

City Theatrical's QolorPIX Tape Controller (P/N 5850) DMX Map

16 CH	32 CH	Number	City Theatrical Parm Name	Size	DMX	LDMX	Home	Snap	Range	Profile Param Name
		1	Intensity	8BITS	1			0	1	Intensity
		2	Red - Background	8BITS	2			0	1	Background Red
		3	Green - Background	8BITS	3			0	1	Background Green
		4	Blue - Background	8BITS	4			0	1	Background Blue
		5	Red - Effect	8BITS	5			0	1	Effect Red
		6	Green - Effect	8BITS	6			0	1	Effect Green
		7	Blue - Effect	8BITS	7			0	1	Effect Blue
		8	Effect	8BITS	8			0	21	Effect Macros
			Number	Min	Max	User Min	User Max	Label		
			1	1	1	1	1	One Color Pap - Snap On/Snap Off		
			2	2	2	2	2	One Color Pap - Fade On/Fade Off		
			3	3	3	3	3	Two Color Pap - Snap On/Snap Off		
			4	4	4	4	4	Two Color Pap - Fade On/Fade Off		
			5	5	5	5	5	Comet - Uniform Color		
			6	6	6	6	6	Comet - Uniform Decay		
			7	7	7	7	7	Jockey		
			8	8	8	8	8	Checkers		
			9	9	9	9	9	Color Merge		
			10	10	10	10	10	Wave - Uniform Color		
			11	11	11	11	11	Wave - Uniform Decay		
			12	12	12	12	12	Sweep - Continuous		
			13	13	13	13	13	Sweep - Random Start Delay		
			14	14	14	14	14	Index Wipe		
			15	15	15	15	15	VU Meter - Solid Colour - No Peak Hold-(Manual)		
			16	16	16	16	16	VU Meter - Solid Colour - No Peak Hold - BPS - (Random Height)		
			17	17	17	17	17	VU Meter - Solid Colour - No Peak Hold - BPS - Height Index		
			18	18	18	18	18	Strobe		
			19	19	19	19	19	Knightrider - Uniform Color		
			20	20	20	20	20	Knightrider - Uniform Decay		
			21	21	21	21	21	Police Strobe - Snap on/Snap Off		
		9	Size	8BITS	9			0	1	Size
		10	Color Mix	8BITS	10			0	2	Color Mix
			Number	Min	Max	User Min	User Max	Label		
			1	0	0	0	0	Off		
			2	1	255	1	255	On		
		11	Rate 1	8BITS	11			0	1	Effect Rate A
		12	Rate 2	8BITS	12			0	1	Effect Rate B
		13	Density	8BITS	13			0	1	Density
		14	Direction	8BITS	14			0	4	Direction
			Number	Min	Max	User Min	User Max	Label		
			1	0	62	1	1	Forward		
			2	63	127	2	2	Reverse		
			3	128	191	3	3	Mirror In		
			4	192	255	4	4	Mirror Out		
		15	Repeat	8BITS	15			0	6	Repeat
			Number	Min	Max	User Min	User Max	Label		
			1	0	0	1	1	x1		
			2	1	63	2	2	x2		
			3	64	127	3	3	x4		
			4	128	195	4	4	x8		
			5	196	254	5	5	x16		
			6	255	255	6	6	x32		
		16	Origin Offset	8BITS	16			0	1	Origin Offset
		17	Intensity	8BITS	1			0	1	Intensity 2

18	Red - Background	8BITS	2		0		1	Background Red 2
19	Green - Background	8BITS	3		0		1	Background Green 2
20	Blue - Background	8BITS	4		0		1	Background Blue 2
21	Red - Effect	8BITS	5		0		1	Effect Red 2
22	Green - Effect	8BITS	6		0		1	Effect Green 2
23	Blue - Effect	8BITS	7		0		1	Effect Blue 2
24	Effect	8BITS	8		0	Enabled	21	Effect Macros 2
Range Table	Number	Min	Max	User Min	User Max	Label		
	1	1	1	1	1	One Color Pap - Snap On/Snap Off		
	2	2	2	2	2	One Color Pap - Fade On/Fade Off		
	3	3	3	3	3	Two Color Pap - Snap On/Snap Off		
	4	4	4	4	4	Two Color Pap - Fade On/Fade Off		
	5	5	5	5	5	Comet - Uniform Color		
	6	6	6	6	6	Comet - Uniform Decay		
	7	7	7	7	7	Jockey		
	8	8	8	8	8	Checkers		
	9	9	9	9	9	Color Merge		
	10	10	10	10	10	Wave - Uniform Color		
	11	11	11	11	11	Wave - Uniform Decay		
	12	12	12	12	12	Sweep - Continuous		
	13	13	13	13	13	Sweep - Random Start Delay		
	14	14	14	14	14	Index Wipe		
	15	15	15	15	15	VU Meter - Solid Colour - No Peak Hold-(Manual)		
	16	16	16	16	16	VU Meter - Solid Colour - No Peak Hold - BPS - (Random Height)		
	17	17	17	17	17	VU Meter - Solid Colour - No Peak Hold - BPS - Height Index		
	18	18	18	18	18	Strobe		
	19	19	19	19	19	Knightrider - Uniform Color		
	20	20	20	20	20	Knightrider - Uniform Decay		
	21	21	21	21	21	Police Strobe - Snap on/Snap Off		
25	Size	8BITS	9		0		1	Size 2
26	Color Mix	8BITS	10		0	Enabled	2	Color Mix 2
Range Table	Number	Min	Max	User Min	User Max	Label		
	1	0	0	0	0	Off		
2	1	255	1	255	On			
27	Rate 1	8BITS	11		0		1	Effect Rate A 2
28	Rate 2	8BITS	12		0		1	Effect Rate B 2
29	Density	8BITS	13		0		1	Density 2
30	Direction	8BITS	14		0	Enabled	4	Direction 2
Range Table	Number	Min	Max	User Min	User Max	Label		
	1	0	62	1	1	Forward		
	2	63	127	2	2	Reverse		
	3	128	191	3	3	Mirror In		
4	192	255	4	4	Mirror Out			
31	Repeat	8BITS	15		0	Enabled	6	Repeat 2
Range Table	Number	Min	Max	User Min	User Max	Label		
	1	0	0	1	1	1x1		
	2	1	63	2	2	2x2		
	3	64	127	3	3	3x4		
	4	128	195	4	4	4x8		
	5	196	254	5	5	5x16		
6	255	255	6	6	6x32			
32	Origin Offset	8BITS	16		0		1	Origin Offset 2