



# Pangolin FB4

## 39 Channel DMX profile assignment

Channel number(s)	Name	Channel width	Description	Comments
1	Fixture Mode	8-bit	Value should be 251 (0xFB) to enable output Value should be 240 (0xF0) for at least 2 seconds to enter the setup profile. (FB4 will exit "setup profile" as soon as the value is no longer 240)	During setup the red light on the FB4 will blink. During playback mode, the red light will burn continuously.
2	Master Intensity	8-bit	0 = 0%, 255 = 100%	Only available in the setup mode.
3	Test frame	8-bit	0 = off, 1-255 = "/content/test_xxx.FB4Animation" (xxx = 001-255)	
4,5	Geo: X Size	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
6,7	Geo: Y Size	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
8,9	Geo: X Position	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
10,11	Geo: Y Position	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
12,13	Geo: Z Rotation	16-bit	0 = 0°, 65535 = 360°	
14	Page	8-bit	0 = No output, 1-255 = Page 1-255	Content is located at "/content/dmx/PxxxCyyy.FB4Animation"
15	Cues	8-bit	0 = No output, 1-255 = Cue 1-255	Where xxx is page and yyy is cue (zero padded, so 1 → 001)
16	Cue Speed	8-bit	0 = 0%, 100 = 100%, 255 = 255%	
17	Dimmer	8-bit	0 = 0%, 255 = 100%	
18,19	Zoom	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
20,21	X size	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
22,23	Y size	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
24,25	Z angle	16-bit	0 = 0°, 65535 = 360°	
26,27	Z rotation	16-bit	Continues rotation from -60 till 60 Rpm 0 = Original, 1 till 32767 = -100% till -1% rotation, 32768 = keep angle but do not rotate, 32769 till 65535 = 1% till 100% rotation	
28,29	X position	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
30,31	Y position	16-bit	0 = -100%, 32768 = 0, 65535 = +100%	
32	Scanrate	8-bit	0-255 = From 5K to cue scanrate	Lowering the scan rate can impact the cue speed of the laser
33	Red	8-bit	Red component for mixing with the original cue	
34	Green	8-bit	Green component for mixing with the original cue	
35	Blue	8-bit	Blue component for mixing with the original cue	
36	Alpha	8-bit	0 = Original color, 255 = RGB color	
37	Visible points start	8-bit	Cut off points from the start of a frame	
38	Visible points end	8-bit	Cut off points from the end of a frame	
39	Strobe	8-bit	0 = Off, 1 = 1Hz , 255 = 20Hz	