

DL.2, DL.3 Channel Map for GrandMA Consoles

Parameters are listed alphabetically. Those with multiple names are listed multiple times for faster access.

Example: Strobe is found under "Strobe" and "Mask Strobe."

The **Fixture** column refers to the fixture selection required to access the parameter.

Feature selects the correct attribute set.

Attribute indicates the parameter name listed on the wheel.

If you are using an Axon Media Server, disregard all Motion Parameters.

Parameter	Fixture	Feature	Attribute
Black Level	Graphics	Visual Mode	V Mod 1
Blue Gain	Motion	Camera Gain	Blue Gain
Camera- Capture	Motion	Special	Control Input
Camera Effects	Motion	Camera (B)	Cam Effects
Camera Focus	Motion	Camera (A)	Cam Focus
Camera Orientation	Motion	Camera (B)	Cam Orientation
Camera Zoom	Motion	Camera (A)	Cam Zoom
Capture-S-video or camera	Motion	Special	Control Input
CMY mixing	Global, Graphics	FX1 or FX2	FX 1 Mod 1, FX 2 Mod 1, etc
Contrast	Graphics	Visual Mode	V Mod 2
Control Mode	Global	Global CTRL	Global CTRL
Control Modifier	Global	Global CTRL	Control Modifier
Effects- Media Server	Global, Graphics	FX1 or FX2	FX 1, FX 2
Effects Modulation	Global, Graphics	FX1 or FX2	FX 1 Mod 1, FX 2 Mod 1, etc
Fade Edges	Global	Image	Edge Top, etc
Fixture Reset	Motion	Special	Control Input

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Parameter	Fixture	Feature	Attribute
Focus (projector focus)	Motion	Focus	Focus
Focus (camera focus)	Motion	Camera (A)	Cam Focus
Image X Position	Graphics	Position	X Pos
Image X,Y,Z Rotation	Graphics	Rotation	X Rot, Y Rot, Z Rot
Image Y Position	Graphics	Position	Y Pos
Image Z Position	Graphics	Position	Z Pos
In Frame	Graphics	Videoplay	In Frame
Inputs - RGBHV or graphics	Motion	Special	Control Input
Intensity (Opacity)	Graphics	Dimmer	Dim
IR intensity	Motion	Camera (A)	IR
Iris	Motion	Dimmer	Dim
Keystoning	Global	Shaper1 (A) and (B)	1A, 1B, 2A, 2B, etc
Keystone ratio	Global	Keystone Ratio	X Ratio, Y Ratio
Lamp Function	Motion	Special	Control Input
Mask	Global	Mask	Mask Type
Mask Size	Global	Mask	Mask Size
Mask Soft Edge	Global	Mask	Mask Edge Fade
Mask Strobe	Global	Mask	Mask Type used with Mask Edge Fade
Media File	Graphics	Media	File
Media Folder	Graphics	Media	Folder
Media Server Reset	Motion	Special	Control Input
Motor Speed	Motion	Special	Mspeed
Object Library	Graphics	Media	3D Object
Opacity (layers)	Graphics	Dimmer	Dim

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Parameter	Fixture	Feature	Attribute
Out Frame	Graphics	Videoplay	Out Frame
Pan	Motion	Pan/Tilt	Pan
Play Mode	Graphics	Videoplay	Video Play Mode
Play Speed	Graphics	Videoplay	Play Speed
Position XYZ- Image	Graphics	Position	X Pos, Y Pos, Z Pos
Projector Menu	Motion	Special	Control Input
Red Gain	Motion	Camera Gain	Red Gain
SDI Input	Motion	Special	Control Input
Scaling, Image	Graphics	Scale	X Scale, Y Scale, Z Scale
Shutter Speed	Motion	Special	Shutter Speed
Strobe (via masking)	Global	Mask	Mask Type used with Mask Edge Fade
S-Video - Capture	Motion	Special	Control Input
Sync To	Graphics	Sync	Sync To
Sync Type	Graphics	Sync	Sync Type
Tilt	Motion	Pan/Tilt	Tilt
Viewpoints	Global	Position	Viewpoint, X Pos, Y Pos, Z Pos
Visual Mode	Graphics	Visual Mode	Visual Mode with V Mod 1, V Mod 2
White Balance	Motion	Camera (A)	White Balance
X Position, Image	Graphics	Position	X Pos
X,Y,Z Rotation, Image	Graphics	Rotation	X Rot, Y Rot, Z Rot
Y Position, Image	Graphics	Position	Y Pos
Z Position, Image	Graphics	Position	Z Pos
Zoom (projector output)	Motion	Focus	Zoom
Zoom (camera zoom)	Motion	Camera (A)	Cam Zoom