

# DMX CHANNEL FUNCTIONS AND VALUES

## ELATION PALADIN CUBE™

### RGB MODES - DMX Channel Values / Functions (32 Total DMX Channels)

Supports Software Versions: ≥ 1.0.1

Features subject to change without notice.  
\*Pixel Zone Control depends on DMX Mode, Flip setting, and fixture head tilt position.

RGB 3CH	8bit 4CH	16bit 8CH	16bit +Dim 10CH	Extended 16CH	Cells 24CH	Cells+Dim 26CH	Extended +Cells 32CH	Value	Function	Default	Snap
				1			1		<b>Strobe</b>	50	X
								0-31	Closed		
								32-63	Open		
								64-95	Strobe (slow → fast)		
								96-127	Open		
								129-159	Pulse (slow → fast)		
								160-191	Open		
								192-223	Random (slow → fast)		
								224-255	Open		
			1	2		1	2		<b>Master Intensity</b>	0	
								0-255	Close → Open		
			2	3		2	3		<b>Master Intensity Fine</b>	0	
								0-255	Close → Open		

RGB 3CH	8bit 4CH	16bit 8CH	16bit +Dim 10CH	Extended 16CH	Cells 24CH	Cells+Dim 26CH	Extended +Cells 32CH	Value	Function	Default	Snap
									<b>Dim Modes</b>		
								0-20	Standard		
								21-40	Stage		
								41-60	TV		
								61-80	Architectural		
								81-100	Theatre		
								101-120	Stage 2		
									<b>Dimmer Delay Time</b>		
								121	0s		
								122	<b>0.1s (default)</b>		
								123	0.2s		
								124	0.3s		
								125	0.4s		
								126	0.5s		
				4			4	127	0.6s	0	X
								128	0.7s		
								129	0.8s		
								130	0.9s		
								131	1.0s		
								132	1.5s		
								133	2.0s		
								134	3.0s		
								135	4.0s		
								136	5.0s		
								137	6.0s		
								138	7.0s		
								139	8.0s		
								140	9.0s		
								141	10s		
								142-255	Default		

RGB 3CH	8bit 4CH	16bit 8CH	16bit +Dim 10CH	Extended 16CH	Cells 24CH	Cells+Dim 26CH	Extended +Cells 32CH	Value	Function	Default	Snap
									<b>Control</b>		
								0-19	Idle		
								20-24	Program 1		
								25-29	Program 2		
								30-34	Program 3		
								35-39	Program 4		
								40-44	Program 5		
								45-49	Program 6		
								50-54	Program 7		
								55-59	Program 8		
								60-64	Program 9		
								65-69	Program 10		
								70-74	Program 11		
								75-79	Program 12		
								80-100	Idle		
									<b>Change Refresh Rate (Hz) (Hold 1s)</b>		
								101-105	900		
								106-110	1000		
				5			5	111-115	1100	0	X
								116-120	1200 (default)		
								121-125	1300		
								126-130	1400		
								131-135	1500		
								136-140	2500		
								141-145	4000		
								146-150	5000		
								151-155	10000		
								156-160	15000		
								161-165	20000		
								166-170	25000		
								171-200	Idle		
									<b>Dimmer Curves (Hold 3s)</b>		
								201-210	Linear (default)		
								211-220	Square		
								221-230	Inverse Square		
								231-240	S-Curve		
								241-255	Idle		

RGB 3CH	8bit 4CH	16bit 8CH	16bit +Dim 10CH	Extended 16CH	Cells 24CH	Cells+Dim 26CH	Extended +Cells 32CH	Value	Function	Default	Snap
				6			6		<b>Program Speed</b>	128	
							0 - 255	Speed (slow → fast)			
				7			7		<b>Program Fade</b>	128	
							0 - 255	Fade (slow → fast)			
				8			8		<b>Color Macros</b>	0	X
							0 - 255	Macro (1→ 64)			
1	1	1	3	9					<b>Red</b>		
							0 - 255	0 → 100%			
		2	4	10					<b>Red Fine</b>		
							0 - 255	0 → 100%			
2	2	3	5	11					<b>Green</b>		
							0 - 255	0 → 100%			
		4	6	12					<b>Green Fine</b>		
							0 - 255	0 → 100%			
3	3	5	7	13					<b>Blue</b>		
							0 - 255	0 → 100%			
		6	8	14					<b>Blue Fine</b>		
							0 - 255	0 → 100%			
	4	7	9	15					<b>White</b>		
							0 - 255	0 → 100%			
		8	10	16					<b>White Fine</b>		
							0 - 255	0 → 100%			

RGB 3CH	8bit 4CH	16bit 8CH	16bit +Dim 10CH	Extended 16CH	Cells 24CH	Cells+Dim 26CH	Extended +Cells 32CH	Value	Function	Default	Snap
					1	3	9	0 - 255	<b>Red1</b> 0 → 100%		
					2	4	10	0 - 255	<b>Red1 Fine</b> 0 → 100%		
					3	5	11	0 - 255	<b>Green1</b> 0 → 100%		
					4	6	12	0 - 255	<b>Green1 Fine</b> 0 → 100%		
					5	7	13	0 - 255	<b>Blue1</b> 0 → 100%		
					6	8	14	0 - 255	<b>Blue1 Fine</b> 0 → 100%		
					7	9	15	0 - 255	<b>White1</b> 0 → 100%		
					8	10	16	0 - 255	<b>White1 Fine</b> 0 → 100%		
					9	11	17	0 - 255	<b>Red2</b> 0 → 100%		
					10	12	18	0 - 255	<b>Red2 Fine</b> 0 → 100%		
					11	13	19	0 - 255	<b>Green2</b> 0 → 100%		
					12	14	20	0 - 255	<b>Green2 Fine</b> 0 → 100%		
					13	15	21	0 - 255	<b>Blue2</b> 0 → 100%		
					14	16	22	0 - 255	<b>Blue2 Fine</b> 0 → 100%		
					15	17	23	0 - 255	<b>White2</b> 0 → 100%		
					16	18	24	0 - 255	<b>White2 Fine</b> 0 → 100%		
					17	19	25	0 - 255	<b>Red3</b> 0 → 100%		
					18	20	26	0 - 255	<b>Red3 Fine</b> 0 → 100%		
					19	21	27	0 - 255	<b>Green3</b> 0 → 100%		
					20	22	28	0 - 255	<b>Green3 Fine</b> 0 → 100%		
					21	23	29	0 - 255	<b>Blue3</b> 0 → 100%		
					22	24	30	0 - 255	<b>Blue3 Fine</b> 0 → 100%		
					23	25	31	0 - 255	<b>White3</b> 0 → 100%		
					24	26	32	0 - 255	<b>White3 Fine</b> 0 → 100%		

**ELATION PALADIN CUBE™**

**HSI MODES - DMX Channel Values / Functions (17 Total DMX Channels)**

**Supports Software Versions: ≥ 1.0.1**

Features subject to change without notice.  
\*Pixel Zone Control depends on DMX Mode, Flip setting, and fixture head tilt position.

HSI 4CH	HSI-Extended 10CH	HSI+Cells 17CH	Value	Function	Default	Snap
				<b>Strobe</b>		
			0 - 31	Closed		
			32 - 63	Open		
			64 - 95	Strobe (slow → fast)		
	1	1	96 - 127	Open	50	X
			129-159	Pulse (slow → fast)		
			160 - 191	Open		
			192 - 223	Random (slow → fast)		
			224 - 255	Open		
1	2	2		<b>Master Intensity</b>	0	
			0 - 255	Close → Open		
2	3	3		<b>Master Intensity Fine</b>	0	
			0 - 255	Close → Open		

HSI 4CH	HSI-Extended 10CH	HSI+Cells 17CH	Value	Function	Default	Snap
				<b>Dim Modes</b>		
			0 - 20	Standard		
			21 - 40	Stage		
			41 - 60	TV		
			61- 80	Architectural		
			81- 100	Theatre		
			101- 120	Stage 2		
				<b>Dimmer Delay Time</b>		
			121	0s		
			122	0.1s(default)		
			123	0.2s		
			124	0.3s		
			125	0.4s		
			126	0.5s		
			127	0.6s		
			128	0.7s		
			129	0.8s		
			130	0.9s		
			131	1.0s		
			132	1.5s		
			133	2.0s		
			134	3.0s		
			135	4.0s		
			136	5.0s		
			137	6.0s		
			138	7.0s		
			139	8.0s		
			140	9.0s		
			141	10s		
			142 - 255	Default		
	4	4			0	X

HSI 4CH	HSI-Extended 10CH	HSI+Cells 17CH	Value	Function	Default	Snap
				<b>Control</b>		
			0 -19	Idle		
			20-24	Program 1		
			25-29	Program 2		
			30-34	Program 3		
			35-39	Program 4		
			40-44	Program 5		
			45-49	Program 6		
			50-54	Program 7		
			55-59	Program 8		
			60-64	Program 9		
			65-69	Program 10		
			70-74	Program 11		
			75-79	Program 12		
			80-100	Idle		
				<b>Change Refresh Rate (Hz) (Hold 1s)</b>		
			101 - 105	900		
			106 - 110	1000		
	5	5	111 - 115	1100	0	X
			116 - 120	1200 (default)		
			121 - 125	1300		
			126 - 130	1400		
			131 - 135	1500		
			136 - 140	2500		
			141 - 145	4000		
			146 - 150	5000		
			151 - 155	10000		
			156 - 160	15000		
			161 - 165	20000		
			166 - 170	25000		
			171-200	Idle		
				<b>Dimmer Curves (Hold 3s)</b>		
			201-210	Linear (default)		
			211-220	Square		
			221-230	Inverse Square		
			231-240	S-Curve		
			241-255	Idle		



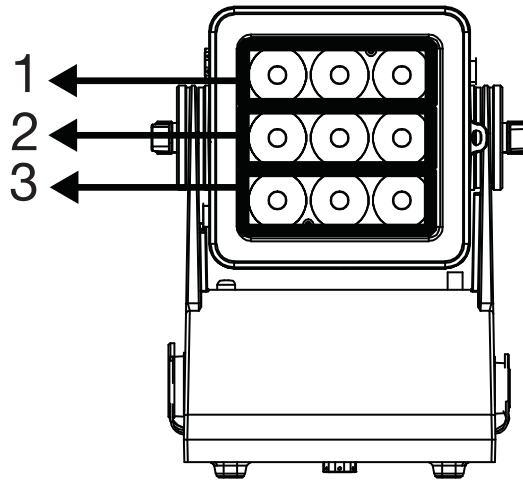
HSI 4CH	HSI-Extended 10CH	HSI+Cells 17CH	Value	Function	Default	Snap
	6	6		<b>Program Speed</b>	128	
			0 - 255	Speed (slow → fast)		
	7	7		<b>Program Fade</b>	128	
			0 - 255	Fade (slow → fast)		
	8	8		<b>Color Macros</b>	0	X
			0 - 255	Macro (1→ 64)		
3	9	9		<b>Hue</b>	0	
			0 - 255	0 → 100%		
4	10	10		<b>Saturation</b>	255	
			0 - 255	0 → 100%		
		11		<b>Intensity</b>	255	
			0 - 255	0 → 100%		
		12		<b>Hue 2</b>	0	
			0 - 255	0 → 100%		
		13		<b>Saturation 2</b>	255	
			0 - 255	0 → 100%		
		14		<b>Intensity 2</b>	255	
			0 - 255	0 → 100%		
		15		<b>Hue 3</b>	0	
			0 - 255	0 → 100%		
		16		<b>Saturation 3</b>	255	
			0 - 255	0 → 100%		
		17		<b>Intensity 3</b>	255	
			0 - 255	0 → 100%		
			0 - 255	0 → 100%		

# PIXEL ZONE CONTROL

This fixture includes 3-pixel zones, each zone containing 3 LED pixels which can be controlled when specific DMX channel modes are selected. The system menu includes a FLIP setting which flips the pixel zones to support unique fixture mounting scenarios.

**NOTE:** Pixel zones control varies depending on the DMX Channel and FLIP modes selected and/or the fixture head tilt position. (see diagrams below)

## STANDARD



## FLIP1

