	150	159	Snap	
FX Tungsten 750W/80V	160	169	Snap	
FX Tungsten 1000W/240V	170	179	Snap	
FX Tungsten 1200W/240V	180	189	Snap	
FX Tungsten 2000W/230V	190	199	Snap	
FX Tungsten 2500W/230V	200	209	Snap	
FX Tungsten 5000W/230V	210	219	Snap	
Not used (= Off)	220	255		

Control/Settings

- Fixture Option Default settings are indicated with **bold type**.

- Where commands are marked ***(3s hold)***, you must send that DMX value continuously for 3 seconds (or other duration if indicated in the table) to apply the command.

Feature	DMX range		fade	Note
Idle	0	9	snap	
No function	10	11		
iQ.Service Connect ON	12	13	snap	Will wake up the GLP iQ.Mesh Module for 5 Minutes and enable the connectivity to the GLP iQ.Service App. As long as this value is active it will extend the 5 min period.
No function	14	19		
Dimmer Curve: Soft (Square)	20	21	snap	(3s hold) (DEFAULT)
Dimmer Curve: Linear	22	23	snap	(3s hold)
Dimmer Curve: S-Curve	24	25	snap	(3s hold)
No function	26	29		
Display Mode: OFF	30	31	snap	(3s hold)
Display Mode: Auto	32	33	snap	(3s hold) (DEFAULT)
Display Mode : ON	34	35	snap	(3s hold)
No function	36	37		
Display Orientation: Auto	38	39	snap	(3s hold) (DEFAULT)
Display Orientation: Normal	40	41	snap	(3s hold)
Display Orientation: Flip	42	43	snap	(3s hold)
No function	44	45		
No Signal: Blackout	46	47	snap	(3s hold) (DEFAULT)
No Signal: Hold	48	49	snap	(3s hold)
No Signal: Scene	50	51	snap	(3s hold)
Capture DMX Scene	52	53	snap	(3s hold)
No function	54	55	snap	(3s hold)
Fan Mode : Minimum	56	57	snap	(3s hold)
Fan Mode: Regulated	58	59	snap	(3s hold) (DEFAULT)
Fan Mode: High	60	61	snap	(3s hold)
Fan Mode : Medium	62	63	snap	(3s hold)
Fan Mode: Low	64	65	snap	(3s hold)
No function	66	69		
Pixel Mirror: Off	70	71	snap	(3s hold) (DEFAULT)
Pixel Mirror: x-mirror	72	73	snap	(3s hold)
Pixel Mirror: y-mirror	74	75	snap	(3s hold)
Pixel Mirror: x;y-mirror	76	77	snap	(3s hold)
No function	78	79		
Duration Control: Normal (Default)	80	81	snap	(3s hold) (DEFAULT)
Duration Control: Percentage	82	83	snap	(3s hold)
No function	84	85		
Output Mode: Boost	86	87	snap	(3s hold) (DEFAULT)
Output Mode: Constant	88	90	snap	(3s hold)
No function	90	91		
ColorMix Speed: Snap	92	93	snap	(3s hold) Colors snap to next color (for pixelmapping)
ColorMix Speed: Fade	94	95	snap	(3s hold) (DEFAULT) colors fade to next color
No function	96	135		
White Point Off	136	137		(3s hold) RGB mode only
White Point 8000K	138	139	snap	(3s hold) RGB mode only
White Point 6500K	140	141	snap	(3s hold) (DEFAULT) RGB mode only
White Point 5600K	142	143	snap	(3s hold) RGB mode only
White Point 4200K	144	145		(3s hold) RGB mode only
White Point 3200K	146	147		(3s hold) RGB mode only
No function	148	165		

Feature	DMX range		fade	Note
Color Mode: RGB	166	167		(3s hold) (DEFAULT)
Color Mode: RGBAL	168	169		(3s hold)
No function	170	189		
Hibernation: OFF	190	191		(3s hold) (DEFAULT)
Hibernation: ON	192	193		(3s hold) Fixture will perform a reset
No function	194	213		
PWM Frequency: Low (L)	214	215		(3s hold)
PWM Frequency: Optimal (O)	216	217		(3s hold) (DEFAULT)
PWM Frequency: High 1 (H1)	218	219		(3s hold)
PWM Frequency: High 2 (H2)	220	221		(3s hold)
PWM Frequency: Max (M)	222	223		(3s hold)
No function	224	229		
Save as User Setting Preset 1	230	231	snap	(3s hold)
Save as User Setting Preset 2	232	233	snap	(3s hold)
Save as User Setting Preset 3	234	235	snap	(3s hold)
No function	236	237		
Load User Setting Preset 1	238	239	snap	(3s hold)
Load User Setting Preset 2	240	241	snap	(3s hold)
Load User Setting Preset 3	242	243	snap	(3s hold)
Load Settings Default	244	245	snap	(3s hold)
No function	246	253		
Reset ALL	254	255	snap	(3s Hold) - To reset again, set to zero first for 3s (to avoid continuous reset).

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