ETC Reference Guide

High End Systems Halcyon Silent DMX Channel Map

Halcyon Silent DMX Channel Map

Standard Protocol			
Channel	Function	Channel	Function
1	Pan Coarse	32	Blade 4 Angle A
2	Pan Fine	33	Blade 4 Angle B
3	Tilt Coarse	34	Frame Rotate Coarse
4	Tilt Fine	35	Frame Rotate Fine
5	Color Mode	36	Animation Insertion
6	Cyan - Heavy	37	Animation
7	Cyan - Light	38	Prism 1/2 Selection
8	Magenta - Heavy	39	Prism 1/2 Mode
9	Magenta - Light	40	Prism 1/2 Coarse
10	Yellow - Heavy	41	Prism 1/2 Fine
11	Yellow - Light	42	Trifusion
12	CT Coarse	43	Diffusion 1
13	CT Fine	44	Diffusion 2
14	Color Wheel Mode	45	Diffusion 3
15	Color Wheel	46	Focus Coarse
16	Rotating Gobo Wheel 1 Mode	47	Focus Fine
17	Rotating Gobo Wheel 1	48	Zoom Coarse
18	Rotating Gobo 1 Mode	49	Zoom Fine
19	Rotating Gobo 1 Coarse	50	Auto Focus Coarse
20	Rotating Gobo 1 Fine	51	Auto Focus Fine
21	Rotating Gobo Wheel 2 Mode	52	Iris
22	Rotating Gobo Wheel 2	53	Strobe Mode
23	Rotating Gobo 2 Mode	54	Strobe
24	Rotating Gobo 2 Coarse	55	Dimmer Coarse
25	Rotating Gobo 2 Fine	56	Dimmer Fine
26	Blade 1 Angle A	57	LED Animation
27	Blade 1 Angle B	58	LED Animation Speed
28	Blade 2 Angle A	59	LED Animation Crossfade
29	Blade 2 Angle B	60	mSpeed
30	Blade 3 Angle A	61	Control
31	Blade 3 Angle B		

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Halcyon Silent DMX Channel Map

Combined Colormix Protocol			
Channel	Function	Channel	Function
1	Pan Coarse	32	Blade 4 Angle A
2	Pan Fine	33	Blade 4 Angle B
3	Tilt Coarse	34	Frame Rotate Coarse
4	Tilt Fine	35	Frame Rotate Fine
5	Color Mode	36	Animation Insertion
6	Cyan Coarse	37	Animation
7	Cyan Fine	38	Prism 1/2 Selection
8	Magenta Coarse	39	Prism 1/2 Mode
9	Magenta Fine	40	Prism 1/2 Coarse
10	Yellow Coarse	41	Prism 1/2 Fine
11	Yellow Fine	42	Trifusion
12	CT Coarse	43	Diffusion 1
13	CT Fine	44	Diffusion 2
14	Color Wheel Mode	45	Diffusion 3
15	Color Wheel	46	Focus Coarse
16	Gobo Wheel 1 Mode	47	Focus Fine
17	Rotating Gobo Wheel 1	48	Zoom Coarse
18	Rotating Gobo 1 Mode	49	Zoom Fine
19	Rotating Gobo 1 Coarse	50	Auto Focus Coarse
20	Rotating Gobo 1 Fine	51	Auto Focus Fine
21	Rotating Gobo Wheel 2 Mode	52	Iris
22	Rotating Gobo Wheel 2	53	Strobe Mode
23	Rotating Gobo 2 Mode	54	Strobe
24	Rotating Gobo 2 Coarse	55	Dimmer Coarse
25	Rotating Gobo 2 Fine	56	Dimmer Fine
26	Blade 1 Angle A	57	LED Animation
27	Blade 1 Angle B	58	LED Animation Speed
28	Blade 2 Angle A	59	LED Animation Crossfade
29	Blade 2 Angle B	60	mSpeed
30	Blade 3 Angle A	61	Control
31	Blade 3 Angle B		

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Halcyon Silent DMX Channel Map

Halcyon Silent Standard Protocol

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
1/2	Pan (Coarse/Fine)	See note *6 on page 21*	0	65535	0%	100%	00h	00FFh	32767
3/4	Tilt (Coarse/Fine)	See note *6 on page 21*	0	65535	0%	100%	00h	00FFh	32767
5	Color Mode	**Full Speed Control**							0
		Pure Mix	0	31	0%	12%	00h	1Fh	
		Cycle	32	47	13%	18%	20h	2Fh	
		Random	48	63	19%	25%	30h	3Fh	
		Pure Mix Fast (see note *12 on page 22*)	64	79	25%	31%	40h	4Fh	
		Cycle Fast	80	95	31%	37%	50h	5Fh	
		Random Fast	96	111	38%	44%	60h	6Fh	
		Reserved (see note *5 on page 21*)	112	127	44%	50%	70h	7Fh	
		mSpeed Control							
		Pure Mix	128	159	50%	62%	80h	9Fh	
		Cycle	160	175	63%	69%	A0h	AFh	
		Random	176	191	69%	75%	B0h	BFh	
		Pure Mix Fast (see note *12 on page 22*)	192	207	75%	81%	C0h	CFh	
		Cycle Fast	208	223	82%	87%	D0h	DFh	
		Random Fast	224	239	88%	94%	E0h	EFh	
		Reserved (see note *5 on page 21*)	240	255	94%	100%	F0h	FFh	
6	Cyan - Heavy	**Pure Mix Mode**							255
		Full Saturation to Open	0	255	0%	100%	00h	FFh	
		Cycle & Random Modes							0
		Slow to Fast	0	255	0%	100%	00h	FFh	
7	Cyan - Light	Full Saturation to Open	0	255	0%	100%	00h	FFh	255
8	Magenta - Heavy	Full Saturation to Open	0	255	0%	100%	00h	FFh	255
9	Magenta - Light	Full Saturation to Open	0	255	0%	100%	00h	FFh	255
10	Yellow - Heavy	Full Saturation to Open	0	255	0%	100%	00h	FFh	255
11	Yellow - Light	Full Saturation to Open	0	255	0%	100%	00h	FFh	255
12/13	CT (Coarse/Fine)	2200 K–10000 K (see note *11 on page 22*)	0	65535	0%	100%	00h	FFFFh	32767

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
14	Color Wheel Mode	**Full Speed Control**							48
		Indexed (see note *1 on page 21*)	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Continuous (see note *1 on page 21*)	48	63	19%	25%	30h	3Fh	
		Scan	64	79	25%	31%	40h	4Fh	
		Random	80	95	31%	37%	50h	5Fh	
		Reserved (see note *5 on page 21*)	96	127	38%	50%	60h	7Fh	
		mSpeed Control							
		Indexed (see note *1 on page 21*)	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Continuous (see note *1 on page 21*)	176	191	69%	75%	B0h	BFh	
		Scan	192	207	75%	81%	C0h	CFh	
		Random	208	223	82%	87%	D0h	DFh	
		Reserved (see note *5 on page 21*)	224	255	88%	100%	E0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
15	Color Wheel	**Indexed, Scan & Blink Modes**							0
		Open (White)	0	15	0%	6%	00h	0Fh	
		Open/Red	16	31	6%	12%	10h	1Fh	
		Red	32	47	13%	18%	20h	2Fh	
		Red/Blue	48	63	19%	25%	30h	3Fh	
		Blue	64	79	25%	31%	40h	4Fh	
		Blue/Green	80	95	31%	37%	50h	5Fh	
		Green	96	111	38%	44%	60h	6Fh	
		Green/Orange	112	127	44%	50%	70h	7Fh	
		Orange	128	143	50%	56%	80h	8Fh	
		Orange/Dark Blue	144	159	56%	62%	90h	9Fh	
		Dark Blue	160	175	63%	69%	A0h	AFh	
		Dark Blue/CTB	176	191	69%	75%	B0h	BFh	
		CTB	192	207	75%	81%	C0h	CFh	
		CTB/Open	208	223	82%	87%	D0h	DFh	
		Open (White)	224	255	88%	100%	E0h	FFh	
		Scan Modes							
		Open/Red, Slow to Fast	0	29	0%	11%	00h	1Dh	
		Red/Blue, Slow to Fast	30	59	12%	23%	1Eh	3Bh	
		Blue/Green, Slow to Fast	60	89	24%	35%	3Ch	59h	
		Green/Orange, Slow to Fast	90	119	35%	47%	5Ah	77h	
		Orange/Dark Blue, Slow to Fast	120	149	47%	58%	78h	95h	
		Dark Blue/CTB, Slow to Fast	150	179	59%	70%	96h	B3h	
		CTB/Open, Slow to Fast	180	255	71%	100%	B4h	FFh	
		Spin & Random Modes							
		Stop	0		0%	0%	00h	00h	
		Slowest to Fastest	1	255	0%	100%	01h	FFh	
		Continuous Mode							
		Positioning from 0–360 degrees	0	255	0%	100%	00h	FFh	
16	Rotating Gobo Wheel 1 Mode	**Full Speed Control**							0
		Indexed	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Scan	48	63	19%	25%	30h	3Fh	
		Random	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	127	31%	50%	50h	7Fh	
		mSpeed Control							
		Indexed	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Scan	176	191	69%	75%	B0h	BFh	
		Random	192	207	75%	81%	C0h	CFh	
		Reserved (see note *5 on page 21*)	208	255	82%	100%	D0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
17	Rotating Gobo Wheel 1	**Indexed & Scan Modes**							0
		Open	0	15	0%	6%	00h	0Fh	
		Gobo 1 - Wiggle Lines	16	31	6%	12%	10h	1Fh	
		Gobo 2 - Mycelium	32	47	13%	18%	20h	2Fh	
		Gobo 3 - Bob's Brush	48	63	19%	25%	30h	3Fh	
		Gobo 4 - The Claw	64	79	25%	31%	40h	4Fh	
		Gobo 5 - Cut Cone	80	95	31%	37%	50h	5Fh	
		Gobo 6 - Split-S	96	111	38%	44%	60h	6Fh	
		Gobo 7 - Ice	112	127	44%	50%	70h	7Fh	
		Open	128	255	50%	100%	80h	FFh	
		Spin & Random Modes							
		Stop	0	3	0%	1%	00h	03h	
		Slow to Fast	4	255	2%	100%	04h	FFh	
18	Rotating Gobo 1 Mode	Indexed	0	15	0%	6%	00h	0Fh	0
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Forward Animate	48	63	19%	25%	30h	3Fh	
		Reverse Animate	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	255	31%	100%	50h	FFh	
19/20	Rotating Gobo 1 (Coarse/Fine)	**Indexed Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							
		Stop	0	1023	0%	2%	00h	03FFh	
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
21	Rotating Gobo Wheel 2 Mode	**Full Speed Control**							0
		Indexed	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Scan	48	63	19%	25%	30h	3Fh	
		Random	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	127	31%	50%	50h	7Fh	
		mSpeed Control							
		Indexed	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Scan	176	191	69%	75%	B0h	BFh	
		Random	192	207	75%	81%	C0h	CFh	
		Reserved (see note *5 on page 21*)	208	255	82%	100%	D0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
22	Rotating Gobo Wheel 2	**Indexed & Scan Modes**							0
		(Open)	0	15	0%	6%	00h	0Fh	
		Gobo 1 - Texture Drops	16	31	6%	12%	10h	1Fh	
		Gobo 2 - Lovely Bubbly	32	47	13%	18%	20h	2Fh	
		Gobo 3 - Art Ducko	48	63	19%	25%	30h	3Fh	
		Gobo 4 - Window Matrix	64	79	25%	31%	40h	4Fh	
		Gobo 5 - Swirly Gig	80	95	31%	37%	50h	5Fh	
		Gobo 6 - Fenced in	96	111	38%	44%	60h	6Fh	
		Gobo 7 - The Only Way Is Up	112	127	44%	50%	70h	7Fh	
		Open	128	255	50%	100%	80h	FFh	
		Spin & Random Modes							
		Stop	0	3	0%	1%	00h	03h	
		Slow to Fast	4	255	2%	100%	04h	FFh	
23	Rotating Gobo 2 Mode	Indexed	0	15	0%	6%	00h	0Fh	0
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Forward Animate	48	63	19%	25%	30h	3Fh	
		Reverse Animate	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	255	31%	100%	50h	FFh	
24/25	Rotating Gobo 2 (Coarse/Fine)	**Indexed Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							
		Stop	0	1023	0%	2%	00h	03FFh	
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
26	Blade 1 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
27	Blade 1 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
28	Blade 2 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
29	Blade 2 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
30	Blade 3 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
31	Blade 3 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
32	Blade 4 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
33	Blade 4 Angle B(see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
34/35	Frame Rotate (Coarse/Fine	-90 to 90 degrees	0	65535	0%	100%	00h	FFFFh	32767

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Halcyon Silent DMX Channel Map

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
36	Animation Insertion	Open to Full Insert	0	111	0%	44%	00h	6Fh	0
		Adjust Incline	112	255	44%	100%	70h	FFh	
37	Animation	Forward Spin Speed Slow to Fast	0	63	0%	25%	00h	3Fh	0
		Reverse Spin Speed Slow to Fast	64	127	25%	50%	40h	7Fh	
		Forward Strobe Rotate Slow to Fast	128	191	50%	75%	80h	BFh	
		Reverse Strobe Rotate Slow to Fast	192	255	75%	100%	C0h	FFh	
38	Prism 1/2 Selection	Prism 1 Selected	0	15	0%	6%	00h	0Fh	0
		Prism 2 Selected	16	31	6%	12%	10h	1Fh	
		Reserved (see note *5 on page 21*)	32	255	13%	100%	20h	FFh	
39	Prism 1/2 Mode	Removed	0	15	0%	6%	00h	0Fh	0
		Continuous	16	31	6%	12%	10h	1Fh	
		Forward Spin	32	47	13%	18%	20h	2Fh	
		Reverse Spin	48	63	19%	25%	30h	3Fh	
		Forward Animate	64	79	25%	31%	40h	4Fh	
		Reverse Animate	80	95	31%	37%	50h	5Fh	
		Reserved (see note *5 on page 21*)	96	255	38%	100%	60h	FFh	
40/41	Prism 1/2 (Coarse/Fine)	**Continuous Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							0
		Stop	0	1023	0%	2%	00h	03FFh	
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
42	Trifusion	Hard to Soft Edge	0	255	0%	100%	00h	FFh	0
43	Diffusion 1	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
44	Diffusion 2	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
45	Diffusion 3	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
46/47	Focus (Coarse/Fine)	Focus	0	65535	0%	100%	00h	FFFFh	32767
48/49	Zoom (Coarse/Fine)	6–64 degrees	0	65535	0%	100%	00h	FFFFh	32767
50/51	Auto Focus (Coarse/Fine)	Auto Focus Off	0	1023	0%	2%	00h	03FFh	0
		Auto Focus On (Focus In to Out)	1024	65535	2%	100%	0400h	FFFFh	
52	Iris	Closed to Open	0	255	0%	100%	00h	FFh	255

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
53	Strobe Mode	Normal	0	15	0%	6%	00h	0Fh	0
		Random	16	31	6%	12%	10h	1Fh	
		Synchronous Random (see note *3 on page 21*)	32	47	13%	18%	20h	2Fh	
		Reserved (see note *5 on page 21*)	48	255	19%	100%	30h	FFh	
54	Strobe	Closed	0	0	0%	0%	00h	00h	0
		Slow to Fast	1	254	0%	100%	01h	FEh	
		Open	255	255	100%	100%	FFh	FFh	
55/56	Dimmer (Coarse/Fine)	Off to Full	0	65535	0%	100%	00h	FFFFh	0

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Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
57	LED Animation (see note *2 on page 21*)	Macro Off	0	3	0%	1%	00h	03h	0
		Macro 1 (L to R -1)	4	7	2%	3%	04h	07h	
		Macro 2 (L to R -2)	8	11	3%	4%	08h	0Bh	
		Macro 3 (L to R -3)	12	15	5%	6%	0Ch	0Fh	
		Macro 4 (R to L -1)	16	19	6%	7%	10h	13h	
		Macro 5 (R to L -2)	20	23	8%	9%	14h	17h	
		Macro 6 (R to L -3)	24	27	9%	11%	18h	1Bh	
		Macro 7 (Scan - 1)	28	31	11%	12%	1Ch	1Fh	
		Macro 8 (Scan - 2)	32	35	13%	14%	20h	23h	
		Macro 9 (Scan - 3)	36	39	14%	15%	24h	27h	
		Macro 10 (Invert L to R -1)	40	43	16%	17%	28h	2Bh	
		Macro 11 (Invert L to R -2)	44	47	17%	18%	2Ch	2Fh	
		Macro 12 (Invert L to R -3)	48	51	19%	20%	30h	33h	
		Macro 13 (Invert R to L -1)	52	55	20%	22%	34h	37h	
		Macro 14 (Invert R to L -2)	56	59	22%	23%	38h	3Bh	
		Macro 15 (Invert R to L -3)	60	63	24%	25%	3Ch	3Fh	
		Macro 16 (Invert Scan -1)	64	67	25%	26%	40h	43h	
		Macro 17 (Invert Scan -2)	68	71	27%	28%	44h	47h	
		Macro 18 (Invert Scan -3)	72	75	28%	29%	48h	4Bh	
		Macro 19 (Out/In -1)	76	79	30%	31%	4Ch	4Fh	
		Macro 20 (Out/In -3)	80	83	31%	33%	50h	53h	
		Macro 21 (In/Out -1)	84	87	33%	34%	54h	57h	
		Macro 22 (Out/In/Out -1)	88	91	35%	36%	58h	5Bh	
		Macro 23 (Invert Out/In -1)	92	95	36%	37%	5Ch	5Fh	
		Macro 24 (Invert In/Out -1)	96	99	38%	39%	60h	63h	
		Macro 25 (Invert Out/In/Out -1)	100	103	39%	40%	64h	67h	
		Macro 26 (Alternate -4)	104	107	41%	42%	68h	6Bh	
		Macro 27 (Alternate -5)	108	111	42%	44%	6Ch	6Fh	
		Macro 28 (Stairs L to R -1)	112	115	44%	45%	70h	73h	
		Macro 29 (Stairs L to R -2)	116	119	45%	47%	74h	77h	
		Macro 30 (Stairs R to L -1)	120	123	47%	48%	78h	7Bh	
		Macro 31 (Stairs R to L -2)	124	127	49%	50%	7Ch	7Fh	
		Macro 32 (invert Stairs L to R -1)	128	131	50%	51%	80h	83h	
		Macro 33 (Invert Stairs L to R -2)	132	135	52%	53%	84h	87h	
		Macro 34 (Invert Stairs R to L -1)	136	139	53%	55%	88h	8Bh	
		Macro 35 (Invert Stairs R to L -2)	140	143	55%	56%	8Ch	8Fh	
		...							
		Reserved (see note *5 on page 21*)	144	255	56%	100%	90h	FFh	
58	LED Animation Speed	Stop	0		0%		00h		128
		Slow to Fast	1	255	0%	100%	01h	FFh	
59	LED Animation Crossfade	Stop	0		0%		00h		128
		Slow to Fast	1	255	0%	100%	01h	FFh	
60	mSpeed	Disabled	0	3	0%	1%	00h	03h	0
		Longest to Shortest	4	255	2%	100%	04h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
61	Control	**No hold time requirement for the following functions** (see note *8 on page 22*):							0
		Idle	0	15	0%	6%	00h	0Fh	
		Pan & Tilt mSpeed Off	16	19	6%	7%	10h	13h	
		Reserved (see note *5 on page 21*)	20	31	8%	12%	14h	1Fh	
		Hold Time requirement for the following functions:							
		Display Off (3 s)	32	47	13%	18%	20h	2Fh	
		Display On (3 s)	48	63	19%	25%	30h	3Fh	
		Reserved (see note *5 on page 21*)	64	79	25%	31%	40h	4Fh	
		Home All (3 s)	80	95	31%	37%	50h	5Fh	
		Shutdown (9 s)	96	111	38%	44%	60h	6Fh	
		Disable Pan/Tilt Motors (3 s) (see note *9 on page 22*)	112	127	44%	50%	70h	7Fh	
		Dimming Mode - 2.4 kHz (3 s)	128	143	50%	56%	80h	8Fh	
		Dimming Mode - 16 kHz (3 s)	144	159	56%	62%	90h	9Fh	
		Reserved (see note *5 on page 21*)	160	167	63%	65%	A0h	A7h	
		Gobo Color Correction On (3 s)	168	175	66%	69%	A8h	AFh	
		Gobo Color Correction Off (3 s)	176	191	69%	75%	B0h	BFh	
		CMY Curve Color Linear (3 s) (see note *10 on page 22*)	192	207	75%	81%	C0h	CFh	
		CMY Curve Mech Linear (3 s) (see note *10 on page 22*)	208	223	82%	87%	D0h	DFh	
		Pan/Tilt S-Curve Control (see note *10 on page 22*)	224	227	88%	89%	E0h	E3h	
		Pan/Tilt Linear Control (see note *10 on page 22*)	228	231	89%	91%	E4h	E7h	
		Reserved (see note *5 on page 21*)	232	255	91%	100%	E8h	FFh	

Halcyon Silent Combined Colormix Protocol

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
1/2	Pan (Coarse/Fine)	See note *6 on page 21*	0	65535	0%	100%	00h	00FFh	32767
3/4	Tilt (Coarse/Fine)	See note *6 on page 21*	0	65535	0%	100%	00h	00FFh	32767
5	Color Mode	**Full Speed Control**							0
		Pure Mix	0	31	0%	12%	00h	1Fh	
		Cycle	32	47	13%	18%	20h	2Fh	
		Random	48	63	19%	25%	30h	3Fh	
		Pure Mix Fast (see note *12 on page 22*)	64	79	25%	31%	40h	4Fh	
		Cycle Fast	80	95	31%	37%	50h	5Fh	
		Random Fast	96	111	38%	44%	60h	6Fh	
		Reserved (see note *5 on page 21*)	112	127	44%	50%	70h	7Fh	
		mSpeed Control							
		Pure Mix	128	159	50%	62%	80h	9Fh	
		Cycle	160	175	63%	69%	A0h	AFh	
		Random	176	191	69%	75%	B0h	BFh	
		Pure Mix Fast (see note *12 on page 22*)	192	207	75%	81%	C0h	CFh	
		Cycle Fast	208	223	82%	87%	D0h	DFh	
		Random Fast	224	239	88%	94%	E0h	EFh	
		Reserved (see note *5 on page 21*)	240	255	94%	100%	F0h	FFh	
6/7	Cyan (Coarse/Fine)	**Pure Mix Mode**							65535
		Full Saturation to Open (see note *4 on page 21*)	0	65535	0%	100%	00h	FFFFh	
		Cycle & Random Modes							0
		Slow to Fast	0	65535	0%	100%	00h	FFFFh	
8/9	Magenta (Coarse/Fine)	Full Saturation to Open (see note *4 on page 21*)	0	65535	0%	100%	00h	FFFFh	65535
10/11	Yellow (Coarse/Fine)	Full Saturation to Open (see note *4 on page 21*)	0	65535	0%	100%	00h	FFFFh	65535
12/13	CT (Coarse/Fine)	2200 K–10000 K (see note *11 on page 22*)	0	65535	0%	100%	00h	FFFFh	32767

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
14	Color Wheel Mode	**Full Speed Control**							48
		Indexed (see note *1 on page 21*)	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Continuous (see note *1 on page 21*)	48	63	19%	25%	30h	3Fh	
		Scan	64	79	25%	31%	40h	4Fh	
		Random	80	95	31%	37%	50h	5Fh	
		Reserved (see note *5 on page 21*)	96	127	38%	50%	60h	7Fh	
		mSpeed Control							
		Indexed (see note *1 on page 21*)	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Continuous (see note *1 on page 21*)	176	191	69%	75%	B0h	BFh	
		Scan	192	207	75%	81%	C0h	CFh	
		Random	208	223	82%	87%	D0h	DFh	
		Reserved (see note *5 on page 21*)	224	255	88%	100%	E0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
15	Color Wheel	**Indexed, Scan & Blink Modes**							0
		Open (White)	0	15	0%	6%	00h	0Fh	
		Open/Red	16	31	6%	12%	10h	1Fh	
		Red	32	47	13%	18%	20h	2Fh	
		Red/Blue	48	63	19%	25%	30h	3Fh	
		Blue	64	79	25%	31%	40h	4Fh	
		Blue/Green	80	95	31%	37%	50h	5Fh	
		Green	96	111	38%	44%	60h	6Fh	
		Green/Orange	112	127	44%	50%	70h	7Fh	
		Orange	128	143	50%	56%	80h	8Fh	
		Orange/Dark Blue	144	159	56%	62%	90h	9Fh	
		Dark Blue	160	175	63%	69%	A0h	AFh	
		Dark Blue/CTB	176	191	69%	75%	B0h	BFh	
		CTB	192	207	75%	81%	C0h	CFh	
		CTB/Open	208	223	82%	87%	D0h	DFh	
		Open (White)	224	255	88%	100%	E0h	FFh	
		Scan Modes							
		Open/Red, Slow to Fast	0	29	0%	11%	00h	1Dh	
		Red/Blue, Slow to Fast	30	59	12%	23%	1Eh	3Bh	
		Blue/Green, Slow to Fast	60	89	24%	35%	3Ch	59h	
		Green/Orange, Slow to Fast	90	119	35%	47%	5Ah	77h	
		Orange/Dark Blue, Slow to Fast	120	149	47%	58%	78h	95h	
		Dark Blue/CTB, Slow to Fast	150	179	59%	70%	96h	B3h	
		CTB/Open, Slow to Fast	180	255	71%	100%	B4h	FFh	
		Spin & Random Modes							
		Stop	0		0%	0%	00h	00h	
		Slowest to Fastest	1	255	0%	100%	01h	FFh	
		Continuous Mode							
		Positioning from 0–360 degrees	0	255	0%	100%	00h	FFh	
16	Rotating Gobo Wheel 1 Mode	**Full Speed Control**							0
		Indexed	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Scan	48	63	19%	25%	30h	3Fh	
		Random	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	127	31%	50%	50h	7Fh	
		mSpeed Control							
		Indexed	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Scan	176	191	69%	75%	B0h	BFh	
		Random	192	207	75%	81%	C0h	CFh	
		Reserved (see note *5 on page 21*)	208	255	82%	100%	D0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
17	Rotating Gobo Wheel 1	**Indexed & Scan Modes**							0
		Open	0	15	0%	6%	00h	0Fh	
		Gobo 1 - Wiggle Lines	16	31	6%	12%	10h	1Fh	
		Gobo 2 - Mycelium	32	47	13%	18%	20h	2Fh	
		Gobo 3 - Bob's Brush	48	63	19%	25%	30h	3Fh	
		Gobo 4 - The Claw	64	79	25%	31%	40h	4Fh	
		Gobo 5 - Cut Cone	80	95	31%	37%	50h	5Fh	
		Gobo 6 - Split-S	96	111	38%	44%	60h	6Fh	
		Gobo 7 - Ice	112	127	44%	50%	70h	7Fh	
		Open	128	255	50%	100%	80h	FFh	
		Spin & Random Modes							
		Stop	0	3	0%	1%	00h	03h	
		Slow to Fast	4	255	2%	100%	04h	FFh	
18	Rotating Gobo 1 Mode	Indexed	0	15	0%	6%	00h	0Fh	0
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Forward Animate	48	63	19%	25%	30h	3Fh	
		Reverse Animate	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	255	31%	100%	50h	FFh	
19/20	Rotating Gobo 1 (Coarse/Fine)	**Indexed Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							
		Stop	0	1023	0%	2%	00h	03FFh	
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
21	Rotating Gobo Wheel 2 Mode	**Full Speed Control**							0
		Indexed	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Scan	48	63	19%	25%	30h	3Fh	
		Random	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	127	31%	50%	50h	7Fh	
		mSpeed Control							
		Indexed	128	143	50%	56%	80h	8Fh	
		Forward Spin	144	159	56%	62%	90h	9Fh	
		Reverse Spin	160	175	63%	69%	A0h	AFh	
		Scan	176	191	69%	75%	B0h	BFh	
		Random	192	207	75%	81%	C0h	CFh	
		Reserved (see note *5 on page 21*)	208	255	82%	100%	D0h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
22	Rotating Gobo Wheel 2	**Indexed & Scan Modes**							
		(Open)	0	15	0%	6%	00h	0Fh	
		Gobo 1 - Texture Drops	16	31	6%	12%	10h	1Fh	
		Gobo 2 - Lovely Bubbly	32	47	13%	18%	20h	2Fh	
		Gobo 3 - Art Ducko	48	63	19%	25%	30h	3Fh	
		Gobo 4 - Window Matrix	64	79	25%	31%	40h	4Fh	
		Gobo 5 - Swirly Gig	80	95	31%	37%	50h	5Fh	0
		Gobo 6 - Fenced in	96	111	38%	44%	60h	6Fh	
		Gobo 7 - The Only Way Is Up	112	127	44%	50%	70h	7Fh	
		Open	128	255	50%	100%	80h	FFh	
		Spin & Random Modes							
		Stop	0	3	0%	1%	00h	03h	
		Slow to Fast	4	255	2%	100%	04h	FFh	
23	Rotating Gobo 2 Mode	Indexed	0	15	0%	6%	00h	0Fh	
		Forward Spin	16	31	6%	12%	10h	1Fh	
		Reverse Spin	32	47	13%	18%	20h	2Fh	
		Forward Animate	48	63	19%	25%	30h	3Fh	0
		Reverse Animate	64	79	25%	31%	40h	4Fh	
		Reserved (see note *5 on page 21*)	80	255	31%	100%	50h	FFh	
24/25	Rotating Gobo 2 (Coarse/Fine)	**Indexed Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							
		Stop	0	1023	0%	2%	00h	03FFh	32767
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
26	Blade 1 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
27	Blade 1 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
28	Blade 2 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
29	Blade 2 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
30	Blade 3 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
31	Blade 3 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
32	Blade 4 Angle A (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
33	Blade 4 Angle B (see note *7 on page 22*)	Removed to Inserted	0	255	0%	100%	00h	FFh	0
34/35	Frame Rotate (Coarse/Fine)	-90 to 90 degrees	0	65535	0%	100%	00h	FFFFh	32767

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
36	Animation Insertion	Open to Full Insert	0	111	0%	44%	00h	6Fh	0
		Adjust Incline	112	255	44%	100%	70h	FFh	
37	Animation	Forward Spin Speed Slow to Fast	0	63	0%	25%	00h	3Fh	0
		Reverse Spin Speed Slow to Fast	64	127	25%	50%	40h	7Fh	
		Forward Strobe Rotate Slow to Fast	128	191	50%	75%	80h	BFh	
		Reverse Strobe Rotate Slow to Fast	192	255	75%	100%	C0h	FFh	
38	Prism 1/2 Selection	Prism 1 Selected	0	15	0%	6%	00h	0Fh	0
		Prism 2 Selected	16	31	6%	12%	10h	1Fh	
		Reserved (see note *5 on page 21*)	32	255	13%	100%	20h	FFh	
39	Prism 1/2 Mode	Removed	0	15	0%	6%	00h	0Fh	0
		Continuous	16	31	6%	12%	10h	1Fh	
		Forward Spin	32	47	13%	18%	20h	2Fh	
		Reverse Spin	48	63	19%	25%	30h	3Fh	
		Forward Animate	64	79	25%	31%	40h	4Fh	
		Reverse Animate	80	95	31%	37%	50h	5Fh	
		Reserved (see note *5 on page 21*)	96	255	38%	100%	60h	FFh	
40/41	Prism 1/2 (Coarse/Fine)	**Continuous Mode**							32767
		0–359 degrees	0	65535	0%	100%	00h	FFFFh	
		Spin & Animate Modes							0
		Stop	0	1023	0%	2%	00h	03FFh	
		Slow to Fast	1024	65535	2%	100%	0400h	FFFFh	
42	Trifusion	Hard to Soft Edge	0	255	0%	100%	00h	FFh	0
43	Diffusion 1	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
44	Diffusion 2	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
45	Diffusion 3	**Trifusion Channel = 0**							0
		Removed	0	0	0%	0%	00h	00h	
		Hard to Soft Edge	1	255	0%	100%	01h	FFh	
		Trifusion Channel ≥ 1							–
		Disabled	–	–	–	–	–	–	
46/47	Focus (Coarse/Fine)	Focus	0	65535	0%	100%	00h	FFFFh	32767
48/49	Zoom (Coarse/Fine)	6–64 degrees	0	65535	0%	100%	00h	FFFFh	32767
50/51	Auto Focus (Coarse/Fine)	Auto Focus Off	0	1023	0%	2%	00h	03FFh	0
		Auto Focus On (Focus In to Out)	1024	65535	2%	100%	0400h	FFFFh	
52	Iris	Closed to Open	0	255	0%	100%	00h	FFh	255

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
53	Strobe Mode	Normal	0	15	0%	6%	00h	0Fh	0
		Random	16	31	6%	12%	10h	1Fh	
		Synchronous Random (see note *3 on page 21*)	32	47	13%	18%	20h	2Fh	
		Reserved (see note *5 on page 21*)	48	255	19%	100%	30h	FFh	
54	Strobe	Closed	0	0	0%	0%	00h	00h	0
		Slow to Fast	1	254	0%	100%	01h	FEh	
		Open	255	255	100%	100%	FFh	FFh	
55/56	Dimmer (Coarse/Fine)	Off to Full	0	65535	0%	100%	00h	FFFFh	0

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
57	LED Animation (see note *2 on page 21*)	Macro Off	0	3	0%	1%	00h	03h	0
		Macro 1 (L to R -1)	4	7	2%	3%	04h	07h	
		Macro 2 (L to R -2)	8	11	3%	4%	08h	0Bh	
		Macro 3 (L to R -3)	12	15	5%	6%	0Ch	0Fh	
		Macro 4 (R to L -1)	16	19	6%	7%	10h	13h	
		Macro 5 (R to L -2)	20	23	8%	9%	14h	17h	
		Macro 6 (R to L -3)	24	27	9%	11%	18h	1Bh	
		Macro 7 (Scan - 1)	28	31	11%	12%	1Ch	1Fh	
		Macro 8 (Scan - 2)	32	35	13%	14%	20h	23h	
		Macro 9 (Scan - 3)	36	39	14%	15%	24h	27h	
		Macro 10 (Invert L to R -1)	40	43	16%	17%	28h	2Bh	
		Macro 11 (Invert L to R -2)	44	47	17%	18%	2Ch	2Fh	
		Macro 12 (Invert L to R -3)	48	51	19%	20%	30h	33h	
		Macro 13 (Invert R to L -1)	52	55	20%	22%	34h	37h	
		Macro 14 (Invert R to L -2)	56	59	22%	23%	38h	3Bh	
		Macro 15 (Invert R to L -3)	60	63	24%	25%	3Ch	3Fh	
		Macro 16 (Invert Scan -1)	64	67	25%	26%	40h	43h	
		Macro 17 (Invert Scan -2)	68	71	27%	28%	44h	47h	
		Macro 18 (Invert Scan -3)	72	75	28%	29%	48h	4Bh	
		Macro 19 (Out/In -1)	76	79	30%	31%	4Ch	4Fh	
		Macro 20 (Out/In -3)	80	83	31%	33%	50h	53h	
		Macro 21 (In/Out -1)	84	87	33%	34%	54h	57h	
		Macro 22 (Out/In/Out -1)	88	91	35%	36%	58h	5Bh	
		Macro 23 (Invert Out/In -1)	92	95	36%	37%	5Ch	5Fh	
		Macro 24 (Invert In/Out -1)	96	99	38%	39%	60h	63h	
		Macro 25 (Invert Out/In/Out -1)	100	103	39%	40%	64h	67h	
		Macro 26 (Alternate -4)	104	107	41%	42%	68h	6Bh	
		Macro 27 (Alternate -5)	108	111	42%	44%	6Ch	6Fh	
		Macro 28 (Stairs L to R -1)	112	115	44%	45%	70h	73h	
		Macro 29 (Stairs L to R -2)	116	119	45%	47%	74h	77h	
		Macro 30 (Stairs R to L -1)	120	123	47%	48%	78h	7Bh	
		Macro 31 (Stairs R to L -2)	124	127	49%	50%	7Ch	7Fh	
		Macro 32 (Invert Stairs L to R -1)	128	131	50%	51%	80h	83h	
		Macro 33 (Invert Stairs L to R -2)	132	135	52%	53%	84h	87h	
		Macro 34 (Invert Stairs R to L -1)	136	139	53%	55%	88h	8Bh	
		Macro 35 (Invert Stairs R to L -2)	140	143	55%	56%	8Ch	8Fh	
		...							
		Reserved (see note *5 on page 21*)	144	255	56%	100%	90h	FFh	
58	LED Animation Speed	Stop	0		0%		00h		128
		Slow to Fast	1	255	0%	100%	01h	FFh	
59	LED Animation Crossfade	Stop	0		0%		00h		128
		Slow to Fast	1	255	0%	100%	01h	FFh	
60	mSpeed	Disabled	0	3	0%	1%	00h	03h	0
		Longest to Shortest	4	255	2%	100%	04h	FFh	

Channel	Function	Description	Decimal Low	Decimal High	Percent Low	Percent High	Hex Low	Hex High	Controller Default
61	Control	**No hold time requirement for the following functions** (see note *8 on page 22*):							0
		Idle	0	15	0%	6%	00h	0Fh	
		Pan & Tilt mSpeed Off	16	19	6%	7%	10h	13h	
		Reserved (see note *5 on page 21*)	20	31	8%	12%	14h	1Fh	
		Hold Time requirement for the following functions:							
		Display Off (3 s)	32	47	13%	18%	20h	2Fh	
		Display On (3 s)	48	63	19%	25%	30h	3Fh	
		Reserved (see note *5 on page 21*)	64	79	25%	31%	40h	4Fh	
		Home All (3 s)	80	95	31%	37%	50h	5Fh	
		Shutdown (9 s)	96	111	38%	44%	60h	6Fh	
		Disable Pan/Tilt Motors (3 s) (see note *9 on page 22*)	112	127	44%	50%	70h	7Fh	
		Dimming Mode - 2.4 kHz (3 s)	128	143	50%	56%	80h	8Fh	
		Dimming Mode - 16 kHz (3 s)	144	159	56%	62%	90h	9Fh	
		Reserved (see note *5 on page 21*)	160	167	63%	65%	A0h	A7h	
		Gobo Color Correction On (3 s)	168	175	66%	69%	A8h	AFh	
		Gobo Color Correction Off (3 s)	176	191	69%	75%	B0h	BFh	
		CMY Curve Color Linear (3 s) (see note *10 on page 22*)	192	207	75%	81%	C0h	CFh	
		CMY Curve Mech Linear (3 s) (see note *10 on page 22*)	208	223	82%	87%	D0h	DFh	
		Pan/Tilt S-Curve Control (see note *10 on page 22*)	224	227	88%	89%	E0h	E3h	
		Pan/Tilt Linear Control (see note *10 on page 22*)	228	231	89%	91%	E4h	E7h	
		Reserved (see note *5 on page 21*)	232	255	91%	100%	E8h	FFh	

Notes

1

Continuous, Indexed, and Pure Mix modes should take the quickest path from 255–0 and 0–255.
Continuous mode color wheel aperture centers are as follows:

Color	Center of Color DMX Value
Open	0
Red	35
Blue	72
Green	108
Orange	144
Dark Blue	181
CTB	218

2

Macros operate independently. The Xfade and speed channels act as multipliers of the programmed speed in the discrete macro steps.

Speed/Xfade Channel Operation

Channel	Description
0	Stops playback or cross fade
1–127	Decreases playback speed/cross fade time (*<1)
128	Playback or cross fade speed is as programmed (*1)
129–255	Increases playback speed/cross fade time (*>1)

3

Synchronous random strobes are synchronized across fixtures.

4

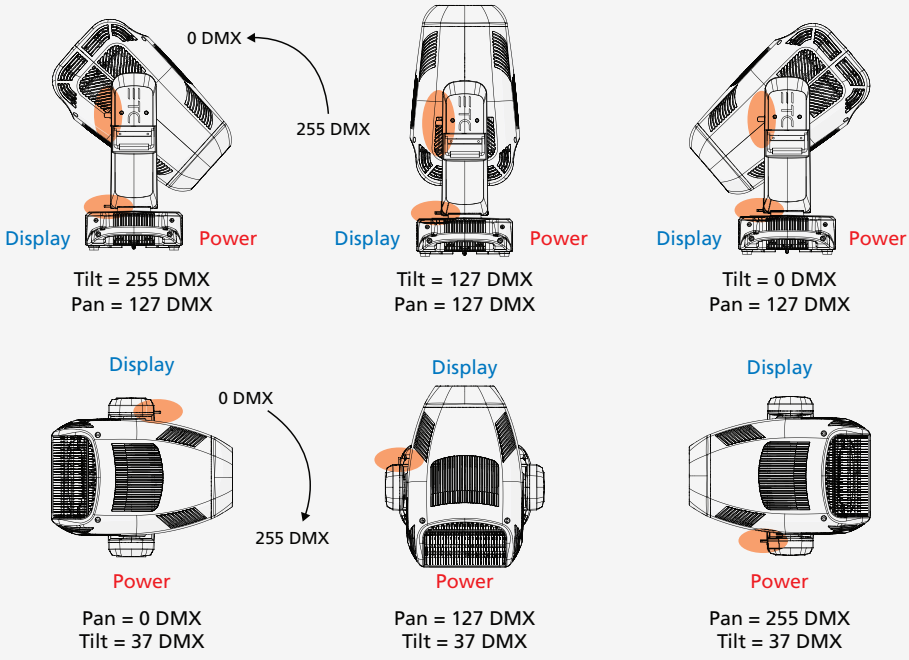
In Combined Colormix mode, light and heavy colormix flags act as one continuous flag.

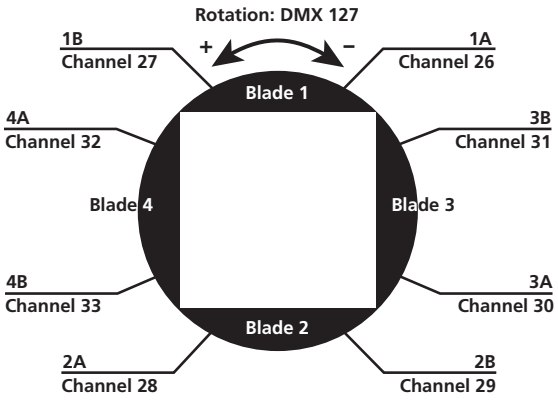
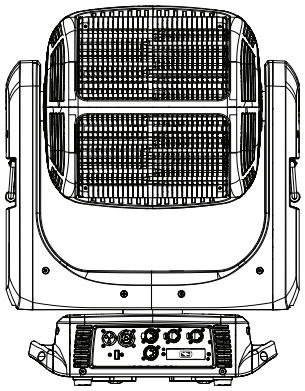
5

Reserved ranges should function according to the controller default value.

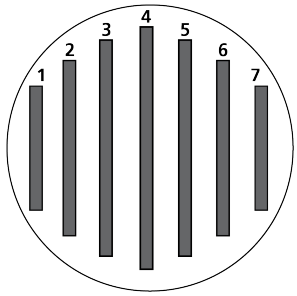
6

DMX Fixture Orientation
(Tilt Movement Range: 260°; Pan Movement Range: 540°)
(Pan and tilt lock locations are highlighted in orange.)



7	Framing blades are arranged according to the graphic below. For full-curtain framing, set blades 2A and 2B (channels 28 and 29) at or near 100%.   **Pan: DMX 127** **Tilt: DMX 37**
8	Control channel functions with no hold time requirement must apply upon receipt.
9	Upon loss of power, the fixture does not retain the disable pan/tilt motors setting.
10	Upon loss of power, the fixture retains the selected setting.
11	Native CT is 6100 K.
12	Pure Mix Fast mode drives the color flags as fast as they will go but does cause greater movement noise.
13	RDM Manufacturer ID: 0x4c52
14	RDM Device ID • Halcyon Silent High Fidelity: 0x2F0D

Halcyon Silent LED Macros



All macros are defined from left to right assuming the fixture is sitting on a table with the pan lock facing you. LED 1 is on the left, and LED 7 is on the right.

Macro 1: L to R - 1							
Step	**LED1**	**LED2**	**LED3**	**LED4**	**LED5**	**LED6**	**LED7**
1	255	0	0	0	0	0	0
2	0	255	0	0	0	0	0
3	0	0	255	0	0	0	0
4	0	0	0	255	0	0	0
5	0	0	0	0	255	0	0
6	0	0	0	0	0	255	0
7	0	0	0	0	0	0	255

Macro 2: L to R - 2							
Step	**LED1**	**LED2**	**LED3**	**LED4**	**LED5**	**LED6**	**LED7**
1	255	255	0	0	0	0	
2	0	0	255	255	0	0	
3	0	0	0	0	255	255	
4	0	0	0	0	0	0	

Macro 3: L to R - 3							
Step	**LED1**	**LED2**	**LED3**	**LED4**	**LED5**	**LED6**	**LED7**
1	255	255	255	0	0	0	0
2	0	255	255	255	0	0	0
3	0	0	255	255	255	0	0
4	0	0	0	255	255	255	0
5	0	0	0	0	255	255	255

Macro 4: R to L - 1							
Step	**LED1**	**LED2**	**LED3**	**LED4**	**LED5**	**LED6**	**LED7**
1	0	0	0	0	0	0	255
2	0	0	0	0	0	255	0
3	0	0	0	0	255	0	0
4	0	0	0	255	0	0	0
5	0	0	255	0	0	0	0
6	0	255	0	0	0	0	0
7	255	0	0	0	0	0	0

Macro 5: R to L - 2							
Step	**LED1**	**LED2**	**LED3**	**LED4**	**LED5**	**LED6**	**LED7**
1	0	0	0	0	255	255	
2	0	0	255	255	0	0	
3	255	255	0	0	0	0	

Macro 6: R to L - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	0	255	255	255
2	0	0	0	255	255	255	0
3	0	0	255	255	255	0	0
4	0	255	255	255	0	0	0
5	255	255	255	0	0	0	0

Macro 7: Scan - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	0	0	0	0	0	0
2	0	255	0	0	0	0	0
3	0	0	255	0	0	0	0
4	0	0	0	255	0	0	0
5	0	0	0	0	255	0	0
6	0	0	0	0	0	255	0
7	0	0	0	0	0	0	255
8	0	0	0	0	0	255	0
9	0	0	0	0	255	0	0
10	0	0	0	255	0	0	0
11	0	0	255	0	0	0	0
12	0	255	0	0	0	0	0

Macro 8: Scan - 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	0	0	0	0	
2	0	0	255	255	0	0	
3	0	0	0	0	255	255	
4	0	0	255	255	0	0	

Macro 9: Scan - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	0	0	0	0
2	0	255	255	255	0	0	0
3	0	0	255	255	255	0	0
4	0	0	0	255	255	255	0
5	0	0	0	0	255	255	255
6	0	0	0	255	255	255	0
7	0	0	255	255	255	0	0
8	0	255	255	255	0	0	0

Macro 10: Invert L to R - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	255	255	255	255	255	255
2	255	0	255	255	255	255	255
3	255	255	0	255	255	255	255
4	255	255	255	0	255	255	255
5	255	255	255	255	0	255	255
6	255	255	255	255	255	0	255
7	255	255	255	255	255	255	0

Macro 11: Invert L to R - 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	255	255	255	255	
2	255	255	0	0	255	255	
3	255	255	255	255	0	0	

Macro 12: Invert L to R - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	255	255	255	255
2	255	0	0	0	255	255	255
3	255	255	0	0	0	255	255
4	255	255	255	0	0	0	255
5	255	255	255	255	0	0	0

Macro 13: Invert R to L - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	255	255	255	0
2	255	255	255	255	255	0	255
3	255	255	255	255	0	255	255
4	255	255	255	0	255	255	255
5	255	255	0	255	255	255	255
6	255	0	255	255	255	255	255
7	0	255	255	255	255	255	255

Macro 14: Invert R to L - 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	255	0	0	
2	255	255	0	0	255	255	
3	0	0	255	255	255	255	

Macro 15: Invert R to L - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	255	0	0	0
2	255	255	255	0	0	0	255
3	255	255	0	0	0	255	255
4	255	0	0	0	255	255	255
5	0	0	0	255	255	255	255

Macro 16: Invert Scan - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	255	255	255	255	255	255
2	255	0	255	255	255	255	255
3	255	255	0	255	255	255	255
4	255	255	255	0	255	255	255
5	255	255	255	255	0	255	255
6	255	255	255	255	255	0	255
7	255	255	255	255	255	255	0
8	255	255	255	255	255	0	255
9	255	255	255	255	0	255	255
10	255	255	255	0	255	255	255
11	255	255	0	255	255	255	255
12	255	0	255	255	255	255	255

Macro 17: Invert Scan - 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	255	255	255	255	
2	255	255	0	0	255	255	
3	255	255	255	255	0	0	
4	255	255	0	0	255	255	

Macro 18: Invert Scan - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	255	255	255	255
2	255	0	0	0	255	255	255
3	255	255	0	0	0	255	255
4	255	255	255	0	0	0	255
5	255	255	255	255	0	0	0
6	255	255	255	0	0	0	255
7	255	255	0	0	0	255	255
8	255	0	0	0	255	255	255

Macro 19: Out/In - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	0	0	0	0	0	255
2	0	255	0	0	0	255	0
3	0	0	255	0	255	0	0
4	0	0	0	255	0	0	0

Macro 20: Out/In - 3							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	0	0	0	255	255
2	0	0	255	255	255	0	0

Macro 21: In/Out - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	255	0	0	0
2	0	0	255	0	255	0	0
3	0	255	0	0	0	255	0
4	255	0	0	0	0	0	255

Macro 22: Out/In/Out - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	0	0	0	0	0	255
2	0	255	0	0	0	255	0
3	0	0	255	0	255	0	0
4	0	0	0	255	0	0	0
5	0	0	255	0	255	0	0
6	0	255	0	0	0	255	0

Macro 23: Invert Out/In - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	255	255	255	255	255	0
2	255	0	255	255	255	0	255
3	255	255	0	255	0	255	255
4	255	255	255	0	255	255	255

Macro 24: Invert In/Out - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	0	255	255	255
2	255	255	0	255	0	255	255
3	255	0	255	255	255	0	255
4	0	255	255	255	255	255	0

Macro 25: Invert Out/In/Out - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	255	255	255	255	255	0
2	255	0	255	255	255	0	255
3	255	255	0	255	0	255	255
4	255	255	255	0	255	255	255
5	255	255	0	255	0	255	255
6	255	0	255	255	255	0	255

Macro 26: Alternate - 4							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255		0	0	0
2	0	0	0		255	255	255

Macro 27: Alternate - 5							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	0	255	0	255	0	255
2	0	255	0	255	0	255	0

Macro 28: Stairs L to R - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	0	0	0	0	0	0
2	0	0	255	0	0	0	0
3	0	255	0	0	0	0	0
4	0	0	0	255	0	0	0
5	0	0	255	0	0	0	0
6	0	0	0	0	255	0	0
7	0	0	0	255	0	0	0
8	0	0	0	0	0	255	0
9	0	0	0	0	255	0	0
10	0	0	0	0	0	0	255
11	0	0	0	0	0	255	0
12	255	0	0	0	0	0	0
13	0	0	0	0	0	0	255
14	0	255	0	0	0	0	0

Macro 29: Stairs L to R- 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	0	0	0	0	0
2	0	0	255	255	0	0	0
3	0	255	255	0	0	0	0
4	0	0	0	255	255	0	0
5	0	0	255	255	0	0	0
6	0	0	0	0	255	255	0
7	0	0	0	255	255	0	0
8	0	0	0	0	0	255	255
9	0	0	0	0	255	255	0
10	255	0	0	0	0	0	255
11	0	0	0	0	0	255	255

Macro 30: Stairs R to L - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	0	0	0	255
2	0	0	0	0	255	0	0
3	0	0	0	0	0	255	0
4	0	0	0	255	0	0	0
5	0	0	0	0	255	0	0
6	0	0	255	0	0	0	0
7	0	0	0	255	0	0	0
8	0	255	0	0	0	0	0
9	0	0	255	0	0	0	0
10	255	0	0	0	0	0	0
11	0	255	0	0	0	0	0
12	0	0	0	0	0	0	255
13	255	0	0	0	0	0	0
14	0	0	0	0	0	255	0

Macro 31: Stairs R to L- 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	0	0	0	255	255
2	0	0	0	255	255	0	0
3	0	0	0	0	255	255	0
4	0	0	255	255	0	0	0
5	0	0	0	255	255	0	0
6	0	255	255	0	0	0	0
7	0	0	255	255	0	0	0
8	255	255	0	0	0	0	0
9	0	255	255	0	0	0	0
10	255	0	0	0	0	0	255
11	255	255	0	0	0	0	0

Macro 32: Invert Stairs L to R - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	255	255	255	255	255	255
2	255	255	0	255	255	255	255
3	255	0	255	255	255	255	255
4	255	255	255	0	255	255	255
5	255	255	0	255	255	255	255
6	255	255	255	255	0	255	255
7	255	255	255	0	255	255	255
8	255	255	255	255	255	0	255
9	255	255	255	255	0	255	255
10	255	255	255	255	255	255	0
11	255	255	255	255	255	0	255
12	0	255	255	255	255	255	255
13	255	255	255	255	255	255	0
14	255	0	255	255	255	255	255

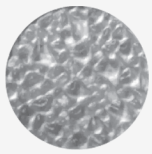
Macro 33: Invert Stairs L to R- 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	0	0	255	255	255	255	255
2	255	255	0	0	255	255	255
3	255	0	0	255	255	255	255
4	255	255	255	0	0	255	255
5	255	255	0	0	255	255	255
6	255	255	255	255	0	0	255
7	255	255	255	0	0	255	255
8	255	255	255	255	255	0	0
9	255	255	255	255	0	0	255
10	0	255	255	255	255	255	0
11	255	255	255	255	255	0	0

Macro 34: Invert Stairs R to L - 1							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	255	255	255	0
2	255	255	255	255	0	255	255
3	255	255	255	255	255	0	255
4	255	255	255	0	255	255	255
5	255	255	255	255	0	255	255
6	255	255	0	255	255	255	255
7	255	255	255	0	255	255	255
8	255	0	255	255	255	255	255
9	255	255	0	255	255	255	255
10	0	255	255	255	255	255	255
11	255	0	255	255	255	255	255
12	255	255	255	255	255	255	0
13	0	255	255	255	255	255	255
14	255	255	255	255	255	0	255

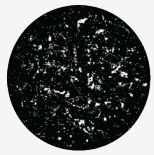
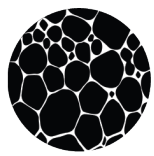
Macro 35: Invert Stairs R to L- 2							
Step	LED1	LED2	LED3	LED4	LED5	LED6	LED7
1	255	255	255	255	255	0	0
2	255	255	255	0	0	255	255
3	255	255	255	255	0	0	255
4	255	255	0	0	255	255	255
5	255	255	255	0	0	255	255
6	255	0	0	255	255	255	255
7	255	255	0	0	255	255	255
8	0	0	255	255	255	255	255
9	255	0	0	255	255	255	255
10	0	255	255	255	255	255	0
11	0	0	255	255	255	255	255

Halcyon Silent Gobos

Rotating Gobo Wheel 1

Position	Name	Image
0	Open	N/A
1	Wiggle Lines	
2	Mycelium	
3	Bob's Brush	
4	The Claw	
5	Cut Cone	
6	Split-S	
7	Ice	

Rotating Gobo Wheel 2

Position	Name	Image
0	Open	N/A
1	Texture Drops	
2	Lovely Bubbly	
3	Art Ducko	
4	Window Matrix	
5	Swirly Gig	
6	Fenced In	
7	The Only Way Is Up	

ETC Reference Guide
Halcyon Silent DMX Channel Map

Revision History

Revision	Change	Release Date
A	Initial release.	November 2024