

The Laserlink has 2 independent output channels and 2 objects each channel

DMX channel 1-32 -> Output 1 Object 1
 DMX-channel 33-64 -> Output 1 Object2

DMX-channel 65-96 -> Output 2 Object 1
 DMX-channel 97-128 -> Output 2 Object 2

Channellist for 1 Object

Channel	Laserlink	Description	Default	DMX Value	Description
1	Safetychannel	Safetychannel	100%	0-6	Laser Disabled
				7-255	Laser Enabled
2	Servicechannel Output	Blanking options	0	Bit 0	Invert X
				Bit 1	Clipping at test picture border
				Bit 2	Objects moving towards maximum/minimum deflection are faded out entirely
				Bit 3	Objects hitting the maximum/minimum deflection are partly faded out (soft-edge)
				Bit 4	Rotation scheme
				Eigentlich Bitmaske daher wiederkehrend	
3	Shutter/Strobe	Shutter/ Strobe	100%	0..31	Shutter closed
				32..63	Shutter full open
				64..95	Shutter slow to fast (on / off)
				96..127	Shutter randomized slow to fast
				128..159	Shutter slow to fast dimming from off to on
				160..192	Shutter slow to fast dimming from on to off
				192..223	Shutter slow to fast dimming from off to on and from on to off
				224..255	Shutter full open
4	Dimmer	16 Bit	100%	0	Dimmer closed
5	Dimmer Fine			65535	Dimmer full open
6	Red	0-255	100%	0	0% Output
				255	100% Output
7	Green	0-255	100%	0	0% Output
				255	100% Output
8	Blue	0-255	100%	0	0% Output
				255	100% Output
9	Orange	0-255	100%	0	0% Output
				255	100% Output
10	Pan	PAN 16 bit	50%	0	Object maximum left position (-32768)
11	Pan Fine			32768	Object in middle position (0)
				65535	Object maximum right position (32767)
12	Tilt	TILT 16 bit	50%	0	Object maximum down position (-32768)
				32768	Object in middle position (0)
13	Tilt Fine			65535	Object maximum up position (32767)
				0	Default
14	Gobo	Maximum 255		1	CircSimple
				2	CircMed
				3	CirclePoint
				4	CircBlanked
				5	CircleDot
				6	CircDoublePoint
				7	TheO
				8	DoubleCirc
				9	Doubleellipse
				10	HalfCirc
				11	Halfellipse
				12	Ellipse
				13	EllipseBlanked
				14	Halfdonut
				15	Figure8
				16	6Ellipses
				17	Spiral
				18	SpiralDense
				19	Sine
				20	Sinewave
				21	Heptagram
				22	Pentagram
				23	Star
				24	4Star
				25	Pentax
				26	Star6
				27	DoubleCross
				28	Multitrapez
				29	Diamond
				30	Cross
				31	4CornerCross
				32	Oktogon
				33	Heptagon
				34	Hexagon
				35	HexagonFlat
				36	Pentagon
				37	Square
				38	RectangleHighlight
				39	6Square
				40	Triangle
				41	TriangleHighlight
				42	3Triangle
				43	3TriangleGobo
				44	3Trapeze
				45	Heart
				46	Line50
				47	Line100
				48	LineMultiPoint
				49	LineInterpolated
				50	LineBlanked
				51	Diagonal1
				52	Diagonal2

				53	Cross
				54	4LineCrossBlanked
				55	DoubleLineBlanked
				56	LineBird
				57	2LinesVertikal
				58	2LinesHorizontal
				59	DoubleLine
				60	DoubleLineBlanked
				61	3LinesVertikal
				62	3LinesHorizontal
				63	Multilines7
				64	DiagonalLines
				65	ZigZack
				66	Cassiopeia
				67	Singlecorner
				68	Done
				69	3HalfCircles
				70	Wavetriangle
				71	Raindrop
				72	Flower
				73	Lightning
				74	Flyover
				75	4Trapeze
				76	Polyp
				77	69
				78	Ornament
				79	Softcross
				80	Circ8
				81	6TrapezGobo
				82	Timewarp
				83	Randomlines
				84	Gobomultiline
				85	Swirl
				86	Starwars
				87	GoboSun
				88	Grid
				89	static not assigned
				90	static not assigned
				91	static not assigned
				92	static not assigned
				93	static not assigned
				94	static not assigned
				95	static not assigned
				96	static not assigned
				97	static not assigned
				98	static not assigned
				99	static not assigned
				100	ASineWave
				101	ASineWaveLong
				102	ADblSineWLonge
				103	ADblVertSineWave
				104	ADoubleSineWave
				105	ASineWaveDot
				106	ASineWaveLines
				107	ASineWaveSquare
				108	ARectSinewave
				109	AVertFlatCircleAni
				110	AWaterfall
				111	ALinesSine2
				112	ALinesSine3
				113	AParallelLine
				114	ADoubleSpiral
				115	ADoubleCircle
				116	AQuadCircle
				117	ALineInterSect
				118	ACircleSegmented
				119	ACircleOverlap
				120	animated not assigned
				121	animated not assigned
				122	animated not assigned
				123	animated not assigned
				124	animated not assigned
				125	animated not assigned
				126	animated not assigned
				127	animated not assigned
				128	animated not assigned
				129	animated not assigned
				130	animated not assigned
				131	animated not assigned
				132	animated not assigned
				133	animated not assigned
				134	animated not assigned
				135	animated not assigned
				136	animated not assigned
				137	animated not assigned
				138	animated not assigned
				139	animated not assigned
				140	Beam2
				141	Beam3
				142	Beam4
				143	Beam5
				144	DoubleBeam2
				145	DoubleBeam3
				146	DoubleBeam4
				147	DoubleBeam5
				148	beam not assigned
				149	beam not assigned
				150	Null
				151	1
				152	2
				153	3
				154	4
				155	5
				156	6

				157	7
				158	8
				159	9
				160	special not assigned
				161	special not assigned
				162	special not assigned
				163	special not assigned
				164	special not assigned
				165	special not assigned
				166	special not assigned
				167	special not assigned
				168	special not assigned
				169	special not assigned
				170	special not assigned
				171	special not assigned
				172	special not assigned
				173	special not assigned
				174	special not assigned
				175	special not assigned
				176	special not assigned
				177	special not assigned
				178	special not assigned
				179	special not assigned
				180..255	Custom Gobo
15	RotZ	Rotation Z 16-bit	50%	0..16383	Gobo rotates anti clockwise in a fixed angle
16	RotZ-Fine			16384..32767	Gobo rotates anti clockwise from fast to very slow (autorotation)
				32768	Gobo does not rotate
				32769-49151	Gobo rotates clockwise from very slow to fast
				49152-65535	Gobo rotates clockwise in a fixed angle
17	Color 1 Colorsegments	255 Colorgobos 0-255	0	0	White
				1	Red
				2	Orange
				3	Yellow
				4	Greenyellow
				5	Green
				6	Cyan
				7	Lightblue
				8	Blue
				9	Violet
				10	Hotpink
				11	Magenta
				12	DarkMagenta
				13	White/Green
				14	Green/White
				15	Red/Blue
				16	Blue/Red
				17	Green/Cyan
				18	Cyan/Green
				19	Red/Orange
				20	Orange/Red
				21	Red/Yellow
				22	Yellow/Red
				23	Red/Green
				24	Green/Red
				25	Cyan/Yellow
				26	Yellow/Cyan
				27	Green/Hotpink
				28	Hotpink/Green
				29	WGW
				30	GWG
				31	RBR
				32	BRB
				33	MCM
				34	CMC
				35	WGWG
				36	GWGW
				37	RBRB
				38	BRBR
				39	MCMC
				40	CMCM
				41	GCGC
				42	CGCG
				43	RORO
				44	OROR
				45	RYRY
				46	YRYR
				47	RGBYM
				48	WRGBY
				49	RGBCMG
				50	RGBRGB
				51	W->0-100
				52	W->100-0
				53	Rainbow
				54	B->R->B
				55	W->G->W
				56	B->M->R->M->B
				57	W->G->G->W
				58	B->R->B->B->R->B->R
				59	W->G->W->W->G->W->W->G
				60	Rainbow2
				61	BkW
				62	WBkBk
				63	BkWWW
				64	WWBkBk
				65	BkW
				66	WWWBk
				67	BkBkWBk
				68	BkBkWBk_2
				69	BkBkWBk_3
				70..255	W
18	Color 1 Colorspeed	Colorspeed 0-255	0	0 .. 127	Colorprogram angle
				128 .. 255	Colorprogram in automatic move from slow to fast
19	Color 2 Colorsegments	255 Colorgobos 0-255	0	0	White

				1	Red
				2	Orange
				3	Yellow
				4	Greenyellow
				5	Green
				6	Cyan
				7	Lightblue
				8	Blue
				9	Violet
				10	Hotpink
				11	Magenta
				12	DarkMagenta
				13	White/Green
				14	Green/White
				15	Red/Blue
				16	Blue/Red
				17	Green/Cyan
				18	Cyan/Green
				19	Red/Orange
				20	Orange/Red
				21	Red/Yellow
				22	Yellow/Red
				23	Red/Green
				24	Green/Red
				25	Cyan/Yellow
				26	Yellow/Cyan
				27	Green/Hotpink
				28	Hotpink/Green
				29	WGW
				30	GWG
				31	RBR
				32	BRB
				33	MCM
				34	CMC
				35	WGWG
				36	GWGW
				37	RBRB
				38	BRBR
				39	MCMC
				40	CMCM
				41	GCGC
				42	CGCG
				43	RORO
				44	OROR
				45	RYRY
				46	YRYR
				47	RGBYM
				48	WRGBY
				49	RGBCMG
				50	RGBRGB
				51	W->0-100
				52	W->100-0
				53	Rainbow
				54	B->R->B
				55	W->G->W
				56	B->M->R->M->B
				57	W->G->G->W
				58	B->R->B->B->R->B->B->R
				59	W->G->W->W->G->W->W->G
				60	Rainbow2
				61	BkW
				62	WBkBk
				63	BkWkW
				64	WWBkBk
				65	BkW
				66	WWWBk
				67	BkBkWkBk
				68	BkBkWkBk_2
				69	BkBkWkBk_3
				70..255	W
20	Color 2 Colorspeed	Colorspeed 0-255	0	0 .. 127	Colorprogram angle
				128 .. 255	Colorprogram in automatic move from slow to fast
21	Color X-Fade7mix	Fade Colorprogram 1 into Colorprogram 2	0	0 .. 255	Crossfade from Colorprogram 1 in Colorprogram 2
22	Zoom	ZOOM 16 Bit	50%	0 .. 65535	Gobosize 0%-100%
23	Zoom Fine				
24	Rot X	Rotation X 16 Bit		0 .. 16383	Gobo rotates anti clockwise from fast to very slow (autorotation)
25	Rot X Fine		50%	16384 .. 32767	Gobo rotates anti clockwise in a fixed angle
				32768	Gobo does not rotate
				32769 .. 49151	Gobo rotates clockwise in a fixed angle
				49152 .. 65535	Gobo rotates clockwise from fast to very slow (autorotation)
26	Rot Y	Rotation Y 16 Bit	50%	0 .. 16383	Gobo rotates anti clockwise from fast to very slow (autorotation)
27	Rot Y Fine			16384 .. 32767	Gobo rotates anti clockwise in a fixed angle
				32768	Gobo does not rotate
				32769 .. 49151	Gobo rotates clockwise in a fixed angle
				49152 .. 65535	Gobo rotates clockwise from fast to very slow (autorotation)
28	Modifier 1	Animationseffects like Prism, Sparkle etc.	0	0	Modifier OFF
				1	Clip gobo from beginning
				2	Clip gobo from end
				3	Scan 2x in horizontal direction
				4	Scan 3x in horizontal direction
				5	Scan 4x in horizontal direction
				6	Scan 5x in horizontal direction
				7	Scan 10x in horizontal direction
				8	Scan 2x in vertical direction
				9	Scan 3x in vertical direction
				10	Scan 4x in vertical direction
				11	Scan 5x in vertical direction
				12	Scan 10x in vertical direction
				13	Scan 3x on circle
				14	Scan 3x on circle

				15	Scan 4x on circle
				16	Scan 4x on circle
				17	Scan 5x on circle
				18	Scan 6x on circle
				19	Scan 8x on circle
				20	Scan 3x on slow speed rotating circle
				21	Scan 3x on mid speed rotating circle
				22	Scan 3x on fast speed rotating circle
				23	Scan 5x on slow speed rotating circle
				24	Scan 5x on mid speed rotating circle
				25	Scan 5x on fast speed rotating circle
				26	Scan Matrix 2xHorizontal 3xVertikal
				27	Scan Matrix 3xHorizontal 2xVertikal
				28	Scan 3x along diagonal slow speed
				29	Scan 3x along diagonal mid speed
				30	Scan 3x along diagonal fast speed
				31	Scan 5x along diagonal slow speed
				32	Scan 5x along diagonal mid speed
				33	Scan 5x along diagonal fast speed
				34	Scan 8x along diagonal slow speed
				35	Scan 8x along diagonal mid speed
				36	Scan 8x along diagonal fast speed
				37	Scan 3x vertical moving slow speed
				38	Scan 3x vertical moving mid speed
				39	Scan 3x vertical moving high speed
				40	Scan 5x vertical moving slow speed
				41	Scan 5x vertical moving mid speed
				42	Scan 5x vertical moving high speed
				43	Scan 8x vertical moving slow speed
				44	Scan 8x vertical moving mid speed
				45	Scan 8x vertical moving high speed
				46	Zoom increase slow speed
				47	Zoom increase mid speed
				48	Zoom increase fast speed
				49	Zoom decrease slow speed
				50	Zoom decrease mid speed
				51	Zoom decrease fast speed
				52	Zoom open/close slow speed
				53	Zoom open/close mid speed
				54	Zoom open/close fast speed
				60	SizeX
				61	SizeY
				65	OffsetX
				66	OffsetY
				150	Sinewave X small and mod. Phase
				151	Sinewave X mid and mod. Phase
				152	Sinewave X large and mod. Phase
				153	Sinewave X very slow and mod. Size
				154	Sinewave X slow and mod. Size
				155	Sinewave X mid and mod. Size
				156	Sinewave X fast and mod. Size
				160	Sinewave X very slow and mod. Repeats
				161	Sinewave X slow and mod. Repeats
				162	Sinewave X mid and mod. Repeats
				163	Sinewave X fast and mod. Repeats
				170	Sinewave Y small and mod. Phase
				171	Sinewave Y mid and mod. Phase
				172	Sinewave Y large and mod. Phase
				173	Sinewave Y very slow and mod. Size
				174	Sinewave Y slow and mod. Size
				175	Sinewave Y mid and mod. Size
				176	Sinewave Y fast and mod. Size
				180	Sinewave Y very slow and mod. Repeats
				181	Sinewave Y slow and mod. Repeats
				182	Sinewave Y mid and mod. Repeats
				183	Sinewave Y fast and mod. Repeats
				200	Move object along path defined by a gobo with size 0.25
				201	Move object along path defined by a gobo with size 0.5
				202	Move object along path defined by a gobo with size 0.75
				210	Clipping ellipse mod. Size X
				211	Clipping ellipse very small mod. Offset X
				212	Clipping ellipse small mod. Offset X
				213	Clipping ellipse mid mod. Offset X
				214	Clipping ellipse large mod. Offset X
29	Modifier speed 1	Effect Speed	0	0..255	Speed or Size of Modifier1
					In case of modifier 200-202 used, the DMX value represents the gobo to be used for the path.
30	Modifier 2	Visible, Oscillate etc.	0	0	Modifier OFF
				1	Clip gobo from beginning
				2	Clip gobo from end
				150	Sinewave X small and mod. Phase (post)
				151	Sinewave X mid and mod. Phase (post)
				152	Sinewave X large and mod. Phase (post)
				153	Sinewave X very slow and mod. Size (post)
				154	Sinewave X slow and mod. Size (post)
				155	Sinewave X mid and mod. Size (post)
				156	Sinewave X fast and mod. Size (post)
				160	Sinewave X very slow and mod. Repeats (post)
				161	Sinewave X slow and mod. Repeats (post)
				162	Sinewave X mid and mod. Repeats (post)
				163	Sinewave X fast and mod. Repeats (post)
				170	Sinewave Y small and mod. Phase (post)
				171	Sinewave Y mid and mod. Phase (post)
				172	Sinewave Y large and mod. Phase (post)
				173	Sinewave Y very slow and mod. Size (post)
				174	Sinewave Y slow and mod. Size (post)
				175	Sinewave Y mid and mod. Size (post)
				176	Sinewave Y fast and mod. Size (post)
				180	Sinewave Y very slow and mod. Repeats (post)
				181	Sinewave Y slow and mod. Repeats (post)
				182	Sinewave Y mid and mod. Repeats (post)

				183	Sinewave Y fast and mod. Repeats (post)
				200	Move object along path speed according Modifier 1
				201	Move object along path speed according Modifier 1
				202	Move object along path speed according Modifier 1
				210	Clipping ellipse mod. Size Y
				211	Clipping ellipse very small mod. Offset Y
				212	Clipping ellipse small mod. Offset Y
				213	Clipping ellipse mid mod. Offset Y
				214	Clipping ellipse large mod. Offset Y
31	Modifier Speed 2	Effect Speed	0	0.255	Speed or Size of Modifier2
32	Delay/Point Repeat	Scanrate	0	0.247	Picture Repeat from slow to fast in 0,1s steps
				248	Scanrate 5K
				249	5k + maximum scanrate / 7
				250	5k + 2*maximum scanrate / 7
				251	5k + 3*maximum scanrate / 7
				252	5k + 4*maximum scanrate / 7
				253	5k + 5*maximum scanrate / 7
				254	5k + 6*maximum scanrate / 7
				255	Maximum adjusted scanrate