

**Pandoras Box Version 8 DMX Profile**  
**- Sequence -**

5 CH	Parameter		Values	Meaning	Default
1	Opacity	8 Bit	0 1,255	Sequence not visible Opacity for all layers on sequence	255
2	Transport Control	8 Bit	0 128 255	Pause Play Stop	0
3	Cue	8 Bit	0 1,255	no Cue Cue ID	0
4	Frame	16 Bit	0 65535	Set nowpointer to frame pos	0

**Pandoras Box Version 8 DMX Profile  
- Audio Track -**

11 CH	Parameter		Values	Meaning	Default
1	Folder	8 Bit	0 1..255	no Folder Folder ID	0
2	Media	8 Bit	0 1..255	no Media File ID	0
3	Video Control	8 Bit	0 64 128 192	Stop Play Once Pause Play Loop	192
4	Volume	16 Bit	0 32768 46300 65535	no Audio -96db 0db 3db full Audio	0
6	Inpoint	16 Bit	0 65535	File Beginning End of File	0
8	Outpoint	16 Bit	0 65535	File Beginning End of File	65535
10	Pan	16 Bit	0 32768 65535	Left Ch only Center - L+R Ch Right Ch only	32768

## Pandoras Box Version 8 DMX Profile - Video Layer -

	Console	Standard					
	97 CH	53 CH	Parameter		Values	Meaning	Default
Media	1	1	Folder	8 Bit	0 1..255	no Folder Folder ID	0
	2	2	Media	8 Bit	0 1..255	no Media File ID	0
Mesh	3	3	Object Folder	8 Bit	0 1..255	no Folder Folder ID	0
	4	4	Object Media	8 Bit	0 1..255	no Object File ID	0
Opacity	5	5	Opacity	8 Bit	0 1..255	Layer not visible Opacity	0
Playback	6	6	Video Control	8 Bit	0	Stop	192
					64	Play Once	
					128	Pause	
					192	Play Loop	
7	7	Speed	8 Bit	0..127	10% to 100%	128	
				128	1:1 Speed (100%)		
				129..255	100% to 500%		
8	8	Inpoint	16 Bit	0 65535	File Beginning End of File	0	
10	10	Outpoint	16 Bit	0 65535	File Beginning End of File	65535	
Audio	12	12	Volume	16 Bit	0	No Audio, -96dB	0
					32768	0dB	
					46300	3dB	
					65535	Max. Volume	
Position	<i>By default, the GUI displays position parameters as pixel values but incoming DMX values are in generic units. To display generic units, see chapter "Unit Management" in the helpfile. One display width equals 16.000 units, the height is calculated by the aspect ratio. Resolution: 1 DMX step = 0.008 units</i>						
	14	14	X Pos	16 Bit	0	-256.000 units left	32768
					32768	Center	
					65535	+256.000 units right	
	16	16	Y Pos	16 Bit	0	-256.000 units down	32768
32768					Center		
65535	+256.000 units up						
18	18	Z Pos	16 Bit	0	-256.000 units backwards	32768	
				32768	Center		
65535	+256.000 units forwards						
Rotation	<i>Resolution: 1 DMX step = 0.033°</i>						
	20	20	X Angle	16 Bit	0	-1080.00°	32768
					32768	0°	
					65535	+1080.00°	
	22	22	Y Angle	16 Bit	0	-1080.00°	32768
					32768	0°	
	65535	+1080.00°					
	24	24	Z Angle	16 Bit	0	-1080.00°	32768
					32768	0°	
	65535	+1080.00°					
	<i>Mode Channel switches between "Angle" and "Speed"</i>						
	26	26	X Rot Mode	8 Bit	0	Fixed Angle	0
					1	Rotation Speed	
	27	27	Y Rot Mode	8 Bit	0	Fixed Angle	0
1					Rotation Speed		
28	28	Z Rot Mode	8 Bit	0	Fixed Angle	0	
				1	Rotation Speed		
<i>Resolution: 1 DMX step = 1 rotation per hour</i>							
29	29	X Speed	16 Bit	0	Max. rotation speed counterclockwise	32768	
				32768	No continuous rotation		
65535	Max. rotation speed clockwise						
31	31	Y Speed	16 Bit	0	Max. rotation speed counterclockwise	32768	
				32768	No continuous rotation		
65535	Max. rotation speed clockwise						
33	33	Z Speed	16 Bit	0	Max. rotation speed counterclockwise	32768	
				32768	No continuous rotation		
65535	Max. rotation speed clockwise						
Scale	<i>Resolution: 1 DMX step = 0.001 unit</i>						
	35	35	X Scale	16 Bit	0	Not visible	1000
					1000	Original size	
					2000	Double size	
	65535	Maximum scaling 65x					
	37	37	Y Scale	16 Bit	0	Not visible	1000
					1000	Original size	
					2000	Double size	
	65535	Maximum scaling 65x					
39	39	Z Scale	16 Bit	0	Not visible	1000	
				1000	Original size		
				2000	Double size		
65535	Maximum scaling 65x						

## Pandoras Box Version 8 DMX Profile - Video Layer -

Console      Standard

97 CH	53 CH	Parameter		Values	Meaning	Default
Rotation Pivot		<i>See "Position" Note</i>				
	41	X Rot Pivot	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768
	43	Y Rot Pivot	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768
	45	Z Rot Pivot	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	32768
Scale Pivot		<i>See "Position" Note</i>				
	47	X Scale Pivot	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768
	49	Y Scale Pivot	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768
	51	Z Scale Pivot	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	32768
Blend Mode		<i>Details on Blend Mode see helpfile</i>				
	53	Blend Mode	8 Bit	0 1..255	Normal Blend Mode Blend Mode ID	0
Effects		<i>All MultiFX have nine 16Bit parameter channels. Not all parameters are used for all FX. See helpfile for detailed information on each FX.</i>				
41		FX1 Selection	8 Bit	0 1..255	No FX FX ID	0
42		FX 1.1	16 Bit	0..65535	Parameter 1	32768
44		FX 1.2	16 Bit	0..65535	Parameter 2	32768
46		FX 1.3	16 Bit	0..65535	Parameter 3	32768
48		FX 1.4	16 Bit	0..65535	Parameter 4	32768
50		FX 1.5	16 Bit	0..65535	Parameter 5	32768
52		FX 1.6	16 Bit	0..65535	Parameter 6	32768
54		FX 1.7	16 Bit	0..65535	Parameter 7	32768
56		FX 1.8	16 Bit	0..65535	Parameter 8	32768
58		FX 1.9	16 Bit	0..65535	Parameter 9	32768
60		FX2 Selection	8 Bit	0 1..255	No FX FX ID	0
61		FX 2.1	16 Bit	0..65535	Parameter 1	32768
63		FX 2.2	16 Bit	0..65535	Parameter 2	32768
65		FX 2.3	16 Bit	0..65535	Parameter 3	32768
67		FX 2.4	16 Bit	0..65535	Parameter 4	32768
69		FX 2.5	16 Bit	0..65535	Parameter 5	32768
71		FX 2.6	16 Bit	0..65535	Parameter 6	32768
73		FX 2.7	16 Bit	0..65535	Parameter 7	32768
75		FX 2.8	16 Bit	0..65535	Parameter 8	32768
77		FX 2.9	16 Bit	0..65535	Parameter 9	32768
79		FX 3 Selection	8 Bit	0 1..255	No FX FX ID	0
80		FX 3.1	16 Bit	0..65535	Parameter 1	32768
82		FX 3.2	16 Bit	0..65535	Parameter 2	32768
84		FX 3.3	16 Bit	0..65535	Parameter 3	32768
86		FX 3.4	16 Bit	0..65535	Parameter 4	32768
88		FX 3.5	16 Bit	0..65535	Parameter 5	32768
90		FX 3.6	16 Bit	0..65535	Parameter 6	32768
92		FX 3.7	16 Bit	0..65535	Parameter 7	32768
94		FX 3.8	16 Bit	0..65535	Parameter 8	32768
96		FX 3.9	16 Bit	0..65535	Parameter 9	32768

## Pandoras Box Version 8 DMX Profile - Light Layer -

	Console	Standard					
	34 CH	39 CH	Parameter		Values	Meaning	Default
Media	1	1	Folder	8 Bit	0 1..255	no Folder Folder ID	0
	2	2	Media	8 Bit	0 1..255	no Media File ID	0
Intensity	3	3	Intensity	8 Bit	0	Light not visible	255
					1..255	Intensity	
Playback	4	4	Video Control	8 Bit	0	Stop	0
					64	Play Once	
					128	Pause	
	5	5	Speed	8 Bit	192	Play Loop	128
					0..127	10% to 100%	
6	6	Inpoint	16 Bit	128	1:1 Speed (100%)	0	
				129..255	100% to 500%		
8	8	Outpoint	16 Bit	0	File Beginning	65535	
				65535	End of File		
Position	<p><i>By default, the GUI displays position parameters as pixel values but incoming DMX values are in generic units. To display generic units, see chapter "Unit Management" in the helpfile. One display width equals 16.000 units, the height is calculated by the aspect ratio. Resolution: 1 DMX step = 0.008 units</i></p>						
	10	10	X Pos	16 Bit	0	-256.000 units left	32768
					32768	Center	
	12	12	Y Pos	16 Bit	65535	+256.000 units right	34048
					0	-256.000 units down	
14	14	Z Pos	16 Bit	32768	Center	29568	
				65535	+256.000 units forwards		
Target	16	16	X Pos	16 Bit	0	-256.000 units left	32768
					32768	Center	
					65535	+256.000 units right	
18	18	Y Pos	16 Bit	0	-256.000 units down	32768	
				32768	Center		
				65535	+256.000 units up		
20	20	Z Pos	16 Bit	0	-256.000 units backwards	32768	
				32768	Center		
				65535	+256.000 units forwards		
Color	22	22	Red	8 Bit	0..255	Red level, Color Picker	255
	23	23	Green	8 Bit	0..255	Green level, Color Picker	255
	24	24	Blue	8 Bit	0..255	Blue level, Color Picker	255
Settings	25	25	Angle	16 Bit	0	0.000	7282
					7282	20.000	
					65535	180.000	
	27	27	Aspect Ratio	16 Bit	0	0	3277
					3277	1	
					65535	20	
	29	29	Z Roll	16 Bit	0	-1080.00°	32768
					32768	0°	
31	31	Near Plane	16 Bit	65535	+1080.00°	5	
				0			
33	33	Far Plane	16 Bit	0..65535		5000	
				0	0.000		
31	35	Tolerance	16 Bit	3277	0.050	3277	
				65535	1.000		
33	37	Softness	16 Bit	0	0	16384	
				16384	250		
65535					1000		
	Mode	39	Projection Mode	8 Bit	0	Perspective	0
1					Orthogonal		

## Pandoras Box Version 8 DMX Profile - Camera Device -

	Console	Standard						
	23 CH	31 CH	Parameter		Values	Meaning	Default	
Mode	1	1	Projection Mode	8 Bit	0 32768 1 65535	Perspective Orthogonal	0	
Viewpoint Position			<i>By default, the GUI displays position parameters as pixel values but incoming DMX values are in generic units. To display generic units, see chapter "Unit Management" in the helpfile. One display width equals 16.000 units, the height is calculated by the aspect ratio. Resolution: 1 DMX step = 0.008 units</i>					
	2	2	X Pos	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768	
	4	4	Y Pos	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768	
	6	6	Z Pos	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	29568	
Target Position	8	8	Target X Pos	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768	
	10	10	Target Y Pos	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768	
	12	12	Target Z Pos	16 Bit	0 32768 65535	-256.000 units backwards Center +256.000 units forwards	32768	
Settings	14	14	FOV	16 Bit	0 17745 65535	0.001 35.489 131.070	17745	
	16		Near Plane	16 Bit	0..65535		5	
	18		Far Plane	16 Bit	0..65535		50000	
	16	20	Aspect Ratio	16 Bit	0 10924 32768 65535	0.000 1.000 3.000 6.000	10924	
Lens Shift	18	22	X Offset	16 Bit	0 32768 65535	-256.000 units left Center +256.000 units right	32768	
	20	24	Y Offset	16 Bit	0 32768 65535	-256.000 units down Center +256.000 units up	32768	
	22	26	Z Roll	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768	
Background Color		28	Red	8 Bit	0 255	Red level, Color Picker	0	
		29	Green	8 Bit	0 255	Green level, Color Picker	0	
		30	Blue	8 Bit	0 255	Blue level, Color Picker	0	
		31	Alpha	8 Bit	0 255	Alpha Level	255	

## Pandoras Box Version 8 DMX Profile - Output Device -

Console		Standard					
124 CH	125 CH	Parameter		Values	Meaning	Default	
Matrix	1	Matrix Folder	8 Bit	0 1..255	no Folder Folder ID	0	
	2	Matrix File	8 Bit	0 1..255	no Matrix File ID	0	
State	1	Bypass	8 Bit	0 1	Render Bypass	0	
Object	4	Camera	16 Bit	-	cannot be assigned via DMX control		
	2	Object Folder	8 Bit	0 1..255	no Folder Folder ID	0	
	3	Object Media	8 Bit	0 1..255	no Object File ID	0	
	4	Opacity	8 Bit	0 1..255	Not visible Opacity	255	
Position	<i>By default, the GUI displays position parameters as pixel values but incoming DMX values are in generic units. To display generic units, see chapter "Unit Management" in the helpfile. One display width equals 16.000 units, the height is calculated by the aspect ratio. Resolution: 1 DMX step = 0.008 units</i>						
	5	9	X Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	7	11	Y Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	9	13	Z Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
Rotation	<i>Resolution: 1 DMX step = 0.033°</i>						
	11	15	X Angle	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768
	13	17	Y Angle	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768
	15	19	Z Angle	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768
	<i>Mode Channel switches between "Angle" and "Speed"</i>						
	17	21	X Rot Mode	8 Bit	0 1	Fixed Angle Rotation Speed	0
	18	22	Y Rot Mode	8 Bit	0 1	Fixed Angle Rotation Speed	0
	19	23	Z Rot Mode	8 Bit	0 1	Fixed Angle Rotation Speed	0
	<i>Resolution: 1 DMX step = 1 rotation per hour</i>						
	20	24	X Speed	16 Bit	0 32768 65535	Max. rotation speed counterclockwise No continuous rotation Max. rotation speed clockwise	32768
22	26	Y Speed	16 Bit	0 32768 65535	Max. rotation speed counterclockwise No continuous rotation Max. rotation speed clockwise	32768	
24	28	Z Speed	16 Bit	0 32768 65535	Max. rotation speed counterclockwise No continuous rotation Max. rotation speed clockwise	32768	
Scale	<i>Resolution: 1 DMX step = 0.001 unit</i>						
	26	30	X Scale	16 Bit	0 1000 2000 65535	Not visible Original size Double size Maximum scaling 65x	1000
	28	32	Y Scale	16 Bit	0 1000 2000 65535	Not visible Original size Double size Maximum scaling 65x	1000
30	34	Z Scale	16 Bit	0 1000 2000 65535	Not visible Original size Double size Maximum scaling 65x	1000	
Rotation Pivot	<i>See "Position" Note</i>						
		36	X Rot Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
		38	Y Rot Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	40	Z Rot Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768	

## Pandoras Box Version 8 DMX Profile - Output Device -

Console		Standard				
124 CH	125 CH	Parameter		Values	Meaning	Default
Scale Pivot		<i>See "Position" Note</i>				
	42	X Scale Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	44	Y Scale Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	46	Z Scale Pivot	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
Viewpoint Position		<i>See "Position" Note</i>				
	48	X Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	50	Y Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	52	Z Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	29568
Target Position		<i>See "Position" Note</i>				
	54	Traget X Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	56	Target Y Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	58	Target Z Pos	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
Settings						
	60	FOV	16 Bit	0 17745 65535	0.001 35.489 131.070	17745
	62	Near Plane	16 Bit	0.65535		5
	64	Far Plane	16 Bit	0.65535		50000
	66	Aspect Ratio	16 Bit	0 10924 32768 65535	0 1.000 3.000 6.000	10924
Lens Shift						
	68	X Offset	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	70	Y Offset	16 Bit	0 32768 65535	-256.000 units Center +256.000 units	32768
	72	Z Roll	16 Bit	0 32768 65535	-1080.00° 0° +1080.00°	32768
Background Color						
	74	Red	8 Bit	0 255	Red level, Color Picker	0
	75	Green	8 Bit	0 255	Green level, Color Picker	0
	76	Blue	8 Bit	0 255	Blue level, Color Picker	0
	77	Alpha	8 Bit	0 255	Alpha Level	255
Pixel Warp						
	78	Pixel Warp Folder	8 Bit	0 1..255	no Folder Folder ID	0
	79	Pixel Warp Media	8 Bit	0 1..255	no Pxel Warp File File ID	0
Keystone						
32	80	Keystone L	16 Bit	0.65535		32768
34	82	Keystone L Pos	16 Bit	0.65535		32768
36	84	Keystone R	16 Bit	0.65535		32768
38	86	Keystone R Pos	16 Bit	0.65535		32768
40	88	Keystone T	16 Bit	0.65535		32768
42	90	Keystone T Pos	16 Bit	0.65535		32768
44	92	Keystone B	16 Bit	0.65535		32768
46	94	Keystone B Pos	16 Bit	0.65535		32768
48	96	Linearity X	16 Bit	0.65535		32768
50	98	Linearity Y	16 Bit	0.65535		32768



## Pandoras Box Version 8 DMX Profile - Output Device -

Console	Standard						
124 CH	125 CH	Parameter	Values	Meaning	Default		
Softedge	100	Blend Folder	8 Bit	0 1..255	no Folder Folder ID	0	
	101	Blend Media	8 Bit	0 1..255	no Blend File File ID	0	
	52	102	Softedge Left	16 Bit	0..65535		0
	54	104	Softedge Left Curve	16 Bit	0..65535		32768
		106	Softedge Left Marker	8 Bit	0 1..255	no marker black to white marker	0
		107	Softedge Left Marker Width	8 Bit	0..255		32
	56	108	Softedge Right	16 Bit	0..65535		0
	58	110	Softedge Right Curve	16 Bit	0..65535		32768
		112	Softedge Right Marker	8 Bit	0 1..255	no marker black to white marker	0
		113	Softedge Right Marker Width	8 Bit	0..255		32
	60	114	Softedge Top	16 Bit	0..65535		0
	62	116	Softedge Top Curve	16 Bit	0..65535		32768
		118	Softedge Top Marker	8 Bit	0 1..255	no marker black to white marker	0
		119	Softedge Left Top Width	8 Bit	0..255		32
	64	120	Softedge Bottom	16 Bit	0..65535		0
	66	122	Softedge Bottom Curve	16 Bit	0..65535		32768
		124	Softedge Bottom Marker	8 Bit	0 1..255	no marker black to white marker	0
		125	Softedge Bottom Marker Width	8 Bit	0..255		32
	Effects		<i>All MultiFX have nine 16Bit parameter channels. Not all parameters are used for all FX. See helpfile for detailed information on each FX.</i>				
	68		FX1 Selection	8 Bit	0 1..255	No FX FX ID	0
69		FX 1.1	16 Bit	0..65535	Parameter 1	32768	
71		FX 1.2	16 Bit	0..65535	Parameter 2	32768	
73		FX 1.3	16 Bit	0..65535	Parameter 3	32768	
75		FX 1.4	16 Bit	0..65535	Parameter 4	32768	
77		FX 1.5	16 Bit	0..65535	Parameter 5	32768	
79		FX 1.6	16 Bit	0..65535	Parameter 6	32768	
81		FX 1.7	16 Bit	0..65535	Parameter 7	32768	
83		FX 1.8	16 Bit	0..65535	Parameter 8	32768	
85		FX 1.9	16 Bit	0..65535	Parameter 9	32768	
87		FX2 Selection	8 Bit	0 1..255	No FX FX ID	0	
88		FX 2.1	16 Bit	0..65535	Parameter 1	32768	
90		FX 2.2	16 Bit	0..65535	Parameter 2	32768	
92		FX 2.3	16 Bit	0..65535	Parameter 3	32768	
94		FX 2.4	16 Bit	0..65535	Parameter 4	32768	
96		FX 2.5	16 Bit	0..65535	Parameter 5	32768	
98		FX 2.6	16 Bit	0..65535	Parameter 6	32768	
100		FX 2.7	16 Bit	0..65535	Parameter 7	32768	
102		FX 2.8	16 Bit	0..65535	Parameter 8	32768	
104		FX 2.9	16 Bit	0..65535	Parameter 9	32768	
106		FX 3 Selection	8 Bit	0 1..255	No FX FX ID	0	
107		FX 3.1	16 Bit	0..65535	Parameter 1	32768	
109		FX 3.2	16 Bit	0..65535	Parameter 2	32768	
111		FX 3.3	16 Bit	0..65535	Parameter 3	32768	
113		FX 3.4	16 Bit	0..65535	Parameter 4	32768	
115		FX 3.5	16 Bit	0..65535	Parameter 5	32768	
117		FX 3.6	16 Bit	0..65535	Parameter 6	32768	
119		FX 3.7	16 Bit	0..65535	Parameter 7	32768	
121		FX 3.8	16 Bit	0..65535	Parameter 8	32768	
123		FX 3.9	16 Bit	0..65535	Parameter 9	32768	