



LS 600X Pro

DMX Profile Specification

Controller Firmware v1.2

Content

Mode 1: Lighting 8-bit (2 channels)	3
Mode 2: Effects 8-bit (5 channels).....	3
Mode 3: Lighting & Effects 8-bit (6 channels)	4

Mode 1: Lighting 8-bit

Channel	Value	Percent	Function	
1	0 - 255	0 - 100	Intensity	0 - 100%
2	0 - 255	0 - 100	CCT	2700K - 6500K

Mode 2: Effects 8-bit

Channel	Value	Percent	Function	
1	0 - 255	0 - 100	Intensity	0 - 100%
2	0 - 255	0 - 100	CCT	2700K - 6500K
3	0 - 19	0 - 7	Effects	Paparazzi
	20 - 39	8 - 15		Fireworks
	40 - 59	16 - 23		Faulty bulb
	60 - 79	24 - 31		Lightning
	80 - 99	32 - 39		TV
	100 - 119	40 - 47		Pulsing
	120 - 139	48 - 55		Strobe
	140 - 159	56 - 63		Explosion
	160 - 179	64 - 71		Fire
	180 - 255	72 - 100		Reserved
4	0 - 19	0 - 7	Frequency	1
	20 - 39	8 - 15		2
	40 - 59	16 - 23		3
	60 - 79	24 - 31		4
	80 - 99	32 - 39		5
	100 - 119	40 - 47		6
	120 - 139	48 - 55		7
	140 - 159	56 - 63		8
	160 - 179	64 - 71		9
	180 - 199	72 - 79		10
	200 - 219	80 - 87		Random
	220 - 255	88 - 100		Reserved
5	0 - 10	0 - 4	Lightning	Stop
	11 - 127	5 - 49		Trigger
	128 - 255	50 - 100		Loop
	0 - 10	0 - 4	Explosion	Stop
	11 - 127	5 - 49		Trigger
	128 - 255	50 - 100		Reserved

Mode 3: Lighting & Effects 8-bit

Channel	Value	Percent	Function	
1	0 - 255	0 - 100	Intensity	0 - 100%
2	0 - 255	0 - 100	CCT	2700K - 6500K
3	0 - 127 128 - 255	0 - 49 50 - 100	Lighting / Effects	Lighting Effects
4	0 - 19 20 - 39 40 - 59 60 - 79 80 - 99 100 - 119 120 - 139 140 - 159 160 - 179 180 - 255	0 - 7 8 - 15 16 - 23 24 - 31 32 - 39 40 - 47 48 - 55 56 - 63 64 - 71 72 - 100	Effects	Paparazzi Fireworks Faulty bulb Lightning TV Pulsing Strobe Explosion Fire Reserved
5	0 - 19 20 - 39 40 - 59 60 - 79 80 - 99 100 - 119 120 - 139 140 - 159 160 - 179 180 - 199 200 - 219 220 - 255	0 - 7 8 - 15 16 - 23 24 - 31 32 - 39 40 - 47 48 - 55 56 - 63 64 - 71 72 - 79 80 - 87 88 - 100	Frequency	1 2 3 4 5 6 7 8 9 10 Random Reserved
6	0 - 10 11 - 127 128 - 255	0 - 4 5 - 49 50 - 100	Lightning	Stop Trigger Loop
	0 - 10 11 - 127 128 - 255	0 - 4 5 - 49 50 - 100	Explosion	Stop Trigger Reserved