

Martin MAC Viper XIP DMX protocols

Basic DMX Mode

54 DMX channels

Channel	DMX Value	Function	Fade type	Default value
1	0–19	Strobe/shutter Shutter closed	Snap	30
	20–49	Shutter open		
	50–200	Strobe slow → fast		
	201–210	Shutter open		
	211–255	Random strobe slow → fast		
2	0–65535	Dimmer Closed → Open	Fade	0
3				
4	0–65535	Cyan Intensity 0 → 100%	Fade	0
5				
6				
7	0–65535	Magenta Intensity 0 → 100%	Fade	0
8				
9	0–65535	Yellow Intensity 0 → 100%	Fade	0
10				
11	0–65535	CTO Open (5800 K) → Warm (2850 K)	Fade	0
12	0–37	CTC (Color Temperature Control) 2000 K	Fade	114
	38–113	2000 K → 5750 K		
	114	Open (5800 K)		
	115–255	5850 K → 12850 K		
13	0–126	Green/Magenta shift (tint) Shift from Magenta / negative Duv to neutral	Fade	128
	127–128	No shift (native / on black body curve)		
	129–255	Shift towards Green / positive Duv		
14	0	Color wheel Stepped selection Open	Snap	0
	1	Slot 1 (Spectral Enhancement)		
	2	Slot 2 (CTB)		
	3	Slot 3 (Deep Orange)		
	4	Slot 4 (Navy Blue)		
	5	Slot 5 (Red)		
	6–23	<i>No function</i>		
	24	Color wheel indexing Open		
	25–40	Open → Slot 1		
	41	Slot 1		
	42–57	Slot 1 → Slot 2		
58	Slot 2			
59–74	Slot 2 → Slot 3			
75	Slot 3			

<p>14 contd.</p>	<p>76–91 92 93–108 109 110–125 126 127</p> <p>128–137 138–147 148–157 158–167 168–177 178–187 188–191</p> <p>192–214 215–216 217–239</p> <p>240 241–255</p>	<p>Slot 3 → Slot 4 Slot 4 Slot 4 → Slot 5 Slot 5 Slot 5 → Open Open <i>No function</i> Color wheel shake Shake around Open 360° → 10° Shake around Slot 1 360° → 10° Shake around Slot 2 360° → 10° Shake around Slot 3 360° → 10° Shake around Slot 4 360° → 10° Shake around Slot 5 360° → 10° <i>No function</i> Color wheel rotation CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast Random color Stop (wheel stops at currently selected color) Random color slow → fast</p>		
<p>15</p>	<p>0 1 2 3 4 5 6 7 8–127</p> <p>128–136 137–145 146–154 155–163 164–172 173–181 182–190 191</p> <p>192–215 216–239</p> <p>240 241–255</p>	<p>Gobo wheel 1 gobo selection (add indexing or rotation on next channels) Stepped selection Open Slot 1 (Time Ripples) Slot 2 (Look Sharper) Slot 3 (Compass) Slot 4 (Deep Space) Slot 5 (Radar) Slot 6 (Short Cuts) Slot 7 (A Lot of Spot) <i>No function</i> Gobo shake Shake slot 1 360° → 10° Shake slot 2 360° → 10° Shake slot 3 360° → 10° Shake slot 4 360° → 10° Shake slot 5 360° → 10° Shake slot 6 360° → 10° Shake slot 7 360° → 10° <i>No function</i> Gobo wheel rotation CW rotation fast → slow CCW rotation slow → fast Random gobo Stop (wheel stops at currently selected gobo) Random gobo slow → fast</p>	<p>Snap</p>	<p>0</p>
<p>16</p>	<p>0–16383 16384 16385–32767</p>	<p>Gobo wheel 1 gobo indexing/rotation Gobo indexing Indexing -180° → 0° Indexed at 0° Indexing 0° → +180°</p>	<p>Fade</p>	<p>16384</p>
<p>17</p>	<p>32768–49150 49151–49152 49153–65535</p>	<p>Gobo rotation CW gobo rotation fast → slow Stop (gobo stops at current position) CCW gobo rotation slow → fast</p>		

18	0	Gobo wheel 2 gobo selection (add indexing or rotation on next channels) Stepped selection Open	Snap	0
	1	Slot 1 (String Theory)		
	2	Slot 2 (Hazy Waves)		
	3	Slot 3 (Limbo)		
	4	Slot 4 (Up Is Down)		
	5	Slot 5 (Brush Up)		
	6	Slot 6 (Sponge)		
	7	Slot 7 (All Wrapped Up)		
	8–127	<i>No function</i>		
	128–136	Gobo shake Shake slot 1 360° → 10°		
137–145	Shake slot 2 360° → 10°			
146–154	Shake slot 3 360° → 10°			
155–163	Shake slot 4 360° → 10°			
164–172	Shake slot 5 360° → 10°			
173–181	Shake slot 6 360° → 10°			
182–190	Shake slot 7 360° → 10°			
191	<i>No function</i>			
192–215	Gobo wheel rotation CW rotation fast → slow			
216–239	CCW rotation slow → fast			
240	Random gobo Stop (wheel stops at currently selected gobo)			
241–255	Random gobo slow → fast			
19	0–16383	Gobo wheel 2 gobo indexing/rotation Gobo indexing Indexing -180° → 0°	Snap	16384
	16384	Indexed at 0°		
20	16385–32767	Indexing 0° → +180° Gobo rotation CW rotation fast → slow		
	32768–49150	Stop (gobo stops at current position)		
	49151–49152	CCW rotation slow → fast		
	49153–65535			
21	0	Animation wheel insertion (add indexing or rotation on next channels) Stepped insertion Open	Snap	0
	1	Horizontal pattern		
	2	Diagonal pattern		
	3	Vertical pattern		
	4–23	<i>No function</i>		
	24	Continuous insertion Open		
	25–74	Wheel insertion		
	75	Horizontal pattern		
	76–126	Diagonal patterns		
	127	Vertical pattern		
	128–148	Wheel shake Horizontal pattern shake slow → fast		
	149–169	Diagonal pattern shake slow → fast		
	170–190	Vertical pattern shake slow → fast		
191	<i>No function</i>			

21 contd.	192 193–239	Bounce Stop (wheel stops at current position) Bounce between horizontal and vertical slow → fast		
	240 241–255	Random pattern Stop (wheel stops at current pattern) Random patterns between horizontal and vertical slow → fast		
22	0–16383 16384 16385–32767	Animation wheel indexing/rotation Animation wheel indexing Indexing -180° → 0° Indexed at 0° Indexing 0° → +180°	Fade	16384
23	32768–49150 49151–49152 49153–65535	Animation wheel rotation CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast		
24	0–255	Light Frost (Frost 1) No frost → full frost	Fade	0
25	0–255	Heavy Frost (Frost 2) No frost → full frost	Fade	0
26	0 1 2–127	Prism selection (select indexed angle or rotation on next channels) Stepped selection Open Prism 1 <i>No function</i>	Snap	0
	128–191 192–255	Prism shake Shake prism slow → fast <i>No function</i>		
27	0–16383 16384 16385–32767	Prism indexing/rotation Prism indexing Indexing -180° → 0° Prism indexed at 0° Indexing 0° → +180°	Fade	16384
28	32768–49150 49151–49152 49153–65535	Prism rotation CW rotation fast → slow Stop (prism stops at current position) CCW rotation slow → fast		
29	0–191	Iris Iris opening Open → closed	Fade	0
	192 193–223	Opening pulse Stop (iris stops at current position) Opening pulse slow → fast		
	224 225–255	Closing pulse Stop (iris stops at current position) Closing pulse slow → fast		
30	0–65535	Zoom Wide → narrow	Fade	32768
31				
32	0–65535	Focus Infinity → near	Fade	32768
33				

34	0–255	Framing blade 1 position Out → in	Fade	0
35	0–126 127–128 129–255	Framing blade 1 angle Minimum Parallel Maximum	Fade	128
36	0–255	Framing blade 2 position Out → in	Fade	0
37	0–126 127–128 129–255	Framing blade 2 angle Minimum Parallel Maximum	Fade	128
38	0–255	Framing blade 3 position Out → in	Fade	0
39	0–126 127–128 129–255	Framing blade 3 angle Minimum Parallel Maximum	Fade	128
40	0–255	Framing blade 4 position Out → in	Fade	0
41	0–126 127–128 129–255	Framing blade 4 angle Minimum Parallel Maximum	Fade	128
42	0–126 127–128 129–255	Framing rotation Minimum Parallel Maximum	Fade	128
43	0–65535	Pan Left → right	Fade	32768
44				
45	0–65535	Tilt Forward → backward	Fade	32768
46				
47	Fixture Control/Settings – see ‘Control/Settings DMX channel’ on page 62			
48	0 1–127 128 129–254 255	LED Frequency Hybrid dimming Variable -2% → 0% 2400 Hz Variable 0% → +2% <i>No function</i>	Snap	128

49	0–26	P3 Mix DMX Mode Intensity and colors fully controlled by DMX, P3 pixel data ignored	Snap	0
	27–228	Mixed Mode Crossfade from DMX control of intensity and colors to P3 control of intensity and colors: <ul style="list-style-type: none"> At 27, intensity and colors are still fully controlled by DMX. Between 27 and 228, you mix/crossfade from DMX to P3 control. At 228, the intensity of each of the 6 x <i>Animation</i> segments is controlled by 6 x separate P3 pixels and color is controlled using the average color of the six P3 pixels. 		
	229–255	Video Mode Intensity of 6 x <i>Animation</i> segments controlled by 6 x P3 pixels, color controlled by DMX (DMX channels ‘color’ the P3 pixel data)		
50	0–255	FX 1 Select FX Selection 1 -255	Snap	0
51	0–126 127–128 129–255	FX 1 Adjust Backwards fast → slow Stop Forwards slow → fast	Fade	128
52	0–255	FX 2 Select FX Selection 1 -255	Snap	0
53	0–126 127–128 129–255	FX 2 Adjust Backwards fast → slow Stop Forwards slow → fast	Fade	128
54	0 1–35 36 37–100 101–120 121–140 141–255	FX Synchronization No sync Fixture offset (shift 10° → 350°) Synchronized <i>No function</i> Random start (FX1 adjust channel controls overall speed) Random duration <i>No function</i>	Snap	36

Extended DMX Mode

64 DMX channels

Channel	DMX Value	Function	Fade type	Default value
1	0–19	Strobe/shutter Shutter closed Shutter open Strobe slow → fast Shutter open Random strobe slow → fast	Snap	30
	20–49			
	50–200			
	201–210			
	211–255			
2	0–65535	Dimmer Closed → Open	Fade	0
3				
4	0–65535	Cyan Intensity 0 → 100%	Fade	0
5				
6	0–65535	Magenta Intensity 0 → 100%	Fade	0
7				
8	0–65535	Yellow Intensity 0 → 100%	Fade	0
9				
10	0–65535	CTO Open (5800 K) → Warm (2850 K)	Fade	0
11				
12	0–37	CTC (Color Temperature Control) 2000 K 2000 K → 5750 K Open (5800 K) 5850 K → 12850 K	Fade	114
	38–113			
	114			
	115–255			
13	0–126	Green/Magenta shift (tint) Shift from Magenta / negative Duv to no shift No shift (native / on black body curve) Shift towards Green / positive Duv	Fade	128
	127–128			
	129–255			
14	0	Color wheel Stepped selection Open Slot 1 (Spectral Enhancement) Slot 2 (CTB) Slot 3 (Deep Orange) Slot 4 (Navy Blue) Slot 5 (Red) <i>No function</i> Color wheel indexing Open Open → Slot 1 Slot 1 Slot 1 → Slot 2 Slot 2 Slot 2 → Slot 3 Slot 3 Slot 3 → Slot 4 Slot 4 Slot 4 → Slot 5	Snap	0
	1			
	2			
	3			
	4			
	5			
	6–23			
	24			
	25–40			
	41			
	42–57			
	58			
	59–74			
	75			
76–91				
92				
93–108				

14 contd.	109 110–125 126 127	Slot 5 Slot 5 → Open Open <i>No function</i> Color wheel shake		
	128–137 138–147 148–157 158–167 168–177 178–187 188–191	Shake around Open 360° → 10° Shake around Slot 1 360° → 10° Shake around Slot 2 360° → 10° Shake around Slot 3 360° → 10° Shake around Slot 4 360° → 10° Shake around Slot 5 360° → 10° <i>No function</i>		
	192–214 215–216 217–239	Color wheel rotation CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast		
	240 241–255	Random color Stop (wheel stops at currently selected color) Random color slow → fast		
15	0 1 2 3 4 5 6 7 8–127	Gobo wheel 1 gobo selection (add indexing or rotation on next channels) Stepped selection Open Gobo 1 (Time Ripples) Gobo 2 (Look Sharper) Gobo 3 (Compass) Gobo 4 (Deep Space) Gobo 5 (Radar) Gobo 6 (Short Cuts) Gobo 7 (A Lot of Spot) <i>No function</i>	Snap	0
	128–136 137–145 146–154 155–163 164–172 173–181 182–190 191	Gobo shake Shake Gobo 1, 360° → 10° Shake Gobo 2, 360° → 10° Shake Gobo 3, 360° → 10° Shake Gobo 4, 360° → 10° Shake Gobo 5, 360° → 10° Shake Gobo 6, 360° → 10° Shake Gobo 7, 360° → 10° <i>No function</i>		
	192–215 216–239	Gobo wheel rotation CW rotation fast → slow CCW rotation slow → fast		
	240 241–255	Random gobo Stop (wheel stops at currently selected gobo) Random gobo slow → fast		
16	0–16383 16384	Gobo wheel 1 gobo indexing/rotation Gobo indexing Indexing -180° → 0° Indexed at 0°	Fade	16384
17	16385–32767 32768–49150 49151–49152 49153–65535	Indexing 0° → +180° Gobo rotation CW gobo rotation fast → slow Stop (gobo stops at current position) CCW gobo rotation slow → fast		

18	0	Gobo wheel 2 gobo selection (add indexing or rotation on next channels) Stepped selection Open	Snap	0
	1	Gobo 1 (String Theory)		
	2	Gobo 2 (Hazy Waves)		
	3	Gobo 3 (Limbo)		
	4	Gobo 4 (Up Is Down)		
	5	Gobo 5 (Brush Up)		
	6	Gobo 6 (Sponge)		
	7	Gobo 7 (All Wrapped Up)		
	8–127	<i>No function</i>		
	128–136	Gobo shake Shake Gobo 1, 360° → 10°		
137–145	Shake Gobo 2, 360° → 10°			
146–154	Shake Gobo 3, 360° → 10°			
155–163	Shake Gobo 4, 360° → 10°			
164–172	Shake Gobo 5, 360° → 10°			
173–181	Shake Gobo 6, 360° → 10°			
182–190	Shake Gobo 7, 360° → 10°			
191	<i>No function</i>			
192–215	Gobo wheel rotation CW rotation fast → slow			
216–239	CCW rotation slow → fast			
240	Random gobo Stop (wheel stops at currently selected gobo)			
241–255	Random gobo slow → fast			
19	0–16383	Gobo wheel 2 gobo indexing/rotation Gobo indexing Indexing -180° → 0°	Snap	16384
	16384	Indexed at 0°		
20	16385–32767	Indexing 0° → +180° Gobo rotation CW rotation fast → slow		
	32768–49150	Stop (gobo stops at current position)		
	49151–49152	CCW rotation slow → fast		
	49153–65535			
21	0	Animation wheel insertion (add indexing or rotation on next channels) Stepped insertion Open	Snap	0
	1	Horizontal pattern		
	2	Diagonal pattern		
	3	Vertical pattern		
	4–23	<i>No function</i>		
	24	Continuous insertion Open		
	25–74	Wheel insertion		
	75	Horizontal pattern		
	76–126	Diagonal patterns		
	127	Vertical pattern		
	128–148	Wheel shake Horizontal pattern shake slow → fast		
	149–169	Diagonal pattern shake slow → fast		
	170–190	Vertical pattern shake slow → fast		
191	<i>No function</i>			

21 contd.	192 193–239	Bounce Stop (wheel stops at current position) Bounce between horizontal and vertical slow → fast		
	240 241–255	Random pattern Stop (wheel stops at current pattern) Random patterns between horizontal and vertical slow → fast		
22	0–16383 16384 16385–32767	Animation wheel indexing/rotation Animation wheel indexing Wheel indexing -180° → 0° Wheel indexed at 0° Wheel indexing 0° → +180°	Fade	16384
23	32768–49150 49151–49152 49153–65535	Animation wheel rotation CW rotation fast → slow Stop (wheel stops at current position) CCW rotation slow → fast		
24	0–255	Light Frost (Frost 1) No frost → full frost	Fade	0
25	0–255	Heavy Frost (Frost 2) No frost → full frost	Fade	0
26	0 1 2–127	Prism selection (select indexed angle or rotation on next channels) Stepped selection Open Prism 1 <i>No function</i>	Snap	0
	128–191 192–255	Prism shake Shake prism slow → fast <i>No function</i>		
27	0–16383 16384 16385–32767	Prism indexing/rotation Prism indexing Prism indexing -180° → 0° Prism indexed at 0° Prism indexing 0° → +180°	Fade	16384
28	32768–49150 49151–49152 49153–65535	Prism rotation CW rotation fast → slow Stop (prism stops at current position) CCW rotation slow → fast		
29	0–49151	Iris Iris opening Open → closed	Fade	0
30	49152 49153–57343 57344 57345–65535	Opening pulse Stop (iris stops at current position) Opening pulse slow → fast Closing pulse Stop (iris stops at current position) Closing pulse slow → fast		
31	0–65535	Zoom Wide → narrow	Fade	32768
32				
33	0–65535	Focus Infinity → Near	Fade	32768
34				

35		Framing blade 1 position		
36	0-65535	Out → in	Fade	0
37	0-32766	Framing blade 1 angle Minimum		
38	32767-32768 32769-65535	Parallel Maximum	Fade	32768
39		Framing blade 2 position		
40	0-65535	Out → in	Fade	0
41	0-32766	Framing blade 2 angle Minimum		
42	32767-32768 32769-65535	Parallel Maximum	Fade	32768
43		Framing blade 3 position		
44	0-65535	Out → in	Fade	0
45	0-32766	Framing blade 3 angle Minimum		
46	32767-32768 32769-65535	Parallel Maximum	Fade	32768
47		Framing blade 4 position		
48	0-65535	Out → in	Fade	0
49	0-32766	Framing blade 4 angle Minimum		
50	32767-32768 32769-65535	Parallel Maximum	Fade	32768
51	0-32766	Framing rotation Minimum		
52	32767-32768 32769-65535	Parallel Maximum	Fade	32768
53		Pan		
54	0-65535	Left → right	Fade	32768
55		Tilt		
56	0-65535	Forward → backward	Fade	32768
57	Fixture Control/Settings – see ‘Control/Settings DMX channel’ on page 62			
58	0 1-127 128 129-254 255	LED Frequency Hybrid dimming Variable -2% → 0% 2400 Hz Variable 0% → +2% <i>No function</i>	Snap	128

59	0–26	P3 Mix DMX Mode Intensity and colors fully controlled by DMX, P3 pixel data ignored	Snap	0
	27–228	Mixed Mode Crossfade from DMX control of intensity and colors to P3 control of intensity and colors: <ul style="list-style-type: none"> At 27, intensity and colors are still fully controlled by DMX. Between 27 and 228, you mix/crossfade from DMX to P3 control. At 228, the intensity of each of the 6 x <i>Animation</i> segments is controlled by 6 x separate P3 pixels and color is controlled using the average color of the six P3 pixels. 		
	229–255	Video Mode Intensity of 6 x <i>Animation</i> segments controlled by 6 x P3 pixels, color controlled by DMX (DMX channels ‘color’ the P3 pixel data)		
60	0–255	FX 1 Select FX Selection 1 -255	Snap	0
61	0–126 127–128 129–255	FX 1 Adjust Backwards fast → slow Stop Forwards slow → fast	Fade	128
62	0–255	FX 2 Select FX Selection 1 -255	Snap	0
63	0–126 127–128 129–255	FX 2 Adjust Backwards fast → slow Stop Forwards slow → fast	Fade	128
64	0 1–35 36 37–100 101–120 121–140 141–255	FX Synchronization No sync Fixture offset (shift 10° → 350°) Synchronized <i>No function</i> Random start (FX1 adjust channel controls overall speed) Random duration <i>No function</i>	Snap	36

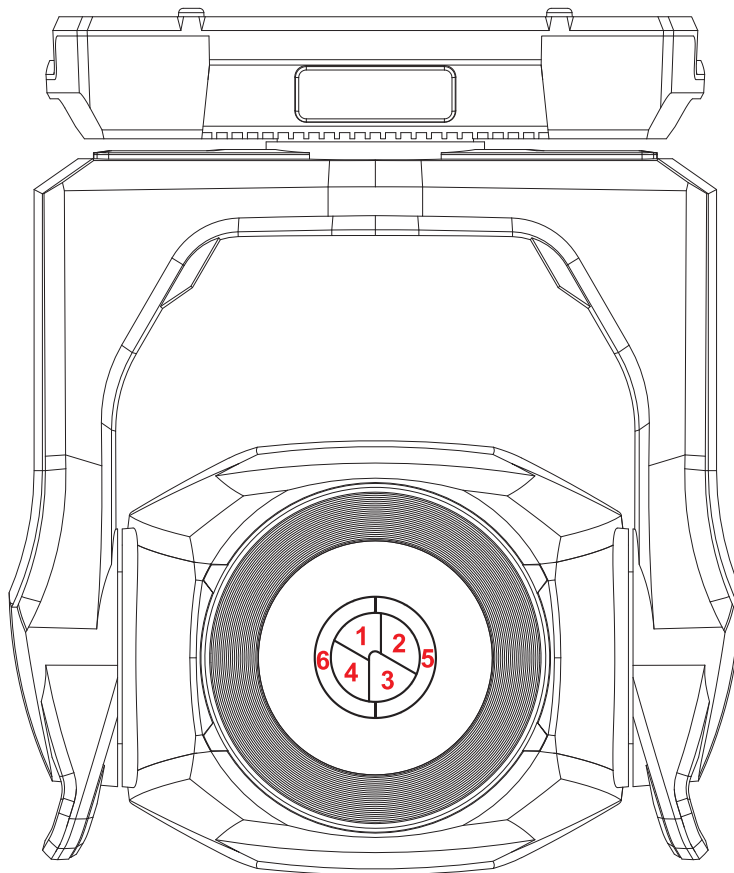
Ludicrous DMX Mode

70 DMX channels

Channel	DMX Value	Function	Fade type	Default value
Channels 1 – 64 as in Extended Mode				
65	0–255	Intensity LED Segment 1 0 → 100%	Fade	255
66	0–255	Intensity LED Segment 2 0 → 100%	Fade	255
67	0–255	Intensity LED Segment 3 0 → 100%	Fade	255
68	0–255	Intensity LED Segment 4 0 → 100%	Fade	255
69	0–255	Intensity LED Segment 5 0 → 100%	Fade	255
70	0–255	Intensity LED Segment 6 0 → 100%	Fade	255

Segment numbering

Ludicrous DMX mode gives individual control of the six LED segments that make up the light engine. The segments are numbered as shown below (fixture hanging downwards, display and connectors at back of fixture, pan at 50%, fixture tilted forward).



Control/Settings DMX channel

The table below lists the control/settings functions available via DMX on the following channels:

- In Basic DMX Mode: on channel 47
- In Extended and Ludicrous DMX Modes: on channel 57.

The commands on the Control/Settings channel must be held for a certain number of seconds in order to implement them. The required number of seconds is indicated after each command.

Channel	DMX value	Function	Fade type	Default value	
Channel depends on DMX mode	0–9	<i>No function</i>			
	10–14	Reset fixture (5 sec.)			
	15	<i>No function</i>			
	16	Reset color (5 sec.)			
	17	Reset beam (5 sec.)			
	18	Reset pan and tilt (5 sec.)			
	19–22	<i>No function</i>			
	23	Linear dimmer curve (1 sec.)			
	24	Square law dimmer curve (default, 1 sec.)			
	25	Inverse square law dimmer curve (1 sec.)			
	26	S-Curve dimmer curve (1 sec.)			
	27	Pan and tilt speed = Standard (default, 1 sec.)			
	28	Pan and tilt speed = Fast (1 sec.)			
	29	Pan and tilt speed = Smooth (1 sec.)			
	30	Effect shortcuts = ON (default, 1 sec.)			
	31	Effect shortcuts = OFF (1 sec.)			
	32	Disable focus tracking (1 sec.)			
	33	Enable focus tracking at near distance (1 sec.)			
	34	Enable focus tracking at medium distance (default, 1 sec.)			
	35	Enable focus tracking at far distance (1 sec.)		Snap	0
	36	Enable video tracking (1 sec.)			
	37	Disable video tracking (default, 1 sec.)			
	38	Extended gamut mode (1 sec.)			
	39	Calibrated color mode (1 sec.)			
	40	Direct color mode (default, 1 sec.)			
	41–51	<i>No function</i>			
	52	Control panel display = ON (default, 1 sec.)			
	53	Control panel display = OFF			
	54	Regulated fan speed, fixed light output intensity (default, 1 sec.)			
	55	Full fan speed, regulated light output intensity (1 sec.)			
	56	Medium fan speed, regulated light output intensity (1 sec.)			
	57	Low fan speed, regulated light output intensity (1 sec.)			
	58	Ultra-low fan speed, regulated light output intensity (1 sec.)			
	59–60	<i>No function</i>			
	61	Hibernation = ON (1 sec.)			
	62	Hibernation = OFF (default, 1 sec.)			

	63	Followspot = ON (1 sec.)		
	64	Followspot = OFF (default, 1 sec.)		
	65	Pan tilt limit = ON (1 sec.)		
	66	Pan tilt limit = OFF (default, 1 sec.)		
	67	Store lower pan limit (1 sec.)		
	68	Store upper pan limit (1 sec.)		
	69	Store lower tilt limit (1 sec.)		
	70	Store upper tilt limit (1 sec.)		
	71	Reset pan tilt limits (1 sec.)		
	72	Tungsten emulation = ON (1 sec.)		
	73	Tungsten emulation = OFF (default, 1 sec.)		
	74	Stand-alone: Record current look (5 sec.)		
	75	Offline mode = Run stand-alone show (5 sec.)		
	76	Offline mode = Hold last look (default, 5 sec.)		
	77–78	<i>No function</i>		
	79	Enable gobo CT correction (default, 1 sec.)		
	80	Disable gobo CT correction (1 sec.)		
	81–83	<i>No function</i>		
	84	Studio mode 2 (1 sec.)		
	85	Studio mode 1 (1 sec.)		
	86	Studio mode = OFF (default, 1 sec.)		
	87	Disable keylight calibration (1 sec.)		
	88	Keylight calibration manual (1 sec.)		
	89	Keylight calibration automatic (default, 1 sec.)		
	90–93	<i>No function</i>		
	94	Standard framing mode		
	95	Legacy framing mode		
	96–99	<i>No function</i>		
	100	Enable calibration (5 sec.)		
	101	Store pan and tilt calibration (5 sec.)		
	102	<i>No function</i>		
	103	Store Cyan calibration (5 sec.)		
	104	Store Magenta calibration (5 sec.)		
	105	Store Yellow calibration (5 sec.)		
	106	Store CTC calibration (5 sec.)		
	107	Store all CMYC calibration (5 sec.)		
	108	Store Rotating Gobo 1 / Current slot index calibration (5 sec.)		
	109	Store Rotating Gobo 2 / Current slot index calibration (5 sec.)		
	110	<i>No function</i>		
	111	Store beam effect/framing calibration (5 sec.)		
	112	Store iris calibration (5 sec.)		
	113	Store focus calibration (5 sec.)		
	114	Store zoom calibration (5 sec.)		
	115	Store color wheel calibration (5 sec.)		
	116–191	<i>No function</i>		
	192	Start CTB filter keylight calibration (5 sec.)		
	193	Store CTB filter keylight calibration (5 sec.)		
	194	Start CTO flag keylight calibration (5 sec.)		
	195	Start Spectral Enhancement filter keylight calibration (5 sec.)		
	196	Store CTO flag keylight calibration (5 sec.)		

	197	Store Spectral Enhancement filter keylight calibration (5 sec.)		
	198	Store all calibration values except keylight calibration (5 sec.)		
	199	Reset all calibration values to factory default (excluding keylight calibration, 5 sec.)		
	200–210	<i>No function</i>		
	210	Outdoor: Stop actions and return to normal operation		
	211	<i>No function</i>		
	212	Outdoor: Run drying off procedure (1 sec., stops when sequence is complete, or stop by sending value 210)		
	213	Outdoor: Head goes immediately to safe parking position (1 sec., return to normal operation by sending value 210)		
	214–255	<i>No function</i>		