

Thibs Resolume Composition V7
DMX Chart
Fixture GMA2
GrandMA2 V 3.9.6.28
Resolume V 7.13.2 rev 17774

Chan Num	GMA2 Channel Name	Description	Resolume Shortcut Name	Modes (in bit)	Default (in %)	Notes
1	DIM (Dim)	Master Composition dimmer	Composition Master	0-255 0 = 0 FULL = 255	100	
2	VIDEOLEVEL (VideoLevel)	Video Level Master	Composition Video Opacity	0-255 0 = 0 FULL = 255	100	
3	DECK3 (Deck)	Composition Deck Select	Composition Selectspecificdeck	Deck from 0 thru 255	0	CHANGES FOR ALL COMPOSITION !
4	COLUMN (Column)	Layer 1 Clip Select	Composition Connectspecificcolumn	Column from 1 thru 255	0	CHANGES FOR ALL COMPOSITION !
5	LAYEROPACITY (Layer Opacity)	Color Opacity	Composition Video Effects Addsubtract Opacity	0-255 min = 0 max = 255	100	
6	COLORRGB1 (R)	Red Opacity	Composition Video Effects Addsubtract Effect R	0-255 min = 0 normal = 128 max = 255	50	
7	COLORRGB2 (G)	Green Opacity	Composition Video Effects Addsubtract Effect G	0-255 min = 0 normal = 128 max = 255	50	

8	COLORRGB3 (B)	Blue Opacity	Composition Video Effects Addsubtract Effect B	0-255 min = 0 normal = 128 max = 255	50	
9	OPACITY11 (Opacity)	Saturation, Brightness and Contrast Opacity	Composition Video Effects Saturation Opacity + Composition Video Effects Brightnesscontrast Opacity	0-255 min = 0 max = 255	100	
10	BRIGHTNESS2 (Brightness)	Brightness Level	Composition Video Effects Brightnesscontrast Effect Brightness	0-255 min = 0 normal = 128 max = 255	50	
11	CONTRAST2 (Contrast)	Contrast Level	Composition Video Effects Brightnesscontrast Effect Contrast	0-255 min = 0 normal = 128 max = 255	50	
12	SATURATION (Saturation)	Saturation Level	Composition Video Effects Saturation Effect Saturation	0-255 min = 0 normal = 128 max = 255	50	
13	CLEAR2 (Master Clear)	Master Clear	Composition Disconnectall	Off = 0 On = 1-255	0	
14	BYPASS2 (Master Bypass)	Master Bypass	Composition Bypassed	Off = 0-127 On = 128-255	0	
15	SPEED3 (Master Speed)	Master Speed	Composition Speed	0% = 0 100% = 64 200% = 97 500% = 168 1000% = 255	25.2 (100%)	

16	DIRECTION (Compo Direction)	Compositions Master Direction	Composition Direction	0-85 = forwards 126-169 = Pause 170-255 = Backwards	0 <i>(forward)</i>	Pause will only be triggered if coming from lower value than 50 ! Trigger Pause = from 0 or above TO 50 and above (max 66.4)
17	CROSSFADER3 (A/B Crossfader)	A/B Crossfader	Composition Crossfader Phase	A = 0 A+B = 128 B = 255	50	
18	CROSSBLEND (Crossfader Blend Mode)	Crossfader Blend Mode	Composition Crossfader Video Mixer Blendmode	49 modes USE PRESETS <i>one mode = approx. 5bit Bit range is maybe off a little but presets are correct</i>	0 <i>(Add)</i>	
19	CROSSBEHAVIO UR (Crossfader Behaviour)	Crossfader Behaviour	Composition Crossfader Behaviour	0-31 = Cut 32-95 = Cut & Return 96-159 = Jump 160-255 = Fade (Legacy)	0	
20	CROSSCURVE (Crossfader Curve)	Crossfader	Composition Crossfader Curve	1-31 = Linear 32-95 = Gentle 96-159 = Fast 160-255 = Cut	0	

21	TAP3 (Tap)	Metronome TAP	Composition Tempocontroller Tempotap	off = 0 on = 1-255	0	
22	RESYNC3 (Resync)	Metronome RESYNC	Composition Tempocontroller Resync	off = 0 on = 1-255	0	
23	MULTIPLY23 (Multiply 2)	Metronome Multiply 2	Composition Tempocontroller Tempomultiplytwo	off = 0 on = 1-255	0	
24	DIVIDE23 (Divide 2)	Metronome Divide 2	Composition Tempocontroller Tempodividetwo	off = 0 on = 1-255	0	
25	POSE (Pause)	Metronome Pause	Composition Tempocontroller Pause	off = 0-127 on = 128-255	0	
26	BPMVALUE (BPM Value)	Metronome BPM Value	Composition Tempocontroller Tempo	0-255 20 BPM = 0 120 BPM = 53 128BPM = 57 500 BPM = 255	20.6 (120BPM)	0.51 bit = 1BPM; 1bit env.= 2BPM
27	METRONOME (Metronome)	Metronome audible or not	Composition Tempocontroller Metronome	off = 0-126 on = 127-255		Bip sounds
28	AUDIOVOLUME (AudioVolume)	Master Audio Volume	Composition Audio Volume	0-255 -192db = 0 0db = 255	100	
29	AUDIOBALANCE (AudioBalance)	Master Audio Balance	Composition Audio Pan	Left = 0 Center = 128 Right = 255	50	
30	RECORDER (Recorder)	Resume Recording	Composition Recorder Record	Off = 0-127 On = 128-255	0	
31	DASHBOARD1 (Dashboard 1)	Composition Dashboard knob 1	Composition Dashboard Link 1	0-255 0% = 0 50% = 128 100% = 255	0	

32	DASHBOARD2 (Dashboard 2)	Composition Dashboard knob 2	Composition Dashboard Link 2	0-255 0% = 0 50% = 128 100% = 255	0	
33	DASHBOARD3 (Dashboard 3)	Composition Dashboard knob 3	Composition Dashboard Link 3	0-255 0% = 0 50% = 128 100% = 255	0	
34	DASHBOARD4 (Dashboard 4)	Composition Dashboard knob 4	Composition Dashboard Link 4	0-255 0% = 0 50% = 128 100% = 255	0	
35	DASHBOARD5 (Dashboard 5)	Composition Dashboard knob 5	Composition Dashboard Link 5	0-255 0% = 0 50% = 128 100% = 255	0	
36	DASHBOARD6 (Dashboard 6)	Composition Dashboard knob 6	Composition Dashboard Link 6	0-255 0% = 0 50% = 128 100% = 255	0	
37	DASHBOARD7 (Dashboard 7)	Composition Dashboard knob 7	Composition Dashboard Link 7	0-255 0% = 0 50% = 128 100% = 255	0	
38	DASHBOARD8 (Dashboard 8)	Composition Dashboard knob 8	Composition Dashboard Link 8	0-255 0% = 0 50% = 128 100% = 255	0	
39-40 16bit	POSITIONX (X)	Composition Position X	Composition Video Effects Transform Positionx	0-65535 -16384px = 0 -3840px = 25088 -1920px = 28928 0px = 32768 1920px = 36608 3840px = 40448 16384px =	50 (0px)	

				65535		
41-42 <i>16bit</i>	POSITIONY (Y)	Composition Position Y	Composition Video Effects Transform Positiony	0-65535 -16384px = 0 -2160px = 28448 -1080px = 30608 0px = 32768 1080px = 34928 2160px = 37088 16384px = 65535	50 <i>(0px)</i>	
43-44 <i>16bit</i>	SCALEX (X)	Composition Scale Width	Composition Video Effects Transform Scalew	0-65535 0% = 0 100% = 6554 200% = 13107 300% = 19661 400% = 26214 500% = 32768 1000% = 65535	10 <i>(100%)</i>	
45-46 <i>16bit</i>	SCALEY (Y)	Composition Scale Height	Composition Video Effects Transform Scaleh	0-65535 0% = 0 100% = 6554 200% = 13107 300% = 19661 400% = 26214 500% = 32768 1000% = 65535	10 <i>(100%)</i>	

47-48 16bit	SCALEALL (All)	Composition Scale All	Composition Video Effects Transform Scale	0-65535 0% = 0 100% = 6554 200% = 13107 300% = 19661 400% = 26214 500% = 32768 1000% = 65535	10 (100%)	
49-50 16bit	ROTATEX3 (X)	Composition Rotate X	Composition Video Effects Transform Rotationx	0-65535 -180° = 0 0 = 32768 + 180° = 65535	50	
51-52 16bit	ROTATEY3 (Y)	Composition Rotate Y	Composition Video Effects Transform Rotationy	0-65535 -180° = 0 0 = 32768 + 180° = 65535	50	
53-54 16bit	ROTATEZ3 (Z)	Composition Rotate Z	Composition Video Effects Transform Rotationz	0-65535 -180° = 0 0 = 32768 + 180° = 65535	50	
55-56 16bit	ANCHORX (X)	Composition Anchor X	Composition Video Effects Transform Anchorx	0-65535 -8192px = 0 -3840px = 17408 -1920px = 25088 0px = 32768 1920px = 40448 3840px = 48128 16384px = 65535	50 (0px)	

57-58 16bit	ANCHORY (Y)	Composition Anchor Y	Composition Video Effects Transform Anchory	0-65535 -16384px = 0 -2160px = 24128 -1080px = 28448 0px = 32768 1080px = 37088 2160px = 41408 16384px = 65535	50 (0px)	
59-60 16bit	ANCHORZ (Z)	Composition Anchor Z	Composition Video Effects Transform Anchorz	0-65535 -8192px = 0 0px = 32768 8192px = 65535	50	
61-62 16bit	CROPTOP2 (CropTop)	Composition Top Crop Level	Composition Video Effects Crop Effect Top	0-65535 0px = 0 1080px = 2159 2160px = 4319 32768px = 65535	0	
63-64 16bit	CROPBOTTOM2 (CropBottom)	Composition BottomCrop Level	Composition Video Effects Crop Effect Bottom	0-65535 0px = 0 1080px = 2159 2160px = 4319 32768px = 65535	3,294 (1080px)	

65-66 16bit	CROPLEFT2 (CropLeft)	Composition Left Crop Level	Composition Video Effects Crop Effect Left	0-65535 0px = 0 1920px = 3840 3840px = 7679 32768px = 65535	0	
67-68 16bit	CROPRIGHT2 (CropRight)	Composition Right Crop Level	Composition Video Effects Crop Effect Right	0-65535 0px = 0 1920px = 3840 3840px = 7679 32768px = 65535	5,86 (1920px)	
69	OPACITY12 (Crop Opacity)	Composition Crop Opacity	Composition Video Effects Crop Opacity	0-255 off = 0 on = 255	100	
70	INVERT (Invert Crop)	Composition Crop Invert	Composition Video Effects Crop Effect Invert	off 0-127 on = 128-255	0	
71	BLACKBG2 (BlackBG)	Composition Crop Black Background	Composition Video Effects Crop Effect Blackbg	off 0-126 on = 127-255	0	
81	TOPLEFTX (Top Left X)	Composition Keystone Top Left X	Composition Video Effects Keystone Effet Topleftx	0 -65535 min = 0 max = 65535	0	
82	TOPLEFTY (Top Left Y)	Composition Keystone Top Left Y	Composition Video Effects Keystone Effet Toplefty	0 -65535 min = 0 max = 65535	0	
83	TOPRIGHTX (Top Right X)	Composition Keystone Top Right X	Composition Video Effects Keystone Effet Toprightx	0 -65535 min = 0 max = 65535	100	
84	TOPRIGHTY (Top Right Y)	Composition Keystone Top Right Y	Composition Video Effects Keystone Effet Toprighty	0 -65535 min = 0 max = 65535	0	

85	BOTRIGHTX (Bot. Right X)	Composition Keystone Bottom Left X	Composition Video Effects Keystone Effet Bot.rightx	0 -65535 min = 0 max = 65535	100	
86	BOTRIGHTY (Bot. Right Y)	Composition Keystone Bottom Right T	Composition Video Effects Keystone1080px - 0 Effet Bot.righty	0 -65535 min = 0 max = 65535	100	
87	BOTLEFTX (Bot. Left X)	Composition Keystone Bottom Left X	Composition Video Effects Keystone Effet Bot.leftx	0 -65535 min = 0 max = 65535	0	
88	BOTLEFTY (Bot. Left Y)	Composition Keystone Bottom Left Y	Composition Video Effects Keystone Effet Bot.lefty	0 -65535 min = 0 max = 65535	100	
89	GRID(Grid)	Composition Keystone Show Grid	Composition Video Effects Keystone Effet Showgrid	off = 0-126 on = 127-255	0	
90	BLACKBG (Black BG)	Composition Keystone Black Background	Composition Video Effects Keystone Effet Blackbg	off = 0-126 on = 127-255	0	
91	KEYSTONEOPACITY (Keystone Opacity)	Keystone Opacity Level	Composition Video Effects Keystone Opacity	0-255 min = 0 max = 255	100	

Effects below are put as effects on the composition and bypassed.
They are pre-patched in **LUMIVERSE 2** with the following patch, feel free to use them ... or not ;P

SOLID COLOR

Parameter 1 (ch1) : R
Parameter 2 (ch2) : G
Parameter 3 (ch3) : B
Parameter 4 (ch4) : Opacity

COLORIZE

Parameter 1 (ch1) : R
Parameter 2 (ch2) : G
Parameter 3 (ch3) : B
Parameter 5 (ch5) : Opacity
Parameter 6 (ch6) : Contrast

HUE ROTATE

Parameter 7 (ch7) : Hue Scale (default : 100)
Parameter 8 (ch8) : Hue Rotate

TINT

Black To :

Parameter 1 (ch1) : R
Parameter 2 (ch2) : G
Parameter 3 (ch3) : B

White to :

Parameter 9 (ch9) : R
Parameter 10 (ch10) : G
Parameter 11 (ch11) : B

Parameter 12 (ch12) : Opacity

STROBE

Parameter 1 (ch1) : R
Parameter 2 (ch2) : G
Parameter 3 (ch3) : B

Parameter 13 (ch13) : Frequency
Parameter 14 (ch14) : Fade