

AxonHD Media Server Parameter Channel Assignment

AxonHD Global Control

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AxonHD Graphic Object Layer Control

Parameter Name	DMX Channel # for each of the Graphic Object Layers available in AxonHD									
	Obj.1	Obj.2	Obj.3	Obj.4	Obj.5	Obj.6	Obj.7	Obj.8	Obj.9	Obj.10
Opacity	58	103	148	193	238	283	328	373	418	463
3-D Object File	59	104	149	194	239	284	329	374	419	464
Media Folder	60	105	150	195	240	285	330	375	420	465
Media file	61	106	151	196	241	286	331	376	421	466
In frame	62	107	152	197	242	287	332	377	422	467
	63	108	153	198	243	288	333	378	423	468
Out frame	64	109	154	199	244	289	334	379	424	469
	65	110	155	200	245	290	335	380	425	470
Play mode	66	111	156	201	246	291	336	381	426	471
Play speed	67	112	157	202	247	292	337	382	427	472
Sync Mode	68	113	158	203	248	293	338	383	428	473
Black Level	69	114	159	204	249	294	339	384	429	474
Contrast	70	115	160	205	250	295	340	385	430	475
Graphic Effect 1	71	116	161	206	251	296	341	386	431	476
Effect 1 Modifier 1	72	117	162	207	252	297	342	387	432	477
Effect 1 Modifier 2	73	118	163	208	253	298	343	388	433	478
Effect 1 Modifier 3	74	119	164	209	254	299	344	389	434	479
Graphic Effect 2	75	120	165	210	255	300	345	390	435	480
Effect 2 Modifier 1	76	121	166	211	256	301	346	391	436	481
Effect 2 Modifier 2	77	122	167	212	257	302	347	392	437	482
Effect 2 Modifier 3	78	123	168	213	258	303	348	393	438	483
Graphic Effect 3	79	124	169	214	259	304	349	394	439	484
Effect 3 Modifier 1	80	125	170	215	260	305	350	395	440	485
Effect 3 Modifier 2	81	126	171	216	261	306	351	396	441	486
Effect 3 Modifier 3	82	127	172	217	262	307	352	397	442	487
X-axis rotation	83	128	173	218	263	308	353	398	443	488
	84	129	174	219	264	309	354	399	444	489
Y -axis rotation	85	130	175	220	265	310	355	400	445	490
	86	131	176	221	266	311	356	401	446	491
Z-axis rotation	87	132	177	222	267	312	357	402	447	492
	88	133	178	223	268	313	358	403	448	493
Scale X	89	134	179	224	269	314	359	404	449	494
	90	135	180	225	270	315	360	405	450	495
Scale Y	91	136	181	226	271	316	361	406	451	496
	92	137	182	227	272	317	362	407	452	497
Scale Z	93	138	183	228	273	318	363	408	453	498
	94	139	184	229	274	319	364	409	454	499
X Position	95	140	185	230	275	320	365	410	455	500
	96	141	186	231	276	321	366	411	456	501
Y Position	97	142	187	232	277	322	367	412	457	502
	98	143	188	233	278	323	368	413	458	503
Z Position	99	144	189	234	279	324	369	414	459	504
	100	145	190	235	280	325	370	415	460	505
Audio Volume	101	146	191	236	281	326	371	416	461	506
Audio Balance	102	147	192	237	282	327	372	417	462	507

Parameter Description and Options

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
GLOBAL FUNCTIONS					
Global Intensity	Selects intensity level for the composite image	0-255	0-100	255	100
Global Effects					
Global Effect Mode 1, 2, 3 & 4	Off, no effects selection	0	0	NA	0
	CMY simulates CMY by subtracting RGB. Reduces color values. Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	1			
	CMY adds to all pixels. Increases color values. Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	2			
	CMY adds to non-black pixels. Increases color values. Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	3			
	RGB Add, all pixels. Mod1 = red, Mod2 = green, Mod3 = blue	4			
	RGB Add 2, all pixels. Mod1 = red, Mod2 = green, Mod3 = blue	5			
	RGB Add, non-black pixels. Mod1 = red, Mod2 = green, Mod3 = blue	6			
	RGB Swap to GBR. Mod1 = red, Mod2 = green, Mod3 = blue.	7			
	RGB Swap to BRG. Mod1 = red, Mod2 = green, Mod3 = blue.	8			
	Solarize 1 If color value < DMX value, invert color. Mod1 = red, Mod2 = green, Mod3 = blue.	9			
	Solarize 2 If color value > DMX, invert color. Mod1 = red, Mod2 = green, Mod3 = blue.	10			
	Solarize 3 If color value < DMX, set color to 0. Mod1 = red, Mod2 = green, Mod3 = blue.	11			
	Solarize 4 If color value > DMX, set color to 0. Mod1 = red, Mod2 = green, Mod3 = blue.	12			
	DotP and Resample. Mod1, Mod2 and Mod3 control resampling.	13			
	Color Cycle, DMX value controls cycle speed. Mod1 = red, Mod2 = green, Mod3 = blue.	14			
	All or nothing. If Color value > Mod value, Color DMX = 255, else Color DMX = 0. Mod1 = red, Mod2 = green, Mod3 = blue.	15			
	Solid color RGB, Mod1 = red, Mod2 = green, Mod3 = blue.	16			
	RGB Invert Mod1 = red to cyan, Mod2 = green to magenta, Mod3 = blue to yellow	17			
	RGB Invert & Swap to GBR. Mod1 = red to magenta, Mod2 = green to yellow, Mod3 = blue to cyan	18			
	RGB Invert & Swap to BRG. Mod1 = red to yellow, Mod2 = green to cyan, Mod3 = blue to magenta	19			
	Edge Detect Color. Mod1 = horizontal size, Mod2 = vertical search size, Mod3 = comparison threshold	20			
	Edge Detect B/W. Mod1 = horizontal size, Mod2 = vertical search size, Mod3 = comparison threshold	21			
	Texture Ripple, Horizontal. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	22			
	Texture Ripple, Vertical. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	23			
	Texture Ripple, Circular. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase speed and direction	24			
Texture Ripple, Asymmetrical Circular. Mod1 = size, Mod2 = Frequency, Mod3 = Phase speed and direction	25				

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Global Effect Mode 1, 2, 3, & 4	Transparent Color Fine. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	26				
	Transparent Color Medium. Select key color. Mod1=red, Mod2=green, Mod3=blue	27				
	Transparent Color Coarse. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	28				
	Transparent Color Invert, Fine. Select key color Mod1 = red, Mod2 = green, Mod3 = blue	29				
	Transparent Color Invert, Medium. Select key color Mod1 = red, Mod2 = green, Mod3 = blue	30				
	Transparent Color Invert, Coarse. Select key color Mod1 = red, Mod2 = green, Mod3 = blue	31				
	Scan Line. Mod1 selects scan line as texture, Mod2 fades from original image to converted image, Mod3 not used, reserved	32				
	Transparent wipes. Mod1 = width and transparent area, Mod2 = center of transparent area, Mod3 = transparency mode	33				
	Pixel Twist. Mod1 = x twist center, Mod2 = y twist center, Mod3 = direction and amount of twist centered at 128	34				
	Picture-in-Picture. Mod1 = x subpicture center, Mod2 = y subpicture center, Mod3 = subpicture size	35				
	Magnifying lens, Mod1 = x lens center, Mod2 = y lens center, Mod3 lens size	36				
	Magnifying lens 2, Mod1 = x lens center, Mod2 = y lens center, Mod3 = lens size	37				
	Cartoon Edge. Mod1 = Color reduction, Mod2 = Contrast enhancement, Mod3 = Edge detection sensitivity	38				
	Color DeConverge. Mod1 = Moves red pixels up, Mod2 = Moves green pixels down and right, Mod3 = Moves blue pixels down and left	39				
	Horizontal Mirror, Mod1 = mirror center, Mod2 and Mod3 not used	40	NA		0	0
	RGB Swap to BGR. Mod1 = red to blue, Mod2 = green, Mod3 = blue to red	41				
	RGB Swap to RBG. Mod1 = red, Mod2 = green to blue, Mod3 = blue to green	42				
	RGB Swap to GRB. Mod1 = red to green, Mod2 = green to red, Mod3 = blue	43				
	Colorize Gray Scale maps pixel intensity to color. Mod1 = Color Scheme selection, Mod2 = Zero intensity point in color scheme, Mod3 = Fading	44				
	Intensity key turns pixels of selected intensity transparent: Mod1 = Color Scheme, Mod2 = Intensity bandwidth, Mod3 = Transparency level	45				
	Raindrop effect. Mod1 = size/speed, Mod2 = position set by random number generator, and Mod3 = raindrop creation rate.	46				
	RGB Scale. Mod1 = scale red, Mod2 = scale green, Mod3 = scale blue. Maximum of Mod1, Mod2 and Mod3 sets overall color range	47				
	Color to Alpha. Mod1 = red to alpha, Mod2 = green to alpha, Mod3 = blue to alpha	49				
	Color to Alpha, Inverted. Mod1 = cyan to alpha, Mod2 = magenta to alpha, Mod3 = yellow to alpha	50				
	Texture Mixing. Mod1 = Source media file, Mod2 = Source effect level, Mod3 = Crossfade from original to source texture	51				
	Image Scale and Rotate. Mod1 = scales image (Default = 0), Mod2 = absolute rotation angle (Default - 128), Mod3 = rotation speed (Default - 128)	52				
Film Roll. Mod1 = horizontal roll speed (Default - 128), Mod2 = vertical roll speed (Default - 128), Mod3 = Image scale	53					
Pixelate. Mod1 = Amount of pixelation (0=none to 255=maximum), Mod2 = horizontal scale, Mod3 = vertical scale	54					

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Global Effect Mode 1, 2, 3 & 4	Faux LED. Mod1 = "LED" size, Mod2 = spacing, Mod3 = color peaking	55				
	Faux Tile. Mod1 = Tile size, Mod2 = spacing, Mod3 = color peaking	56				
	Fuzzifier. Mod1 = Horizontal distance, Mod2 = vertical distance, Mod3 = fuzz decay	57				
	Drop Shadow. Mod1 = horizontal position, Mod2 = vertical position, Mod3 = shadow opacity	58				
	Zoom Blur. Mod1 = horizontal position center, Mod2 = vertical position center, Mod3 = zoom	59				
	Chroma Shift. Mod1 = horizontal shift, Mod2 = vertical shift, Mod3 = Scale	60				
	ShakeNBake. Mod1 = horizontal shake, Mod2 = vertical shake, Mod3 = Scale	61				
	Slats, Vertical. Mod1 = number, Mod2 = displacement, Mod3 = fade	62				
	Slats, Horizontal. Mod1 = number, Mod2 = displacement, Mod3 = fade	63				
	Reserved. Defaults to effect mode = 0	64-79				
	Downward Vertical Streaks. Mod1 = start position, Mod2 = streak angle, Mod3 = fade	80				
	Gaussian Blur. Mod1 = sample distance, Mod2 = filter pass number, Mod3 = curve shape	81				
	Sharpen. Mod1 = sample distance, Mod2 = number of filter passes, Mod3 = sharpen scale	82				
	Flip, Mod1 = flip horizontally, Mod2 = flip vertically, Mod3 = not used	83				
	UV to Gray. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	84				
	UV to Transparent. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	85				
	UV Select to Transparent. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	86	NA		0	0
	HS to Gray. Mod1 = Hue, Mod2 = Saturation, Mod3 = Tolerance	87				
	HS to Transparent. Mod1 = Hue, Mod2 = Saturation, Mod3 = Tolerance	88				
	HSSelect to Transparent. Mod1 = Hue, Mod2 = Saturation, Mod3 = Tolerance	89				
	Texture Shift. Mod1 = horizontal shift, Mod2 = vertical shift, Mod3 = colors and scale	90				
	Lens Grid. Mod1 = magnification, Mod2 = edge shading, Mod3 = number of lenses	91				
	Edge Detect BW2. Mod1 = Sample distance, Mod2 = edge threshold comparison, Mod3 = detected edge scaler	92				
	Film Burn. Mod1 = burn/unburn rate, Mod2 = film blackening, Mod3 = burn pattern	93				
	Film Noise. Mod1 = noise rate, Mod2 = push to sepia with/without jitter, Mod3 = noise level	94				
	Particle System 1. Mod1 = emitter type, Mod2 = trail length, Mod3 = particle acceleration	95				
	Particle System 2. Mod1 = particle number, Mod2 = particle size, Mod3 = emitter size	96				
	Particle System 3. Mod1 = particle initial velocity, Mod2 = particle rotation, Mod3 = particle life	97				
	Prism. Mod1 = number of facets, Mod2 = index of refraction, Mod3 = rotation	98				
	Gaussian Halo. Mod1 = sample distance, Mod2 = number of filter passes, Mod3 = shape of Gaussian curve	99				
Scene Change Detect Mod1 = Scale RGB, Mod2 = RGB to Alpha, Mod3 = Scale color after alpha applied	100					

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Global Effect Mode 1, 2, 3 & 4	Yxy Luminance Scaling. Mod1 = scale luminance (default 64), Mod2 = scale x (default 128), Mod3 = scale y (default 128)	101			
	Prerotation Translation. Mod1 = translate x, Mod2 = translate y, Mod3 = translate z.	102			
	Digital MSpeed. Mod1 = rotation mspeed. Mod2 = scaling mspeed. Mod3 = position mspeed	103			
	Edge Detect2Color. Mod1 = Sample distance, Mod2 = Edge threshold comparison, Mod3 = Detected edge scaler	104			
	Digital Mspeed 2. Mod1 = keystone speed, Mod2 = framing speed, Mod3 = not used.	105			
	Sepia Tones. Mod1 = fades from original image color to sepia tones, Mod2 = saturation, Mod3 = not used	106			
	Red Tones. Mod1 = fades from original image color to red tones, Mod2 = saturation. Mod3 = not used.	107			
	Gray Maker. Mod1 = compresses colors to shades of gray, Mod2 = constrast, Mod3 = not used	108			
	Gray Maker2. Always gray. Mod1 = brightness, Mod2 = contrast, Mod3 = not used	109			
	Posterizer. Mod1 = reduces color detail, Mod2 = contrast, Mod3 = not used	110			
	Black & White. Mod1 = comparison, Mod2 = not used, Mod3 = not used.	111			
	Fire Gradient. Mod1= fade from original image to converted image, Mod2 = not used, Mod3 = not used.	112			
	Negative Art. Mod1 = scales RGB, Mod2 = color subtract, Mod3 = not used.	113			
	Exposure Control. Mod1 = expand/contract color, Mod2 = color shift. Mod3 = not used.	114			
	Reserved. Defaults to effect mode = 0	115-127			
	Mask Color. Mod1 = red, Mod2 = green, Mod3 = blue	128			
	Edge Fade color. Mod1 = red, Mod2 = green, Mod3 = blue	129			
	Mask Color and Edge Fade Color. Mod1 = red, Mod2 = green, Mod3 = blue	130			
	Background Color. Mod1 = red, Mod2 = green, Mod3 = blue	131			
	Background Color Cycle. Mod1 = red speed, Mod2 = green speed, Mod3 = blue speed	132			
	Edge Fade Profile. Mod1 = Mode, Mod2 = Profile, Mod3 = Source	133			
	Curve Correction, Vertical Convex Cylinder. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = Not used	135			
	Curve Correction, Vertical Concave Cylinder. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = Not used	136			
	Curve Correction, Vertical Inside Corner. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = adjusts horizontal centerpoint	137			
	Curve Correction, Vertical Outside Corner. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = adjusts horizontal centerpoint	138			
	Curved Surface, Outside Sphere. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = adjusts horizontal centerpoint	139			
	Curved Surface, Inside Sphere. Mod1 = correction, Mod2 = adjusts vertical centerpoint, Mod3 = adjusts horizontal centerpoint.	140			
Spherical Mapping. Outside. Mod1 = longitude angle, Mod2 = latitude angle, Mod3 = center latitude.	142				

NA 0 0

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Global Effect Mode 1, 2, 3 & 4	Spherical Mapping. Inside. Mod1 = longitude angle, Mod2 = latitude angle, Mod3 = center latitude.	143			
	Mattes. Mod1 = Mode, Mod2 = Matte Select, Mod3 = texture source	144			
	Output Correction, Horizontal Convex Cylinder. Mod1 = correction, Mod2 = adjusts horizontal centerpoint, Mod3 = Not used	148			
	Output Correction, Horizontal Concave Cylinder. Mod1 = correction, Mod2 = adjusts horizontal centerpoint, Mod3 = Not used	149			
	Output Correction, Horizontal Convex Corner. Mod1 = correction, Mod2 = adjusts horizontal centerpoint, Mod3 = adjusts vertical centerpoint.	154	NA	0	0
	Output Correction, Horizontal Concave Corner. Mod1 = correction, Mod2 = adjusts horizontal centerpoint, Mod3 = adjusts vertical centerpoint.	155			
	Reserved. Defaults to effect 0	156-252			
	Special value used with global spherical mapping effect 142. Defaults to 0 otherwise.	253			
	Special value used with global spherical mapping effect 142. Defaults to 0 otherwise.	254			
	Pan and Scan. Mod1 = horizontal position, Mod2 = vertical position, Mod3 = Zoom	255			
Global Effect Modifier 1	These Modifier parameters adjust the option selected in the corresponding channel of each of the four Global Effects Modes. The type of adjustment and the default value depends on the particular effect option. NOTE: Setting the Graphic Effect Mode DMX = 253 or 254 activates specific spherical mapping control options for Modifier parameters. For more about Modifier parameter functionality, see specific effect options listed alphabetically in Chapter 13 of the Axon HD User Manual.	0-255	0-100		
Global Effect Modifier 2		0-255	0-100	NA	NA
Global Effect Modifier 3		0-255	0-100		
Synchronization					
Sync To	Selects the ID of the display on the network providing synchronization information	0-255	0-100	0	0

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Collage Control					
Collage Type	No Collage selected	0	0	0	0
	Standard collage. Content collage will be divided by graphics engine	1	NA		
	Standard collage with 360 degree wrap	2			
	Multipane collage. Content will not be divided by graphics engine	3			
	Multipane collage with 360 degree wrap	4			
	Reserved. Defaults to 0	5-255			
Collage Config Selection	No collage	0	0-100	0	0
	Selects a collage array configuration (2x1, 2x2, 3x2, . . .16x8)	1-127			
	Reserved. Defaults to 0	128-255			
Collage Cell Selection	Selects Active Collage Cell. Default cell is the upper left corner of the selected array	1-255	0-100	0	0
Collage Blending Adjustment	Standard color blend curve. No adjustment	0	0	0	0
	Standard color blend curve with intensity reduction adjustment (1 = maximum reduction)	1-33	1-12		
	Standard color blend curve. No adjustment	34	13		
	Standard color blend curve with increasing intensity (63 = maximum increase)	35-63	14-24		
	Gray scale blend curve with reduced intensity adjustment (64 = maximum reduction)	64-95	25-37		
	Gray scale blend curve. No adjustment	96	38		
	Gray scale blend curve with increasing intensity (127 = maximum increase)	97-127	39-49		
	Reserved. Defaults to 0	128-255	50-100		
Alignment Pattern Control	Graphics out. Normal blending per selected blend adjustment	0	NA	0	0
	Graphics out. Blend area defaulted to black	1			
	Graphics out. Blend area shown with no blending applied	2			
	Alignment pattern out. Normal blending per selected blend adjustment	3			
	Alignment pattern out. Blend area defaulted to black	4			
	Alignment pattern out. Blend area shown with no blending applied	5			
	Grid cell selection shown over graphics output	6			
	Reserved. Defaults to 0	7-255			
Variable Edge Blend Horizontal	Two channels provide 16-bit control of horizontal blend region size. Defaults to whatever value sets a 9% overlap.	0-65535	0-100	NA	NA
Variable Edge Blend Vertical	Two channels provide 16-bit control of vertical blend region size. Defaults to whatever value sets a 9% overlap.	0-65535	0-100	NA	NA

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Global Mask						
Mask Select/ Mask Strobe	Static Masks					
	Round <i>iris</i> closing from outside in	0	0			
	Round <i>iris</i> closing from inside out	1				
	Rectangle closing from outside in	2				
	Rectangle closing from inside out	3				
	Checkerboard, variation 1	4				
	Checkerboard, variation 2	5				
	Radial wipe, variation 1	6				
	Radial wipe, variation 2	7				
	Radial wipe, variation 3	8				
	Radial wipe, variation 4	9				
	Triangles, variation 1	10				
	Triangles, variation 2	11				
	Rectangular wrap	12				
	Tiles closing in	13				
	Horizontal doors, closing	14				
	Horizontal doors closing from opposing sides	15				
	Vertical doors closing from outside in	16				
	Vertical wipe closing from inside out	17				
	Rectangular tiles closing from inside out 1	18				
	Rectangular tiles closing from inside out 2	19				
	Vertical panels closing from outside in 1	20				
	Vertical panels closing from outside in 2	21				
	Vertical diamonds 1	22				
	Vertical diamonds 2	23				
	Horizontal diamonds 1	24				
	Horizontal diamonds 2	25				
	Pinwheel	26				
	Oval Iris closing from outside in	27				
	Oval Iris closing from inside out	28				
	Oscillating iris closing from outside in	29				
Artistic Iris	30					
Reserved for other installed masks, defaults to 0	31-127					

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Mask Select/ Mask Strobe	Strobing Masks					
	Periodic strobe, round "iris" mask closing outside in.	128	50			
	Round <i>iris</i> closing from inside out	129				
	Rectangle closing from outside in	130				
	Rectangle closing from inside out	131				
	Checkerboard, variation 1	132				
	Checkerboard, variation 2	133				
	Radial wipe, variation 1	134				
	Radial wipe, variation 2	135				
	Radial wipe, variation 3	136				
	Radial wipe, variation 4	137				
	Triangles, variation 1	138				
	Triangles, variation 2	139				
	Rectangular wrap	140				
	Tiles closing in	141				
	Horizontal doors, closing	142				
	Horizontal doors closing from opposing sides	143				
	Vertical doors closing from outside in	144				
	Vertical wipe closing from inside out	145				
	Rectangular tiles closing from inside out 1	146				
	Rectangular tiles closing from inside out 2	147				
	Vertical panels closing from outside in 1	148				
	Vertical panels closing from outside in 2	149				
	Vertical diamonds 1	150				
	Vertical diamonds 2	151				
	Horizontal diamonds 1	152				
	Horizontal diamonds 2	153				
	Pinwheel	154				
	Oval Iris closing from outside in	155	NA	0	0	
	Oval Iris closing from inside out	156				
Oscillating iris closing from outside in	157					
Animated Dynamic Iris	158					
Reserved for other strobing installed masks	159-255					
Mask Size	Adjusts mask size from fully closed to open	0-255	0-100	255	100	
Mask Edge Fade	Hard edge to faded edge when Mask Select = 0-127. Strobe rate control from fastest to slowest when Mask Select parameter value = 128-255	0-255	0-100	0	0	

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Global Keystone Correction					
Keystone X Top Left	Moves top left corner x value to center	0-255	0-100	0	0
Keystone Y Top Left	Moves top left corner y value to center	0-255	0-100	0	0
Keystone X Top Right	Moves top right corner x value to center	0-255	0-100	0	0
Keystone Y Top Right	Moves top right corner y value to center	0-255	0-100	0	0
Keystone X Bottom Right	Moves bottom right corner x value to center	0-255	0-100	0	0
Keystone Y Bottom Right	Moves bottom right corner y value to center	0-255	0-100	0	0
Keystone X Bottom Left	Moves bottom left corner x value to center	0-255	0-100	0	0
Keystone Y Bottom Left	Moves bottom left corner y value to center	0-255	0-100	0	0
Keystone X Ratio	Compresses and expands image horizontally	0-255	0-100	128	50
Keystone Y Ratio	Compresses or expands image vertically	0-255	0-100	128	50
Global Framing					
Framing X Top Left	Clip image from top left corner x value	0-255	0-100	0	0
Framing Y Top Left	Clip image from top left corner y value	0-255	0-100	0	0
Framing X Top Right	Clip image from top right corner x value	0-255	0-100	0	0
Framing Y Top Right	Clip image from top right corner y value	0-255	0-100	0	0
Framing X Bottom Right	Clip image from bottom right corner x value	0-255	0-100	0	0
Framing Y Bottom Right	Clip image from bottom right corner y value	0-255	0-100	0	0
Framing X Bottom Left	Clip image from bottom left corner x value	0-255	0-100	0	0
Framing Bottom Left	Clip image from bottom left corner y value	0-255	0-100	0	0
Warp Selection	Selects from warp files created in the Content Management Application (CMA)	0-255	0-100	0	0
Global Audio Control					
Global Audio Volume	Sets volume from minimum to maximum on composite sound of all layers	0-255	0-100	0	0
Global Audio Balance	Balances audio from left to equal	0-127	0-49	128	50
	Equal balance between left and right	128	50		
	Balances audio from equal to right	129-255	51-100		

Parameter	Description	DMX Value		Default					
		Dec.	%	Dec.	%				
Global Control									
Global Control <i>(A number in parenthesis is the minimum number of consecutive times a DMX value must be received from a controller before the operation begins.)</i>	No control selected. Safe	0	0	0	0				
	Reserved	1-119							
	Axon Shutdown when Intensity = 0 (80)	120-130							
	Reserved	131-144							
	Reset when Intensity = 0 (80)	145-149							
	Reserved	150-251							
	Displays Spherical Mapping Effect Statistics (Global Control Modifier Parameter selects text color)	252	NA						
	All-in-One displays an array that includes each layer's output, and the combined output. If geometry correction or collage is being used, the texture is shown at the lower left of the display. If a layer is not rendering anything, the appropriate position displays as black.	253							
	Performance Statistics	254							
	On-screen Statistics	255							
All-in-one Combined Quadrant (Global Control Channel = 253)									
Global Control Modifier	Displays each defined Graphic Object with no effects applied	0	0	0	0				
	Displays the first effect (if any) applied to any defined Graphic Object	1	NA						
	Displays the second effect (if any) applied to any defined Graphic Object	2							
	Displays the third effect (if any) applied to any defined Graphic Object	3							
	Displays the fourth effect (if any) applied to any defined Graphic Object	4							
	Displays the fifth effect (if any) applied to any defined Graphic Object	5							
	Displays the sixth effect (if any) applied to any defined Graphic Object	6							
	Displays the seventh effect (if any) applied to any defined Graphic Object	7							
	Displays the eighth effect (if any) applied to any defined Graphic Object	8							
	Displays the ninth effect (if any) applied to any defined Graphic Object	9							
	Reserved. Reverts to raw image display	10-255							
	On-screen Statistics (Global Control Channel = 252 or 255)								
	Text color = gray	0				NA			
	Text color = red	1							
	Text color = blue	2							
Text color = green	3								
On-screen Statistics (Global Control Channel = 254)									
Controls opacity from full to transparent	0-255	NA							

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
GRAPHIC OBJECT FUNCTIONS						
Opacity	Selects transparency level from completely transparent (0) to opaque (255)	0-255	0-100	0	0	
Graphic Content Definition						
3-D Object File	No selection	0	0	1	1	
	First Stock 3-D Object (flat plane)	1	1			
	Additional Stock 3-D Objects	2-149	NA			
	First User 3-D Objects	150				
	Additional User Objects	151-255				
Media Folder	No selection	0	NA	0	0	
	First HES Folder	1				
	Other HES-defined Folders	2-55				
	First User Folder	56				
	User Folders	57-239				
	Reserved	240-254				
	Video capture. The Media File parameter selects S Video or SDI input. Other Media file values are ignored.	255				
Media File	Media File Selection (Media Folder Channel = 0-254)			0	0	
	No selection	0	0			
	First Media File	1	NA			
	Additional Media Files 2-255	2-255				
	Video Capture Selection (Media Folder Channel = 0-255)			0	0	
	No Video capture source selected	0	0			
	SVideo capture source	1	NA			
	Standard Definition (SD) SDI capture source, if installed	2				
	SVideo capture source 2, if installed.	3				
	SD SDI capture source 2, if installed.	4				
	High Definition (HD) SDI source 1, if installed.	5				
	High Definition (HD) SDI source 2, if installed.	6				
	High Definition (HD) SDI source 3, if installed.	7				
	High Definition (HD) SDI source 4, if installed.	8				
In Frame	Defines the beginning of a media file segment as a percentage of the movie length	0-65535		0-100	0	0
Out Frame	Defines the end of a Media File segment as a percentage of the movie length	0-65535		0-100	65535	100

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Play Mode	Play forward looping continuously	0	0	0	0
	Play forward once and hold on the last frame	1			
	Pause	2			
	Play forward if opacity > 0, hold on last frame	3			
	Play forward if opacity > 0, looping continuously	4			
	Pause and rewind to In Frame	5			
	Scrub (Display) the selected In Frame	6			
	Scrub (Display) the selected Out Frame	7	NA		
	Scrub (Display) the selected In Frame with statistics	8			
	Scrub (Display) the selected Out Frame with statistics	9			
	Play forward looping continuously with audio output	10			
	Play forward once and hold on the last frame with audio output	11			
	Play forward if opacity > 0, hold on last frame with audio output	12			
	Play forward if opacity > 0, looping continuously with audio output	13			
Reserved	14-255	4-100			
Play Speed	Normal Speed	0	0	128	50
	Slow speeds from slowest toward normal	1-127	1-49		
	Normal Speed	128	50		
	Faster than Normal to Fastest	129-255	51-100		
Graphic Layer Synchronization					
Sync Mode	No selection	0	0	0	0
	Sync to Graphic Layer 1 movie time	1			
	Sync to Graphic Layer 2 movie time	2			
	Sync to Graphic Layer 3 movie time	3			
	Sync to Graphic Layer 4 movie time	4			
	Sync to Graphic Layer 5 movie time	5			
	Sync to Graphic Layer 6 movie time	6			
	Sync to Graphic Layer 7 movie time	7			
	Sync to Graphic Layer 8 movie time	8			
	Sync to Graphic Layer 9 movie time	9	NA		
	Sync to Graphic Layer 10 movie time	10			
	Sync to Graphic Layer 1 rotation	11			
	Sync to Graphic Layer 2 rotation	12			
	Sync to Graphic Layer 3 rotation	13			
	Sync to Graphic Layer 4 rotation	14			
	Sync to Graphic Layer 5 rotation	15			
	Sync to Graphic Layer 6 rotation	16			
	Sync to Graphic Layer 7 rotation	17			

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Sync Mode	Sync to Graphic Layer 8 rotation	18	NA	0	0
	Sync to Graphic Layer 9 rotation	19			
	Sync to Graphic Layer 10 rotation	20			
	Sync to Graphic Layer 1 movie time and rotation	21			
	Sync to Graphic Layer 2 movie time and rotation	22			
	Sync to Graphic Layer 3 movie time and rotation	23			
	Sync to Graphic Layer 4 movie time and rotation	24			
	Sync to Graphic Layer 5 movie time and rotation	25			
	Sync to Graphic Layer 6 movie time and rotation	26			
	Sync to Graphic Layer 7 movie time and rotation	27			
	Sync to Graphic Layer 8 movie time and rotation	28			
	Sync to Graphic Layer 9 movie time and rotation	29			
	Sync to Graphic Layer 10 movie time and rotation	30			
	Reserved. Defaults to mode 0, no selection.	31-255			
Black Level/Contrast					
Black Level	No adjustment of Black Level	0	0	128	50
	Black level set from minimum toward no adjustment	1-127	1-49		
	No adjustment	128	50		
	Black level set from no adjustment to maximum	129-255	51-100		
Black Level	No adjustment of Contrast	0	0	128	50
	Contrast set from minimum toward no adjustment	1-127	1-49		
	No adjustment	128	50		
	Contrast set from no adjustment to maximum	129-255	51-100		

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Graphic Object Effects						
Graphic Effect Mode 1, 2 & 3	Off, no effects selection	0	0			
	CMY simulates CMY by subtracting RGB (reduces color values) Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	1				
	CMY Add to All Pixels increases color values. Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	2				
	CMY Add to Non-black Pixels increases color values. Mod1 = cyan, Mod2 = magenta, Mod3 = yellow	3				
	RGB Add All Pixels. Mod1 = red, Mod2 = green, Mod3 = blue	4				
	RGB Add 2 All Pixels. Mod1 = red, Mod2 = green, Mod3 = blue	5				
	RGB Add, non-black pixels. Mod1 = red, Mod2 = green, Mod3 = blue	6				
	RGB Swap to GBR. Mod1 = red, Mod2 = green, Mod3 = blue.	7				
	RGB Swap to BRG. Mod1 = red, Mod2 = green, Mod3 = blue.	8				
	Solarize 1 (if color value < DMX value, invert color). Mod1 = red, Mod2 = green, Mod3 = blue.	9				
	Solarize 2 (if color value > DMX, invert color). Mod1 = red, Mod2 = green, Mod3 = blue.	10				
	Solarize 3 (if color value < DMX, color = 0). Mod1 = red, Mod2 = green, Mod3 = blue.	11				
	Solarize 4 (if color value > DMX, color = 0). Mod1 = red, Mod2 = green, Mod3 = blue.	12				
	DotP and Resample. Mod1, Mod2 and Mod3 control resampling.	13				
	Color Cycle (DMX value controls cycle speed) Mod1 = red, Mod2 = green, Mod3 = blue.	14	NA		0	0
	All or Nothing (Color value greater than Mod value, color = 255, else color = 0) Mod1 = red, Mod2 = green, Mod3 = blue.	15				
	Solid Color RGB. Mod1 = red, Mod2 = green, Mod3 = blue.	16				
	RGB Invert. Mod1 = red to cyan, Mod2 = green to magenta, Mod3 = blue to yellow	17				
	RGB Invert & Swap to GBR. Mod1 = red to magenta, Mod2 = green to yellow, Mod3 = blue to cyan	18				
	RGB Invert & Swap to BRG. Mod1 = red to yellow, Mod2 = green to cyan, Mod3 = blue to magenta	19				
	Edge Detect Color. Mod1 = horizontal size, Mod2 = vertical search size, Mod3 = comparison threshold	20				
	Edge Detect B/W Mod1 = horizontal size, Mod2 = vertical search size, Mod3 = comparison threshold	21				
	Texture Ripple, Horizontal. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	22				
	Texture Ripple, Vertical. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	23				
	Texture Ripple, Circular. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	24				
	Texture Ripple, Asymmetrical Circular. Mod1 = Amplitude, Mod2 = Frequency, Mod3 = Phase	25				
	Transparent Color Fine. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	26				
Transparent Color Medium. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	27					

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Graphic Effect Mode 1, 2 & 3	Transparent Color Coarse. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	28			
	Transparent Color Invert, Fine. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	29			
	Transparent Color Invert, Medium. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	30			
	Transparent Color Invert, Coarse. Select key color. Mod1 = red, Mod2 = green, Mod3 = blue	31			
	Scan Line. Mod1 selects scan line as texture, Mod2 fades from original image to converted image, Mod3 not used, reserved	32			
	Transparent Wipes. Mod1 = width of transparent area, Mod2 = center of transparent area, Mod3 = transparency mode	33			
	Pixel Twist. Mod1 = x twist center, Mod2 = y twist center, Mod3 = direction and amount of twist centered at 128	34			
	Picture-in-Picture. Mod1 = x subpicture center, Mod2 = y subpicture center, Mod3 = subpicture size	35			
	Magnifying Lens. Mod1 = x lens center, Mod2 = y lens center, Mod3 = lens size	36			
	Magnifying Lens 2. Mod1 = x lens center, Mod2 = y lens center, Mod3 = lens size	37			
	Cartoon Edge. Mod1 = Color reduction, Mod2 = Contrast enhancement, Mod3 = Edge detection sensitivity	38			
	Color DeConverge. Mod1 = Moves red pixels up, Mod2 = Moves green pixels down and right, Mod3 = Moves blue pixels down and left	39			
	Horizontal Mirror. Mod1 = mirror center, Mod2 and Mod3 not used	40	NA	0	0
	RGB Swap to BGR. Mod1 = red to blue, Mod2 = green, Mod3 = blue to red	41			
	RGB Swap to RBG. Mod1 = red, Mod2 = green to blue, Mod3 = blue to green	42			
	RGB Swap to GRB. Mod1 = red to green, Mod2 = green to red, Mod3 = blue	43			
	Colorize Gray Scale maps pixel intensity to color. Mod1 = Color Scheme selection, Mod2 = Zero intensity point in color scheme, Mod3 = Fading	44			
	Intensity key turns pixels of selected intensity transparent. Mod1 = Color Scheme, Mod2 = Intensity bandwidth, Mod3 = Transparency	45			
	Raindrop effect. Mod1 controls size/speed, Mod2 sets the random number generator seed, and Mod3 controls raindrop creation rate.	46			
	Scale RGB. Mod1 = scale red, Mod2 = scale green, Mod3 = scale blue. Maximum of Mod1, Mod2 and Mod3 sets overall color range	47			
	Tiling on. Mod1 = x-axis tile scale, Mod2 = y-axis tile scaler, Mod3 = space between lines	48			
	Color to Alpha. Mod1 = red to alpha, Mod2 = green to alpha, Mod3 = blue to alpha	49			
	Color to Alpha, Inverted. Mod1 = cyan to alpha, Mod2 = magenta to alpha, Mod3 = yellow to alpha	50			
	Texture Mixing. Mod1 = Source media file, Mod2 = Source effect level, Mod3 = Crossfade from original to source texture	51			
	Image Scale and Rotate. Mod1 = scales image (default =0), Mod2 = rotation angle (default = 128), Mod3 = rotation speed (default = 128).	52			
	Film Roll. Mod1 = horizontal roll speed (default = 128), Mod2 = vertical roll speed, Mod3 = Image scale	53			

Parameter	Description	DMX Value		Default		
		Dec.	%	Dec.	%	
Graphic Effect Mode 1, 2 & 3	Pixelate. Mod1 = Amount of pixelation from 0 = none to 255 = maximum, Mod2 = horizontal scale, Mod3 = vertical scale	54				
	Faux LED. Mod1 = "LED" size, Mod2 = spacing, Mod 3 = color peaking	55				
	Faux Tile. Mod1 = Tile size, Mod2 = spacing, Mod 3 = color peaking	56				
	Fuzzifier. Mod1 = Horizontal distance, Mod2 = vertical distance, Mod3 = fuzz decay	57				
	Drop Shadow. Mod1 = horizontal shadow position, Mod2 = vertical shadow position, Mod3 = shadow opacity	58				
	Zoom Blur. Mod1 = horizontal position center, Mod2 = vertical position center, Mod3 = zoom	59				
	Chroma Shift. Mod1 = horizontal shift, Mod2 = vertical shift, Mod3 = scale	60				
	ShakeNBake. Mod1 = horizontal shake, Mod2 = vertical shake, Mod3 = scale	61				
	Slats, Vertical. Mod1 = number, Mod2 = displacement, Mod3 = fade	62				
	Slats, Horizontal. Mod1 = number, Mod2 = displacement, Mod3 = fade	63				
	Sinewave, Circular with Y-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	64				
	Sinewave, Circular with Y-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	65				
	Sinewave, Circular with Z-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	66				
	Sinewave, Horizontal with X-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	67				
	Sinewave, Horizontal with Y-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	68				
	Sinewave, Horizontal with Z-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	69		NA	0	0
	Sinewave, Vertical with X-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	70				
	Sinewave, Vertical with Y-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	71				
	Sinewave, Vertical with Z-axis Wobulation Mod1 = size, Mod2 = rate, Mod3 = offset	72				
	Glow: Mod1 = red, Mod2 = green, Mod3 = blue	73				
	Glow Color Cycle: Mod1 = red cycle speed, Mod2 = green cycle speed, Mod3 = blue cycle speed	74				
	Reserved, defaults to Effect 0	75-79				
	Downward Vertical Streaks. Mod1 = start position, Mod2 = streak angle, Mod3 = fade	80				
	Gaussian Blur. Mod1 = sample distance, Mod2 = filter pass number, Mod3 = curve shape	81				
	Sharpen. Mod1 = sample distance, Mod2 = number of filter passes, Mod3 = sharpen scale	82				
	Flip, Mod1 = flip horizontally, Mod2 = flip vertically, Mod3 = not used	83				
	UV to Gray. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	84				
	UV to Transparent. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	85				
	UVSelect to Transparent. Mod1 = U coordinate, Mod2 = V coordinate, Mod3 = Tolerance	86				
	HS to Gray. Mod1 = Hue coordinate, Mod2 = Saturation coordinate, Mod3 = Tolerance	87				
HS to Transparent. Mod1 = Hue coordinate, Mod2 = Saturation coordinate, Mod3 = Tolerance	88					

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Graphic Effect Mode 1, 2 & 3	HSSelect to Transparent. Mod1 = Hue coordinate, Mod2 = Saturation coordinate, Mod3 = Tolerance	89			
	Texture Shift. Mod1 = horizontal shift, Mod2 = vertical shift, Mod3 = colors and scale	90			
	Lens Grid. Mod1 = magnification, Mod2 = edge shading, Mod3 = number of lenses	91			
	Edge Detect BW2. Mod1 = Sample distance, Mod2 = edge threshold comparison, Mod3 = detected edge scaler	92			
	Film Burn. Mod1 = burn/unburn rate, Mod2 = film blackening, Mod3 = burn pattern	93			
	Film Noise. Mod1 = noise rate, Mod2 = (0,127) push to sepia, (128,255) push to sepia with jitter, Mod3 = noise level	94			
	Particle System 1. Mod1 = emitter type, Mod2 = trail length, Mod3 = particle acceleration	95			
	Particle System 2. Mod1 = particle number, Mod2 = particle size, Mod3 = emitter size	96			
	Particle System 3. Mod1 -> particle initial velocity, Mod2 = particle rotation, Mod3 = particle lifetime	97			
	Prism. Mod1 = number of facets, Mod2 = index of refraction, Mod3 = rotation	98			
	Gaussian Halo. Mod1 = sample distance, Mod2 = number of filter passes, Mod3 = shape of Gaussian curve	99			
	Scene Change Detect Mod1 = Scale RGB, Mod2 = RGB to Alpha, Mod3 = Scale color after alpha applied	100			
	Yxy Luminance Scaling. Mod1 = scale luminance (default 64), Mod2 = scale x (default 128), Mod3 = scale	101			
	Prerotation Translation. Mod1 = translate x, Mod2 = translate y, Mod3 = translate z	102			
	Digital Mspeed. Mod1 = rotation, Mod2 = scaling, Mod3 = position	103	NA	0	0
	Edge Detect2Color. Mod1 = sample distance, Mod2 = edge threshold comparison, Mod3 = detected edge scaler	104			
	Digital Mspeed 2. Mod1 = keystone speed, Mod2 = framing speed, Mod3 = not used.	105			
	Sepia Tones. Mod1 = fades from original image color to sepia tones, Mod2 = saturation, Mod3 = not used	106			
	Red Tones. Mod1 = fades from original image color to red tones, Mod2 = saturation. Mod3 = not used.	107			
	Gray Maker. Mod1 = compresses colors to shades of gray, Mod2 = constrast, Mod3 = not used	108			
	Gray Maker2. Always gray. Mod1 = brightness, Mod2 = contrast, Mod3 = not used	109			
	Posterizer. Mod1 = reduces color detail, Mod2 = contrast, Mod3 = not used	110			
	Black & White. Mod1 = comparison, Mod2 = not used, Mod3 = not used.	111			
	Fire Gradient. Mod1= fade from original image to converted image, Mod2 = not used, Mod3 = not used.	112			
	Negative Art. Mod1 = scales RGB, Mod2 = color subtract, Mod3 = not used.	113			
	Exposure Control. Mod1 = expand/contract color, Mod2 = color shift. Mod3 = not used.	114			
	Reserved. Defaults to effect mode = 0	115-252			
Special value used with global spherical mapping effect 142. Defaults to 0 otherwise.	253				
Special value used with global spherical mapping effect 142. Defaults to 0 otherwise.	254				
Pan and Scan	255				

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Graphic Effect Mode Modifier 1	These Modifier parameters adjust the effect selected in the corresponding channel of each of the three Graphic Effect Mode channels. The type of adjustment and the default value depends on the particular effect. NOTE: Setting the Graphic Effect Mode DMX = 253 or 254 activates specific spherical mapping control options for Modifier parameters. For more about Modifier parameter functionality, see specific effect options listed alphabetically in Chapter 13 of the Axon HD User Manual.	0-255	0-100	NA	NA
Graphic Effect Mode Modifier 2		0-255	0-100		
Graphic Effect Mode Modifier 3		0-255	0-100		
Graphic Rotation					
X-axis Rotation (vertical flip, 16-bit adjustment)	Continuous variable-speed counterclockwise object rotation around X-axis (fast to slow)	0-16382	0-24	32768	50
	Continuous rotation stop	16383	25		
	Rotates the object counterclockwise around X-axis in steps to -720 degrees absolute	16384-32767	26-49		
	0° rotation around X-axis	32768	50		
	Rotates the object clockwise around X-axis in steps to 720 degrees absolute	32769-49151	51-74		
	Continuous rotation stop	49152	75		
	Continuous variable-speed clockwise object rotation around X-axis (slow to fast)	49154-65535	76-100		
Y-axis Rotation (horizontal flip, 16-bit adjustment)	Continuous variable-speed counterclockwise object rotation around Y-axis (fast to slow)	0-16382	0-24	32768	50
	Continuous rotation stop	16383	25		
	Rotates the object counterclockwise around Y-axis in steps to -720 degrees absolute	16384-32767	26-49		
	0° rotation around Y-axis	32768	50		
	Rotates the object clockwise around Y-axis in steps to 720 degrees absolute	32769-49151	51-74		
	Continuous rotation stop	49152	75		
	Continuous variable-speed clockwise object rotation around Y-axis (slow to fast)	49154-65535	76-100		
Z-axis Rotation (circular 16-bit adjustment)	Continuous variable-speed counterclockwise object rotation around Z axis (fast to slow)	0-16382	0-24	32768	50
	Continuous rotation stop	16383	25		
	Rotates the object counterclockwise around Z-axis in steps to -720 degrees absolute	16384-32767	26-49		
	0° rotation around Z-axis	32768	50		
	Rotates the object clockwise around Z-axis in steps to 720 degrees absolute	32769-49151	51-74		
	Continuous rotation stop	49152	75		
	Continuous variable-speed clockwise object rotation around Z axis (slow to fast)	49154-65535	76-100		

Parameter	Description	DMX Value		Default	
		Dec.	%	Dec.	%
Graphic 1 Scaling					
Scale X	Minimum object size along X axis (1:10)	0	0	32768	50
	Increases object size along X axis from minimum to actual size	1-32767	1-49		
	Actual size along X axis (1:1)	32768	50		
	Increases object size along X axis from actual to maximum size	32769-65534	51-99		
	Maximum object size along X axis (10:1)	65535	100		
Scale Y	Minimum object size along Y axis (1:10)	0	0	32768	50
	Increases object size along Y axis from minimum to actual size	1-32767	1-49		
	Actual size along Y axis (1:1)	32768	50		
	Increases object size along Y axis from actual to maximum size	32769-65534	51-99		
	Maximum object size along Y axis (10:1)	65535	100		
Scale Z	Minimum object size along Z axis (1:10)	0	0	32768	50
	Increases object size along Z axis from minimum to actual size	1-32767	1-49		
	Actual size along Z axis (1:1)	32768	50		
	Increases object size along Z axis from actual to maximum size	32769-65534	51-99		
	Maximum object size along Z axis (10:1)	65535	100		
Graphic 1 Position					
X-Position	Moves object left from center of display	0-36767	0-49	32768	50
	Centers object along X axis in display	32768	50		
	Moves object right from center of display	36769-65535	51-100		
Y-Position	Moves object down from center of display	0-36767	0-49	32768	50
	Centers object along Y axis in display	32768	50		
	Moves object up from center of display	36769-65535	51-100		
Z-Position	Moves object nearer from center of display	0-36767	0-49	32768	50
	Centers object along Z axis in display	32768	50		
	Moves object back along Z axis at center of display	36769-65535	51-100		
Graphic Layer Audio Control					
Audio Volume	Sets volume from minimum to maximum on composite sound of all layers	0-255	0-100	0	0
Audio Balance	Balances audio from left to equal	0-127	0-49	128	50
	Equal balance between left and right	128	50		
	Balances audio from equal to right	129-255	51-100		

