

### Resolume DMX Auto Map

The Resolume DMX Auto Map is always the same for the whole application and automatically maps the layers and the most common controls. This way you can create profiles for your lighting desks and be assured that the DMX Map is always the same. If you would like to create your own DMX map for Resolume then you should disable this Auto Map and use the Composition DMX Map that is accessible through the Mapping menu.

### Composition [27 channels]

Explanation of different types

- Standard - fader
- Select - selects for instance a deck or track
- Event - a DMX value higher than 0 triggers an event
- Toggle - a DMX value of 0 means On, any other value means Off

#### [Audio and Video]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Master	1	1.0	255	Standard	0.0 - 1.0	0 - 255	
Bypass	2	Off	0	Toggle	On - Off	0 - 1	
Clear	3		0	Event		0 - 1	
Crossfader A-B	4	0.5	128	Standard	0.0 - 1.0	0 - 255	
Trigger Column	5	0	0	Select	0 - 255	0 - 255	
Select Deck	6	0	0	Select	0 - 255	0 - 255	DMX value 0 is ignored DMX values 1 to 255 correspond with columns 1 to 255 Select deck 1 to 256
Dashboard Dial 1	7	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 2	8	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 3	9	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 4	10	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 5	11	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 6	12	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 7	13	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 8	14	0.0	0	Standard	0.0 - 1.0	0 - 255	

#### [Playback]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Bpm	15	120.0	60	Standard	2.0 - 500.0	0 - 255	
Tap	16		0	Event		0 - 1	
Resync	17		0	Event		0 - 1	
Pause	18		0	Toggle	On - Off	0 - 1	
Master Speed	19	1.0	25	Standard	0.0 - 10.0	0 - 255	
Master Direction	20	1	1	Select	0 - 3	0 - 3	0 - Backwards 1 - Forwards 2 - Paused 3 - Random

#### [Audio]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Volume	21	0.0	196	Standard	-40.0db - +12.0db	0 - 255	
Pan	22	0.0	128	Standard	-1.0 - 1.0	0 - 255	

#### [Video]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Fade Out	23	1.0	255	Standard	0.0 - 1.0	0 - 255	
Scale	24	100.0%	26	Standard	0.0% - 1000.0%	0 - 255	
Rotate X	25	0.0	127	Standard	-180.0° - 180.0°	0 - 255	
Rotate Y	26	0.0	127	Standard	-180.0° - 180.0°	0 - 255	
Rotate Z	27	0.0	127	Standard	-180.0° - 180.0°	0 - 255	

Layer [37 channels]  
 Each layer needs 37 channels,  
 Layer 1 DMX range is from 28 to 65  
 Layer 2 DMX range is from 66 to 103  
 Layer 3 DMX range is from 104 to 140  
 ...etc...

Explanation of different types  
 Standard - fader  
 Select - selects for instance a deck or track  
 Event - a DMX value higher than 0 triggers an event  
 Toggle - a DMX value of 0 means On, any other value means Off

[Audio and Video]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
AV Fader	28	1.0	255	Standard	0.0 - 1.0	0 - 255	
Bypass	29	Off	0	Toggle	On - Off	0 - 1	
Clear	30		0	Event		0 - 1	
Solo	31	Off	0	Toggle	On - Off	0 - 1	
Bus	32	0	0	Select	0 - 2	0 - 2	0 - Off 1 - Bus A 2 - Bus B
Move Up	33		0	Event		0 - 1	
Move Down	34		0	Event		0 - 1	
Trigger Clip	35	0	0	Select	0 - 255	0 - 255	DMX value 0 is ignored DMX values 1 to 255 correspond with clips 1 to 255 in this layer
Dashboard Dial 1	36	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 2	37	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 3	38	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 4	39	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 5	40	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 6	41	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 7	42	0.0	0	Standard	0.0 - 1.0	0 - 255	
Dashboard Dial 8	43	0.0	0	Standard	0.0 - 1.0	0 - 255	

[Playback]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Speed	44	1.0	25	Standard	0.0 - 10.0	0 - 255	When audio file is playing range is from 0.1 to 2.0 Default at DMX value 25 (Video)
Direction	45	1	1	Select	0 - 3	0 - 3	0 - Backwards 1 - Forwards 2 - Paused 3 - Random
Playmode	46	0	0	Select	0 - 2	0 - 2	0 - Loop 1 - Bounce 2 - Play Once
Playhead	47	0.0	0	Standard	0.0 - 1.0	0 - 255	
Transition Time	48	0.0	0	Standard	0.0 - 1.0	0 - 255	Time is from 0 to 10 seconds
Transition Blend Mode	49	4	4	Select	0 - n	0 - 255	see [Video] Select Blend Mode
Auto Pilot	50	3	3	Select	0 - 3	0 - 3	0 - Play Next Clip 1 - Play Previous Clip 2 - Play Random Clip 3 - Paused

[Audio]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Volume	51	1.0	255	Standard	0.0 - 1.0	0 - 255	
Pan	52	0.0	128	Standard	-1.0 - 1.0	0 - 255	

[Video]

Function	Channel	Default	Default DMX	Type	Range	DMX Range	Info
Opacity	53	1.0 or 0.5	255 or 128	Standard	0.0 - 1.0	0 - 255	Layer 1 default is 1.0 the other layers default to 0.5
Select Blend Mode	54	4	4	Select	0 - n	0 - 255	Actually ranges from 0 to number of available blend modes minus 1 01 - 50 Add 02 - 50 Lighten 03 - 50 Mask 04 - Add 05 - Alpha 06 - Burn 07 - Cube 08 - Darken 09 - Difference 10 - Difference I 11 - Displace 12 - Dodge 13 - Hard Light 14 - Lighten 15 - LOrZ 16 - Luma Is Alpha 17 - Luma Key 18 - Luma Key I 19 - Meta Mix 20 - Multi Task 21 - Multiply 22 - Parts 23 - RGB 24 - Rotate X 25 - Rotate Y 26 - Screen 27 - Shift RGB 28 - Soft Light 29 - Static 30 - Subtract 31 - Tile 32 - Time Switcher 33 - Wipe Down 34 - Wipe Ellipse 35 - Wipe Left 36 - Wipe Right 37 - Wipe Up 38 - Zoom In 39 - Zoom Out 40 - to Black 41 - to White
Width	55	disabled	0	Standard	0.0 - 4096.0	0 - 255	Note that layer width and height are disabled by default, first enable to send DMX values
Height	56	disabled	0	Standard	0.0 - 4096.0	0 - 255	
Scale	57	100.0%	26	Standard	0.0% - 1000.0%	0 - 255	
Position X	58	0.0	128	Standard	-4096.0 - 4096.0	0 - 255	
Position Y	59	0.0	128	Standard	-4096.0 - 4096.0	0 - 255	
Rotate X	60	0.0°	127	Standard	-180.0° - 180.0°	0 - 255	
Rotate Y	61	0.0°	127	Standard	-180.0° - 180.0°	0 - 255	
Rotate Z	62	0.0°	127	Standard	-180.0° - 180.0°	0 - 255	
Anchor X	63	0.0	128	Standard	-2048.0 - 2048.0	0 - 255	
Anchor Y	64	0.0	128	Standard	-2048.0 - 2048.0	0 - 255	
Anchor Z	65	0.0	128	Standard	-2048.0 - 2048.0	0 - 255	