

DMX CHART



Maverick Silens 2X Profile (V1.0.1)

DMX Values

42CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–100%
2	Fine pan	000 ⇔ 255	Fine control (16-bit)
3	Tilt	000 ⇔ 255	0–100%
4	Fine tilt	000 ⇔ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇔ 255	Fast to slow
6	Dimmer	000 ⇔ 255	0–100%
7	Fine dimmer	000 ⇔ 255	Fine control (16-bit)
8	Strobe	000 ⇔ 010	No function (shutter open)
		011 ⇔ 082	Shutter effect, slow to fast
		083 ⇔ 093	No function (shutter open)
		094 ⇔ 163	Pulse effect in sequences
		164 ⇔ 174	No function (shutter open)
		175 ⇔ 223	Random shutter effect, slow to fast
9	Virtual strobe	224 ⇔ 255	No function (shutter open)
		000 ⇔ 004	No function
		005 ⇔ 010	Section 1 on
		011 ⇔ 015	Section 2 on
		016 ⇔ 020	Section 3 on
		021 ⇔ 025	Section 4 on
		026 ⇔ 030	Section 5 on
		031 ⇔ 070	Step between sections 1, 2, 3, 4, 5 clockwise, fast to slow
		071 ⇔ 075	Stop
		076 ⇔ 116	Step between sections 1, 5, 4, 3, 2 counterclockwise, slow to fast
		117 ⇔ 121	Stop
		122 ⇔ 162	Fade between sections 1, 2, 3, 4, 5 clockwise, fast to slow
		163 ⇔ 167	Stop
168 ⇔ 208	Fade between sections 1, 5, 4, 3, 2 counterclockwise, slow to fast		
209 ⇔ 255	No function		
10	Cyan	000 ⇔ 255	0–100%
11	Magenta	000 ⇔ 255	0–100%
12	Yellow	000 ⇔ 255	0–100%
13	CTO	000 ⇔ 255	0–100%
14	Color wheel (see Color Wheel)	000 ⇔ 004	Open
		005 ⇔ 009	Red
		010 ⇔ 013	Orange
		014 ⇔ 018	Dark green
		019 ⇔ 022	Cyan
		023 ⇔ 027	Congo blue
		028 ⇔ 031	UV
		032 ⇔ 187	Split color
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast
15	Hue adjustment	000 ⇔ 127	-25 to 0 Green
		128 ⇔ 255	0 to +25 Green

Channel	Function	Value	Percent/Setting
16	Red Shift	000 ⇔ 010	No function
		011 ⇔ 127	Red Shift off
		128 ⇔ 255	Red Shift on
17	Rotating gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Barking up a flaming river)
		011 ⇔ 015	Gobo 2 (Floyd)
		016 ⇔ 020	Gobo 3 (Sparse branches)
		021 ⇔ 025	Gobo 4 (Something linear)
		026 ⇔ 030	Gobo 5 (Super max)
		031 ⇔ 035	Gobo 6 (Windowpane)
		036 ⇔ 040	Gobo 7 (Shower glass)
		041 ⇔ 055	Gobo 1 shaking, slow to fast
		056 ⇔ 070	Gobo 2 shaking, slow to fast
		071 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 100	Gobo 4 shaking, slow to fast
		101 ⇔ 115	Gobo 5 shaking, slow to fast
		116 ⇔ 130	Gobo 6 shaking, slow to fast
		131 ⇔ 145	Gobo 7 shaking, slow to fast
		146 ⇔ 200	Gobo scroll, static to fast
201 ⇔ 255	Reverse gobo scroll, static to fast		
18	Gobo 1 rotation	000 ⇔ 191	Gobo indexing
		192 ⇔ 221	Gobo rotation, fast to slow
		222 ⇔ 225	Stop
		226 ⇔ 255	Reverse gobo rotation, slow to fast
19	Gobo 1 fine indexing	000 ⇔ 255	Gobo fine indexing
20	Static gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Dotty)
		011 ⇔ 015	Gobo 2 (Stones)
		016 ⇔ 020	Gobo 3 (Leafiness)
		021 ⇔ 025	Gobo 4 (Busted burlap)
		026 ⇔ 030	Gobo 5 (EVH)
		031 ⇔ 035	Gobo 6 (Basketcase)
		036 ⇔ 040	Gobo 7 (CaChow)
		041 ⇔ 045	Gobo 8 (Grass vignette)
		046 ⇔ 060	Gobo 1 shaking, slow to fast
		061 ⇔ 075	Gobo 2 shaking, slow to fast
		076 ⇔ 090	Gobo 3 shaking, slow to fast
		091 ⇔ 105	Gobo 4 shaking, slow to fast
		106 ⇔ 120	Gobo 5 shaking, slow to fast
		121 ⇔ 135	Gobo 6 shaking, slow to fast
		136 ⇔ 150	Gobo 7 shaking, slow to fast
151 ⇔ 165	Gobo 8 shaking, slow to fast		
166 ⇔ 210	Gobo scroll, static to fast		
211 ⇔ 255	Reverse gobo scroll, static to fast		
21	Animation engage	000 ⇔ 127	Animation excluded
		128 ⇔ 255	Animation inserted
22	Animation wheel	000 ⇔ 003	No function
		004 ⇔ 127	Clockwise, fast to slow
		128 ⇔ 131	Stop
		132 ⇔ 255	Counterclockwise, slow to fast

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Channel	Function	Value	Percent/Setting
23	Framing shutter rotation	000 ⇔ 127	Rotation, left to center
		128	Center
		129 ⇔ 255	Rotation, center to right
24	Framing shutter 1 movement	000 ⇔ 255	Movement from outward to inward
25	Framing shutter 1 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
26	Framing shutter 2 movement	000 ⇔ 255	Movement from outward to inward
27	Framing shutter 2 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
28	Framing shutter 3 movement	000 ⇔ 255	Movement from outward to inward
29	Framing shutter 3 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
30	Framing shutter 4 movement	000 ⇔ 255	Movement from outward to inward
31	Framing shutter 4 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
32	Focus	000 ⇔ 255	0–100%
33	Fine focus	000 ⇔ 255	Fine control (16-bit)
34	Auto focus	000 ⇔ 000	Auto focus off
		001 ⇔ 007	Main auto focus - 4 m
		008 ⇔ 015	Main auto focus - 6 m
		016 ⇔ 023	Main auto focus - 8 m
		024 ⇔ 031	Main auto focus - 10 m
		032 ⇔ 039	Main auto focus - 12 m
		040 ⇔ 047	Main auto focus - 14 m
		048 ⇔ 055	Main auto focus - 16 m
		056 ⇔ 063	Main auto focus - 18 m
		064 ⇔ 071	Gobo wheel auto focus - 4 m
		072 ⇔ 079	Gobo wheel auto focus - 6 m
		080 ⇔ 087	Gobo wheel auto focus - 8 m
		088 ⇔ 095	Gobo wheel auto focus - 10 m
		096 ⇔ 103	Gobo wheel auto focus - 12 m
		104 ⇔ 111	Gobo wheel auto focus - 14 m
112 ⇔ 119	Gobo wheel auto focus - 16 m		
120 ⇔ 127	Gobo wheel auto focus - 18 m		
128 ⇔ 255	Reserved		
35	Zoom	000 ⇔ 255	0–100%
36	Fine zoom	000 ⇔ 255	Fine control (16-bit)
37	Prism	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
38	Prism rotation	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
39	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Slow open, fast close (slow to fast)
		235 ⇔ 255	Slow close, fast open (slow to fast)

Channel	Function	Value	Percent/Setting
40	Frost	000 ⇔ 255	0–100%
41	Frost fine	000 ⇔ 255	Fine control (16-bit)
42	Control (3 second hold)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan and tilt reset
		024 ⇔ 031	Effects (prism, iris, frost) reset
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Zoom and focus reset
		056 ⇔ 063	CMY + CTO + Color reset
		064 ⇔ 071	Absolute Silence off
		072 ⇔ 079	Absolute Silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1
		096 ⇔ 103	Steady mode 2
		104 ⇔ 111	Dimmer curve: linear
		112 ⇔ 119	Dimmer curve: square
		120 ⇔ 127	Dimmer curve: ISquare
		128 ⇔ 135	Dimmer curve: SCurve
136 ⇔ 143	Dimmer mode: fast		
144 ⇔ 151	Dimmer mode: smooth		
152 ⇔ 255	Reserved		

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Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–100%
2	Fine pan	000 ⇔ 255	Fine control (16-bit)
3	Tilt	000 ⇔ 255	0–100%
4	Fine tilt	000 ⇔ 255	Fine control (16-bit)
5	Pan/tilt speed	000 ⇔ 255	Fast to slow
6	Dimmer	000 ⇔ 255	0–100%
7	Fine dimmer	000 ⇔ 255	Fine control (16-bit)
8	Strobe	000 ⇔ 010	No function (shutter open)
		011 ⇔ 082	Shutter effect, slow to fast
		083 ⇔ 093	No function (shutter open)
		094 ⇔ 163	Pulse effect in sequences
		164 ⇔ 174	No function (shutter open)
		175 ⇔ 223	Random shutter effect, slow to fast
		224 ⇔ 255	No function (shutter open)
9	Virtual strobe	000 ⇔ 004	No function
		005 ⇔ 010	Section 1 on
		011 ⇔ 015	Section 2 on
		016 ⇔ 020	Section 3 on
		021 ⇔ 025	Section 4 on
		026 ⇔ 030	Section 5 on
		031 ⇔ 070	Step between sections 1, 2, 3, 4, 5 clockwise, fast to slow
		071 ⇔ 075	Stop
		076 ⇔ 116	Step between sections 1, 5, 4, 3, 2 counterclockwise, slow to fast
		117 ⇔ 121	Stop
		122 ⇔ 162	Fade between sections 1, 2, 3, 4, 5 clockwise, fast to slow
		163 ⇔ 167	Stop
		168 ⇔ 208	Fade between sections 1, 5, 4, 3, 2 counterclockwise, slow to fast
209 ⇔ 255	No function		
10	Cyan	000 ⇔ 255	0–100%
11	Magenta	000 ⇔ 255	0–100%
12	Yellow	000 ⇔ 255	0–100%
13	CTO	000 ⇔ 255	0–100%
14	Color wheel (see Color Wheel)	000 ⇔ 004	Open
		005 ⇔ 009	Red
		010 ⇔ 013	Orange
		014 ⇔ 018	Dark green
		019 ⇔ 022	Cyan
		023 ⇔ 027	Congo blue
		028 ⇔ 031	UV
		032 ⇔ 187	Split color
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
		224 ⇔ 255	Reverse color scroll, slow to fast
15	Hue adjustment	000 ⇔ 127	-25 to 0 Green
		128 ⇔ 255	0 to +25 Green

Channel	Function	Value	Percent/Setting
16	Red Shift	000 ⇔ 010	No function
		011 ⇔ 127	Red Shift off
		128 ⇔ 255	Red Shift on
17	Rotating gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Barking up a flaming river)
		011 ⇔ 015	Gobo 2 (Floyd)
		016 ⇔ 020	Gobo 3 (Sparse branches)
		021 ⇔ 025	Gobo 4 (Something linear)
		026 ⇔ 030	Gobo 5 (Super max)
		031 ⇔ 035	Gobo 6 (Windowpane)
		036 ⇔ 040	Gobo 7 (Shower glass)
		041 ⇔ 055	Gobo 1 shaking, slow to fast
		056 ⇔ 070	Gobo 2 shaking, slow to fast
		071 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 100	Gobo 4 shaking, slow to fast
		101 ⇔ 115	Gobo 5 shaking, slow to fast
		116 ⇔ 130	Gobo 6 shaking, slow to fast
		131 ⇔ 145	Gobo 7 shaking, slow to fast
		146 ⇔ 200	Gobo scroll, static to fast
201 ⇔ 255	Reverse gobo scroll, static to fast		
18	Gobo 1 rotation	000 ⇔ 191	Gobo indexing
		192 ⇔ 221	Gobo rotation, fast to slow
		222 ⇔ 225	Stop
		226 ⇔ 255	Reverse gobo rotation, slow to fast
19	Gobo 1 fine indexing	000 ⇔ 255	Gobo fine indexing
20	Static gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Dotty)
		011 ⇔ 015	Gobo 2 (Stones)
		016 ⇔ 020	Gobo 3 (Leafiness)
		021 ⇔ 025	Gobo 4 (Busted burlap)
		026 ⇔ 030	Gobo 5 (EVH)
		031 ⇔ 035	Gobo 6 (Basketcase)
		036 ⇔ 040	Gobo 7 (CaChow)
		041 ⇔ 045	Gobo 8 (Grass vignette)
		046 ⇔ 060	Gobo 1 shaking, slow to fast
		061 ⇔ 075	Gobo 2 shaking, slow to fast
		076 ⇔ 090	Gobo 3 shaking, slow to fast
		091 ⇔ 105	Gobo 4 shaking, slow to fast
		106 ⇔ 120	Gobo 5 shaking, slow to fast
		121 ⇔ 135	Gobo 6 shaking, slow to fast
		136 ⇔ 150	Gobo 7 shaking, slow to fast
151 ⇔ 165	Gobo 8 shaking, slow to fast		
166 ⇔ 210	Gobo scroll, static to fast		
211 ⇔ 255	Reverse gobo scroll, static to fast		
21	Animation wheel	000 ⇔ 003	No function
		004 ⇔ 127	Clockwise, fast to slow
		128 ⇔ 131	Stop
		132 ⇔ 255	Counterclockwise, slow to fast
22	Framing shutter rotation	000 ⇔ 127	Rotation, left to center
		128	Center
		129 ⇔ 255	Rotation, center to right

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Maverick Silens 2X Profile (V1.0.1)

Channel	Function	Value	Percent/Setting
23	Framing shutter 1 movement	000 ⇔ 255	Movement from outward to inward
24	Framing shutter 1 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
25	Framing shutter 2 movement	000 ⇔ 255	Movement from outward to inward
26	Framing shutter 2 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
27	Framing shutter 3 movement	000 ⇔ 255	Movement from outward to inward
28	Framing shutter 3 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
29	Framing shutter 4 movement	000 ⇔ 255	Movement from outward to inward
30	Framing shutter 4 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
31	Focus	000 ⇔ 255	0–100%
32	Fine focus	000 ⇔ 255	Fine control (16-bit)
33	Auto focus	000 ⇔ 000	Auto focus off
		001 ⇔ 007	Main auto focus - 4 m
		008 ⇔ 015	Main auto focus - 6 m
		016 ⇔ 023	Main auto focus - 8 m
		024 ⇔ 031	Main auto focus - 10 m
		032 ⇔ 039	Main auto focus - 12 m
		040 ⇔ 047	Main auto focus - 14 m
		048 ⇔ 055	Main auto focus - 16 m
		056 ⇔ 063	Main auto focus - 18 m
		064 ⇔ 071	Gobo wheel auto focus - 4 m
		072 ⇔ 079	Gobo wheel auto focus - 6 m
		080 ⇔ 087	Gobo wheel auto focus - 8 m
		088 ⇔ 095	Gobo wheel auto focus - 10 m
		096 ⇔ 103	Gobo wheel auto focus - 12 m
		104 ⇔ 111	Gobo wheel auto focus - 14 m
112 ⇔ 119	Gobo wheel auto focus - 16 m		
120 ⇔ 127	Gobo wheel auto focus - 18 m		
128 ⇔ 255	Reserved		
34	Zoom	000 ⇔ 255	0–100%
35	Fine zoom	000 ⇔ 255	Fine control (16-bit)
36	Prism	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert
37	Prism rotation	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
38	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Slow open, fast close (slow to fast)
		235 ⇔ 255	Slow close, fast open (slow to fast)
39	Frost	000 ⇔ 255	0–100%
40	Frost fine	000 ⇔ 255	Fine control (16-bit)

Channel	Function	Value	Percent/Setting
41	Control (3 second hold)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan and tilt reset
		024 ⇔ 031	Effects (prism, iris, frost) reset
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Zoom and focus reset
		056 ⇔ 063	CMY + CTO + Color reset
		064 ⇔ 071	Absolute Silence off
		072 ⇔ 079	Absolute Silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1
		096 ⇔ 103	Steady mode 2
		104 ⇔ 111	Dimmer curve: linear
		112 ⇔ 119	Dimmer curve: square
		120 ⇔ 127	Dimmer curve: ISquare
		128 ⇔ 135	Dimmer curve: SCurve
		136 ⇔ 143	Dimmer mode: fast
144 ⇔ 151	Dimmer mode: smooth		
152 ⇔ 255	Reserved		

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Maverick Silens 2X Profile (V1.0.1)

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Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–100%
2	Pan fine	000 ⇔ 255	Fine control (16-bit)
3	Tilt	000 ⇔ 255	0–100%
4	Tilt fine	000 ⇔ 255	Fine control (16-bit)
5	Dimmer	000 ⇔ 255	0–100%
6	Strobe	000 ⇔ 010	No function (shutter open)
		011 ⇔ 082	Shutter effect, slow to fast
		083 ⇔ 093	No function (shutter open)
		094 ⇔ 163	Pulse effect in sequences
		164 ⇔ 174	No function (shutter open)
		175 ⇔ 223	Random shutter effect, slow to fast
224 ⇔ 255	No function (shutter open)		
7	Cyan	000 ⇔ 255	0–100%
8	Magenta	000 ⇔ 255	0–100%
9	Yellow	000 ⇔ 255	0–100%
10	CTO	000 ⇔ 255	0–100%
11	Color wheel (see Color Wheel)	000 ⇔ 004	Open
		005 ⇔ 009	Red
		010 ⇔ 013	Orange
		014 ⇔ 018	Dark green
		019 ⇔ 022	Cyan
		023 ⇔ 027	Congo blue
		028 ⇔ 031	UV
		032 ⇔ 187	Split color
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
224 ⇔ 255	Reverse color scroll, slow to fast		
12	Rotating gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Barking up a flaming river)
		011 ⇔ 015	Gobo 2 (Floyd)
		016 ⇔ 020	Gobo 3 (Sparse branches)
		021 ⇔ 025	Gobo 4 (Something linear)
		026 ⇔ 030	Gobo 5 (Super max)
		031 ⇔ 035	Gobo 6 (Windowpane)
		036 ⇔ 040	Gobo 7 (Shower glass)
		041 ⇔ 055	Gobo 1 shaking, slow to fast
		056 ⇔ 070	Gobo 2 shaking, slow to fast
		071 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 100	Gobo 4 shaking, slow to fast
		101 ⇔ 115	Gobo 5 shaking, slow to fast
		116 ⇔ 130	Gobo 6 shaking, slow to fast
		131 ⇔ 145	Gobo 7 shaking, slow to fast
		146 ⇔ 200	Gobo scroll, static to fast
		201 ⇔ 255	Reverse gobo scroll, static to fast
13	Gobo 1 rotation	000 ⇔ 191	Gobo indexing
		192 ⇔ 221	Gobo rotation, fast to slow
		222 ⇔ 225	Stop
		226 ⇔ 255	Reverse gobo rotation, slow to fast

Channel	Function	Value	Percent/Setting
14	Static gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Dotty)
		011 ⇔ 015	Gobo 2 (Stones)
		016 ⇔ 020	Gobo 3 (Leafiness)
		021 ⇔ 025	Gobo 4 (Busted burlap)
		026 ⇔ 030	Gobo 5 (EVH)
		031 ⇔ 035	Gobo 6 (Basketcase)
		036 ⇔ 040	Gobo 7 (CaChow)
		041 ⇔ 045	Gobo 8 (Grass vignette)
		046 ⇔ 060	Gobo 1 shaking, slow to fast
		061 ⇔ 075	Gobo 2 shaking, slow to fast
		076 ⇔ 090	Gobo 3 shaking, slow to fast
		091 ⇔ 105	Gobo 4 shaking, slow to fast
		106 ⇔ 120	Gobo 5 shaking, slow to fast
		121 ⇔ 135	Gobo 6 shaking, slow to fast
		136 ⇔ 150	Gobo 7 shaking, slow to fast
		151 ⇔ 165	Gobo 8 shaking, slow to fast
166 ⇔ 210	Gobo scroll, static to fast		
211 ⇔ 255	Reverse gobo scroll, static to fast		
15	Animation engage	000 ⇔ 127	Animation excluded
		128 ⇔ 255	Animation inserted
16	Animation wheel	000 ⇔ 003	No function
		004 ⇔ 127	Clockwise, fast to slow
		128 ⇔ 131	Stop
		132 ⇔ 255	Counterclockwise, slow to fast
17	Framing shutter rotation	000 ⇔ 127	Rotation, left to center
		128	Center
		129 ⇔ 255	Rotation, center to right
18	Framing shutter 1 movement	000 ⇔ 255	Movement from outward to inward
19	Framing shutter 1 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
20	Framing shutter 2 movement	000 ⇔ 255	Movement from outward to inward
21	Framing shutter 2 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
22	Framing shutter 3 movement	000 ⇔ 255	Movement from outward to inward
23	Framing shutter 3 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
24	Framing shutter 4 movement	000 ⇔ 255	Movement from outward to inward
25	Framing shutter 4 swivel	000 ⇔ 127	Swiveling, from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling, from 0° to 25°
26	Focus	000 ⇔ 255	0–100%
27	Zoom	000 ⇔ 255	0–100%
28	Prism	000 ⇔ 004	No function
		005 ⇔ 255	Prism insert

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Channel	Function	Value	Percent/Setting
29	Prism rotation	000 ⇔ 127	Prism index
		128 ⇔ 189	Prism rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Reverse prism rotation, slow to fast
30	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Slow open, fast close (slow to fast)
		235 ⇔ 255	Slow close, fast open (slow to fast)
31	Frost	000 ⇔ 255	0–100%
32	Frost fine	000 ⇔ 255	Fine control (16-bit)
33	Control (3 second hold)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan and tilt reset
		024 ⇔ 031	Effects (prism, iris, frost) reset
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Zoom and focus reset
		056 ⇔ 063	CMY + CTO + Color reset
		064 ⇔ 071	Absolute Silence off
		072 ⇔ 079	Absolute Silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1
		096 ⇔ 103	Steady mode 2
		104 ⇔ 111	Dimmer curve: linear
		112 ⇔ 119	Dimmer curve: square
		120 ⇔ 127	Dimmer curve: ISquare
		128 ⇔ 135	Dimmer curve: SCurve
136 ⇔ 143	Dimmer mode: fast		
144 ⇔ 151	Dimmer mode: smooth		
152 ⇔ 255	Reserved		

32CH

Channel	Function	Value	Percent/Setting
1	Pan	000 ⇔ 255	0–100%
2	Pan fine	000 ⇔ 255	Fine control (16-bit)
3	Tilt	000 ⇔ 255	0–100%
4	Tilt fine	000 ⇔ 255	Fine control (16-bit)
5	Dimmer	000 ⇔ 255	0–100%
6	Shutter/Strobe	000 ⇔ 010	No function (shutter open)
		011 ⇔ 082	Shutter effect, slow to fast
		083 ⇔ 093	No function (shutter open)
		094 ⇔ 163	Pulse effect in sequences
		164 ⇔ 174	No function (shutter open)
		175 ⇔ 223	Random effect, slow to fast
224 ⇔ 255	No function (shutter open)		
7	Cyan	000 ⇔ 255	0–100%
8	Magenta	000 ⇔ 255	0–100%
9	Yellow	000 ⇔ 255	0–100%
10	CTO	000 ⇔ 255	0–100%
11	Color wheel (see Color Wheel)	000 ⇔ 004	Open
		005 ⇔ 009	Red
		010 ⇔ 013	Orange
		014 ⇔ 018	Dark green
		019 ⇔ 022	Cyan
		023 ⇔ 027	Congo blue
		028 ⇔ 031	UV
		032 ⇔ 187	Split color
		188 ⇔ 219	Color scroll, fast to slow
		220 ⇔ 223	Stop
224 ⇔ 255	Reverse color scroll, slow to fast		
12	Rotating gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Barking up a flaming river)
		011 ⇔ 015	Gobo 2 (Floyd)
		016 ⇔ 020	Gobo 3 (Sparse branches)
		021 ⇔ 025	Gobo 4 (Something linear)
		026 ⇔ 030	Gobo 5 (Super max)
		031 ⇔ 035	Gobo 6 (Windowpane)
		036 ⇔ 040	Gobo 7 (Shower glass)
		041 ⇔ 055	Gobo 1 shaking, slow to fast
		056 ⇔ 070	Gobo 2 shaking, slow to fast
		071 ⇔ 085	Gobo 3 shaking, slow to fast
		086 ⇔ 100	Gobo 4 shaking, slow to fast
		101 ⇔ 115	Gobo 5 shaking, slow to fast
		116 ⇔ 130	Gobo 6 shaking, slow to fast
		131 ⇔ 145	Gobo 7 shaking, slow to fast
		146 ⇔ 200	Gobo scroll, static to fast
201 ⇔ 255	Reverse gobo scroll, static to fast		
13	Gobo 1 rotation	000 ⇔ 191	Gobo rotation, slow to fast
		192 ⇔ 223	Stop
		224 ⇔ 255	Reverse gobo rotation, slow to fast

DMX CHART

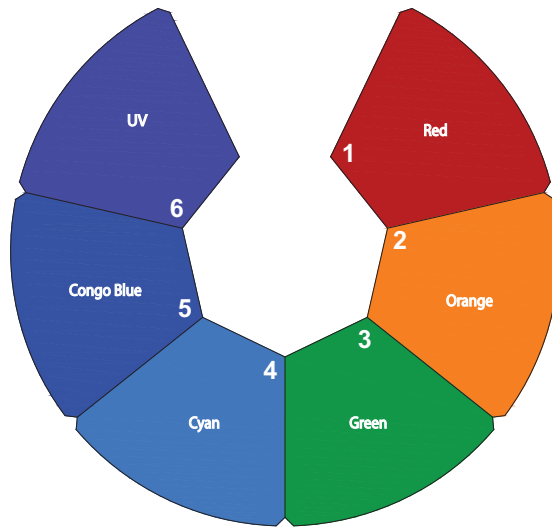


Maverick Silens 2X Profile (V1.0.1)

Channel	Function	Value	Percent/Setting
14	Static gobo wheel (see Gobo Designs)	000 ⇔ 005	Open
		006 ⇔ 010	Gobo 1 (Dotty)
		011 ⇔ 015	Gobo 2 (Stones)
		016 ⇔ 020	Gobo 3 (Leafiness)
		021 ⇔ 025	Gobo 4 (Busted burlap)
		026 ⇔ 030	Gobo 5 (EVH)
		031 ⇔ 035	Gobo 6 (Basketcase)
		036 ⇔ 040	Gobo 7 (CaChow)
		041 ⇔ 045	Gobo 8 (Grass vignette)
		046 ⇔ 060	Gobo 1 shaking, slow to fast
		061 ⇔ 075	Gobo 2 shaking, slow to fast
		076 ⇔ 090	Gobo 3 shaking, slow to fast
		091 ⇔ 105	Gobo 4 shaking, slow to fast
		106 ⇔ 120	Gobo 5 shaking, slow to fast
		121 ⇔ 135	Gobo 6 shaking, slow to fast
		136 ⇔ 150	Gobo 7 shaking, slow to fast
151 ⇔ 165	Gobo 8 shaking, slow to fast		
166 ⇔ 210	Gobo scroll, static to fast		
211 ⇔ 255	Reverse gobo scroll, static to fast		
15	Animation wheel	000 ⇔ 003	Open / No function
		004 ⇔ 127	Clockwise rotation, fast to slow
		128 ⇔ 131	Stop
		132 ⇔ 255	Counterclockwise rotation, slow to fast
16	Framing shutter rotation	000 ⇔ 127	Rotation, left to center
		128	Stop
		129 ⇔ 255	Rotation, center to right
17	Framing shutter 1 movement	000 ⇔ 255	Movement, outward to inward
18	Framing shutter 1 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
19	Framing shutter 2 movement	000 ⇔ 255	Movement, outward to inward
20	Framing shutter 2 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
21	Framing shutter 3 movement	000 ⇔ 255	Movement, outward to inward
22	Framing shutter 3 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
23	Framing shutter 4 movement	000 ⇔ 255	Movement, outward to inward
24	Framing shutter 4 swiveling	000 ⇔ 127	Swiveling from -25° to 0°
		128	0°
		129 ⇔ 255	Swiveling from 0° to +25°
25	Focus	000 ⇔ 255	0–100%
26	Zoom	000 ⇔ 255	0–100%
27	Prism	000 ⇔ 127	No function
		128 ⇔ 255	Prism effect
28	Prism rotation	000 ⇔ 127	Prism indexing
		128 ⇔ 189	Clockwise rotation, fast to slow
		190 ⇔ 193	Stop
		194 ⇔ 255	Counterclockwise rotation, slow to fast

Channel	Function	Value	Percent/Setting
29	Iris	000 ⇔ 192	Large to small
		193 ⇔ 213	Auto change, slow to fast
		214 ⇔ 234	Open, slow to fast
		235 ⇔ 255	Close, slow to fast
30	Frost	000 ⇔ 255	0–100%
31	Frost fine	000 ⇔ 255	Fine control (16-bit)
32	Control (hold for 3 seconds)	000 ⇔ 007	No function
		008 ⇔ 015	Reset all
		016 ⇔ 023	Pan & tilt reset
		024 ⇔ 031	Effects reset (prism, iris, frost)
		032 ⇔ 039	Gobo reset
		040 ⇔ 047	Shutter module reset
		048 ⇔ 055	Other reset (zoom, focus reset)
		056 ⇔ 063	Color reset (CMY + CTO + color)
		064 ⇔ 071	Absolute silence off
		072 ⇔ 079	Absolute silence on
		080 ⇔ 087	Steady off
		088 ⇔ 095	Steady mode 1 (environment temperature 26 °C)
		096 ⇔ 103	Steady mode 2 (environment temperature 35 °C)
		104 ⇔ 111	Linear dimmer
		112 ⇔ 119	Square dimmer curve
		120 ⇔ 127	Inverse square dimmer curve
		128 ⇔ 135	S-curve dimmer
		136 ⇔ 143	Fast dimmer mode
		144 ⇔ 151	Smooth dimmer mode
		152 ⇔ 255	No function

Color Wheel



Gobo Designs

Rotating gobo wheel



Barking up a flaming river
(glass gobo)



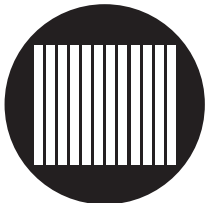
Floyd
(glass gobo)



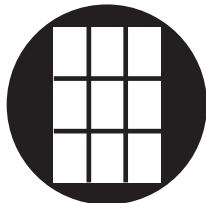
Sparse braches
(glass gobo)



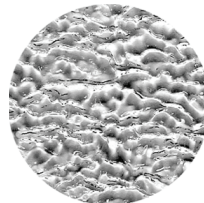
Something linear
(glass gobo)



Super Max
(metal or glass gobo)

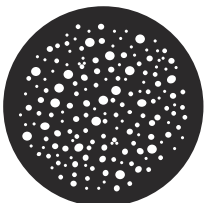


Window pane
(metal or glass gobo)

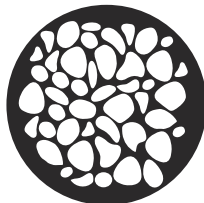


Shower glass
(textured glass)

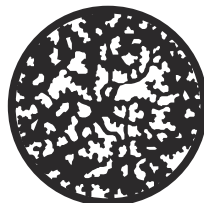
Static gobo wheel



Dotty
(glass gobo)



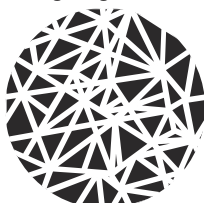
Stones
(metal or glass gobo)



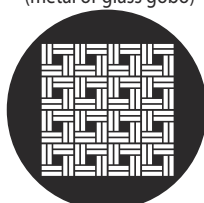
Leafiness
(metal or glass gobo)



Busted burlap
(glass gobo)



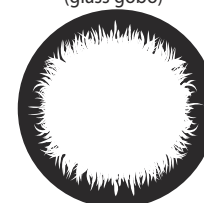
EVH
(glass gobo)



Basketcase
(metal or glass gobo)



CaChow
(metal or glass gobo)



Grass vignette
(glass gobo)