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	DMX values 0 to 255 correspond with columns 1 to 256.
Select Deck	6	0	0	Select	0 – 255	0 – 255	DMX value 0 is ignored.
							DMX values 1 to 255 select deck 1 to 255.
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 [38 channels]

Each layer needs 38 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 141
...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 values 0 to 255 correspond with clips 1 to 256 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
Playhead	44	0.0	0	Standard	0.0 – 1.0	0 – 255	
Playmode	45	0	0	Select	0 – 2	0 – 2	0 – Loop
							1 – Bounce
							2 – Play Once
							3 – Play Once and Hold
Direction	46	1	1	Select	0 – 3	0 – 3	0 – Backwards
							1 – Forwards
							2 – Paused
							3 – Random
Speed	47	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)
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	Actually ranges from 0 to number of available blend modes minus 1, see [Video] Select Blend Mode for full list
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
							00 – 50 Add
							01 – 50 Lighten
							02 – 50 Mask
							03 – Add
							04 – Alpha
							05 – Burn
							06 – Cube
							07 – Cut
							08 – Darken
							09 – Difference
							10 – Difference I
							11 – Displace
							12 – Dodge
							13 – Hard Light
							14 – Lighten
							15 – LoRez
							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,
Height	56	disabled	0	Standard	0.0 – 4096.0	0 – 255	first enable to send DMX values
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	