



## DMX Personality

Zoe Media supports two modes, **Single Universe** or **Multi Universe**. The only difference is that in Multi-Universe mode, each layer starts at Channel #1 on incremental sACN Universes.

The channel numbers below assume single universe mode. If "Simplified Zero Mode" is enabled then the 0 DMX value for each channel will be replaced with the default value (i.e. for the Zoom attribute 0 would be 128) this allows for use with simple desks without creating full fixture profiles.

**Some channels are intentionally skipped for future use.**

### Master Fixture

DMX Channel	Attribute		
1	1.1	Master Intensity	0-255 0-100%
2	1.2	Master Zoom	0-255 0-200%
3	1.3	Master Image Position X	0-128-255 128 is Centred
4	1.4	Master Image Position Y	0-128-255 128 is Centred
5	1.5	Master Crop Top Edge	0-255 0-100% image height
6	1.6	Master Crop Bottom Edge	0-255 0-100% image height
7	1.7	Master Crop Left Edge	0-255 0-100% image width
8	1.8	Master Crop Right Edge	0-255 0-100% image width
9	1.9	Master Rotation	0-128-255 180° CCW - 0° - 180° CW
10	1.10	Keystone Top Left Horizontal	0-255 Moves Top Left Inward
11	1.11	Keystone Top Right Horizontal	0-255 Moves Top Right Inward
12	1.12	Keystone Bottom Left Horizontal	0-255 Moves Bottom Left Inward
13	1.13	Keystone Bottom Right Horizontal	0-255 Moves Bottom Right Inward
14	1.14	Keystone Top Left Vertical	0-255 Moves Top Left Down
15	1.15	Keystone Top Right Vertical	0-255 Moves Top Right Down
16	1.16	Keystone Bottom Left Vertical	0-255 Moves Bottom Left Up
17	1.17	Keystone Bottom Right Vertical	0-255 Moves Bottom Right Up

## Layer Fixture

DMX Channel	Attribute			
<b>31</b>	n.1	Master Intensity	0-255	0-100%
<b>32</b>	n.2	Red	0-255	Red Level
<b>33</b>	n.3	Green	0-255	Green Level
<b>34</b>	n.4	Blue	0-255	Blue Level
<b>35</b>	n.5	Library Image Select		Image Selection [0-255]
<b>36</b>	n.6	Layer Blend Mode		<b>0-15</b> Normal <b>16-31</b> Darken <b>32-47</b> Multiply <b>48-63</b> Colour Burn <b>64-79</b> Linear Burn <b>80-95</b> Lighten <b>96-111</b> Screen <b>112-127</b> Overlay <b>128-143</b> Soft Light <b>144-159</b> Hard Light <b>160-175</b> Vivid Light <b>176-191</b> Difference <b>192-207</b> Exclusion <b>208-223</b> Subtract <b>223-255</b> Normal
<b>37</b>	n.7	Playback Speed	0-255	Linear adjustment between <b>0</b> Stopped <b>128</b> 1x Normal <b>255</b> 2x Fast
<b>38</b>	n.8	Playback Mode		<b>0-128</b> Loop <b>129-255</b> Play Once
<b>39</b>	n.9	Adjust Hue	0-255	0-360° Hue Adjustment
<b>40</b>	n.10	Adjust Saturation	0-128-255	<b>0</b> Desaturated <b>128</b> Normal <b>255</b> Saturated
<b>41</b>	n.11	Adjust Contrast	0-128-255	<b>0</b> Min Contrast <b>128</b> Normal <b>255</b> Contrast
<b>42</b>	n.12	Blur	0-255	Blur Filter
<b>43</b>	n.13	Zoom	0-255	0-200%
<b>44</b>	n.14	Image Position X	0-128-255	128 is Centred
<b>45</b>	n.15	Image Position Y	0-128-255	128 is Centred
<b>46</b>	n.16	Crop Top Edge	0-255	0-100% image height
<b>47</b>	n.17	Crop Bottom Edge	0-255	0-100% image height

<b>48</b>	n.18	Crop Left Edge	0-255	0-100% image width
<b>49</b>	n.19	Crop Right Edge	0-255	0-100% image width
<b>50</b>	n.20	Rotation	0-128-255	180° CCW - 0° - 180° CW

The above channel numbers represent **Layer 1**.

Layers 2, 3, and 4 follow the same pattern but start at DMX channels 71, 11, and 151 respectively or universe n (if the master controls are on universe 11, the layers can be found on universes 12, 13, 14, and 15)