

External control for *FreeStyler* 3.2.x

Last update: 3-06-2010

1. SendMessage

2. TCP/IP

1. SendMessage

First find FreeStyler: *FindWindow(vbNullString, "FS")*

Standard functions:

Private Declare Function SendMessage2 Lib "user32" Alias "SendMessageA" (ByVal hwnd As Long, ByVal wParam As Long, ByVal lParam As Long) As Long

Example: SendMessage2(ThWnd, WM_USER, 2, 1)

Description	wMsg, wParam	lParam value
"Toggle all fixtures"	WM_USER, 0	1
"Toggle favorite"	WM_USER, 1	1
"Toggle blackout"	WM_USER, 2	1
"Open gobo"	WM_USER, 3	1
"Open color"	WM_USER, 4	1
"Open Pan/Tilt"	WM_USER, 5	1
"Open beam"	WM_USER, 6	1
"Open special"	WM_USER, 7	1
"Open dmx400"	WM_USER, 8	1
"Tap Sync"	WM_USER, 9	1
"Open Lamp"	WM_USER, 10	1
"Create sequence"	WM_USER, 11	1
"Open cue"	WM_USER, 12	1
"Open sound"	WM_USER, 13	1
"Show output"	WM_USER, 14	1
"Show sliders"	WM_USER, 15	1
"Next gobo"	WM_USER, 16	1
"Next color"	WM_USER, 17	1
"Next gobo2"	WM_USER, 18	1
"Next color2"	WM_USER, 19	1
"Pan right"	WM_USER, 20	1
"Pan left"	WM_USER, 21	1
"Tilt up"	WM_USER, 22	1
"Tilt down"	WM_USER, 23	1

"Release all"	WM_USER, 24	1
"New sequence"	WM_USER, 25	1
"Insert scene"	WM_USER, 26	1
"Remove scene"	WM_USER, 27	1
"Add scene"	WM_USER, 28	1
"Show framing"	WM_USER, 29	1
"Zone 1"	WM_USER, 30	1
"Zone 2"	WM_USER, 31	1
"Zone 3"	WM_USER, 32	1
"Zone 4"	WM_USER, 33	1
"Group 1"	WM_USER, 34	1
"Group 2"	WM_USER, 35	1
"Group 3"	WM_USER, 36	1
"Group 4"	WM_USER, 37	1
"Group 5"	WM_USER, 38	1
"Group 6"	WM_USER, 39	1
"Group 7"	WM_USER, 40	1
"Group 8"	WM_USER, 41	1
"Group 9"	WM_USER, 42	1
"Group 10"	WM_USER, 43	1
"Enable joystick"	WM_USER, 44	1
"Multiselect"	WM_USER, 45	1 (mousedown) 0 (mouseup)
"Sequence 1"	WM_USER, 46	1
"Sequence 2"	WM_USER, 47	1
"Sequence 3"	WM_USER, 48	1
"Sequence 4"	WM_USER, 49	1
"Sequence 5"	WM_USER, 50	1
"Sequence 6"	WM_USER, 51	1
"Sequence 7"	WM_USER, 52	1
"Sequence 8"	WM_USER, 53	1
"Sequence 9"	WM_USER, 54	1
"Sequence 10"	WM_USER, 55	1
"Sequence 11"	WM_USER, 56	1
"Sequence 12"	WM_USER, 57	1
"Sequence 13"	WM_USER, 58	1
"Sequence 14"	WM_USER, 59	1
"Sequence 15"	WM_USER, 60	1
"Sequence 16"	WM_USER, 61	1
"Sequence 17"	WM_USER, 62	1
"Sequence 18"	WM_USER, 63	1
"Sequence 19"	WM_USER, 64	1
"Sequence 20"	WM_USER, 65	1
"Button 1"	WM_USER, 66	1 (mousedown) 0 (mouseup)
"Button 2"	WM_USER, 67	1 (mousedown) 0 (mouseup)
"Button 3"	WM_USER, 68	1 (mousedown) 0 (mouseup)
"Button 4"	WM_USER, 69	1 (mousedown) 0 (mouseup)
"Button 5"	WM_USER, 70	1 (mousedown) 0 (mouseup)

"Button 6"	WM_USER, 71	1 (mousedown) 0 (mouseup)
"Button 7"	WM_USER, 72	1 (mousedown) 0 (mouseup)
"Button 8"	WM_USER, 73	1 (mousedown) 0 (mouseup)
"Button 9"	WM_USER, 74	1 (mousedown) 0 (mouseup)
"Button 10"	WM_USER, 75	1 (mousedown) 0 (mouseup)
"Button 11"	WM_USER, 76	1 (mousedown) 0 (mouseup)
"Button 12"	WM_USER, 77	1 (mousedown) 0 (mouseup)
"Button 13"	WM_USER, 78	1 (mousedown) 0 (mouseup)
"Button 14"	WM_USER, 79	1 (mousedown) 0 (mouseup)
"Button 15"	WM_USER, 80	1 (mousedown) 0 (mouseup)
"Button 16"	WM_USER, 81	1 (mousedown) 0 (mouseup)
"Button 17"	WM_USER, 82	1 (mousedown) 0 (mouseup)
"Button 18"	WM_USER, 83	1 (mousedown) 0 (mouseup)
"Button 19"	WM_USER, 84	1 (mousedown) 0 (mouseup)
"Button 20"	WM_USER, 85	1 (mousedown) 0 (mouseup)
"Button 21"	WM_USER, 86	1 (mousedown) 0 (mouseup)
"Button 22"	WM_USER, 87	1 (mousedown) 0 (mouseup)
"Button 23"	WM_USER, 88	1 (mousedown) 0 (mouseup)
"Button 24"	WM_USER, 89	1 (mousedown) 0 (mouseup)
"Button 25"	WM_USER, 90	1 (mousedown) 0 (mouseup)
"Button 26"	WM_USER, 91	1 (mousedown) 0 (mouseup)
"Button 27"	WM_USER, 92	1 (mousedown) 0 (mouseup)
"Button 28"	WM_USER, 93	1 (mousedown) 0 (mouseup)
"Button 29"	WM_USER, 94	1 (mousedown) 0 (mouseup)
"Button 30"	WM_USER, 95	1 (mousedown) 0 (mouseup)
"Button 31"	WM_USER, 96	1 (mousedown) 0 (mouseup)
"Button 32"	WM_USER, 97	1 (mousedown) 0 (mouseup)
"Blackout group 1"	WM_USER, 98	1
"Blackout group 2"	WM_USER, 99	1
"Blackout group 3"	WM_USER, 100	1
"Blackout group 4"	WM_USER, 101	1
"Blackout group 5"	WM_USER, 102	1
"Blackout group 6"	WM_USER, 103	1
"Blackout group 7"	WM_USER, 104	1
"Blackout group 8"	WM_USER, 105	1

"Blackout group 9"	WM_USER, 106	1
"Blackout group 10"	WM_USER, 107	1
"Blackout group 11"	WM_USER, 108	1
"Blackout group 12"	WM_USER, 109	1
"Blackout group 13"	WM_USER, 110	1
"Blackout group 14"	WM_USER, 111	1
"Blackout group 15"	WM_USER, 112	1
"Blackout group 16"	WM_USER, 113	1
"Blackout group 17"	WM_USER, 114	1
"Blackout group 18"	WM_USER, 115	1
"Blackout group 19"	WM_USER, 116	1
"Blackout group 20"	WM_USER, 117	1
"Blackout group 21"	WM_USER, 118	1
"Blackout group 22"	WM_USER, 119	1
"Blackout group 23"	WM_USER, 120	1
"Blackout group 24"	WM_USER, 121	1
"Toggle Joystick Pan/Tilt"	WM_USER, 122	1
"Toggle Freeze"	WM_USER, 123	1
"Gobo 1 channel"	WM_USER, 124	0-255
"Gobo 2 channel"	WM_USER, 125	0-255
"Gobo Rotation channel"	WM_USER, 126	0-255
"Gobo 2 Rotation channel"	WM_USER, 127	0-255
"Color channel"	WM_USER, 128	0-255
"Color 2 channel"	WM_USER, 129	0-255
"Cyan channel"	WM_USER, 130	0-255
"Magenta channel"	WM_USER, 131	0-255
"Yellow channel"	WM_USER, 132	0-255
"Pan channel"	WM_USER, 133	0-255
"Tilt channel"	WM_USER, 135	0-255
"Shutter channel"	WM_USER, 137	0-255
"Intensity channel"	WM_USER, 138	0-255
"Prism channel"	WM_USER, 139	0-255
"Prism Rotation channel"	WM_USER, 140	0-255
"Focus channel"	WM_USER, 141	0-255
"Zoom channel"	WM_USER, 142	0-255
"Iris channel"	WM_USER, 143	0-255
"Frost channel"	WM_USER, 144	0-255
"Toggle Relative Pan-Tilt"	WM_USER, 150	1
"Master 100%"	WM_USER, 151	1
"Master 0%"	WM_USER, 152	1
"Fade In"	WM_USER, 153	1
"Fade Out"	WM_USER, 154	1
"Master Intensity"	WM_USER, 155	0-255
"Sequence 1 speed"	WM_USER, 156	0-255
"Sequence 2 speed"	WM_USER, 157	0-255
"Sequence 3 speed"	WM_USER, 158	0-255
"Sequence 4 speed"	WM_USER, 159	0-255
"Sequence 5 speed"	WM_USER, 160	0-255
"Sequence 6 speed"	WM_USER, 161	0-255
"Sequence 7 speed"	WM_USER, 162	0-255

"Sequence 8 speed"	WM_USER, 163	0-255
"Sequence 9 speed"	WM_USER, 164	0-255
"Sequence 10 speed"	WM_USER, 165	0-255
"Sequence 11 speed"	WM_USER, 166	0-255
"Sequence 12 speed"	WM_USER, 167	0-255
"Sequence 13 speed"	WM_USER, 168	0-255
"Sequence 14 speed"	WM_USER, 169	0-255
"Sequence 15 speed"	WM_USER, 170	0-255
"Sequence 16 speed"	WM_USER, 171	0-255
"Sequence 17 speed"	WM_USER, 172	0-255
"Sequence 18 speed"	WM_USER, 173	0-255
"Sequence 19 speed"	WM_USER, 174	0-255
"Sequence 20 speed"	WM_USER, 175	0-255
"Fog / Smoke"	WM_USER, 176	1 (mousedown) 0 (mouseup)
"Previous Gobo"	WM_USER, 177	1
"Previous Color"	WM_USER, 178	1
"Previous Gobo2"	WM_USER, 179	1
"Previous Color2"	WM_USER, 180	1
"Lock MIDI input"	WM_USER, 181	1
"Toggle Submaster 1"	WM_USER, 182	1
"Toggle Submaster 2"	WM_USER, 183	1
"Toggle Submaster 3"	WM_USER, 184	1
"Toggle Submaster 4"	WM_USER, 185	1
"Toggle Submaster 5"	WM_USER, 186	1
"Submaster Go 1"	WM_USER, 187	1
"Submaster Back 1"	WM_USER, 188	1
"Submaster Go 2"	WM_USER, 189	1
"Submaster Back 2"	WM_USER, 190	1
"Submaster Go 3"	WM_USER, 191	1
"Submaster Back 3"	WM_USER, 192	1
"Submaster Go 4"	WM_USER, 193	1
"Submaster Back 4"	WM_USER, 194	1
"Submaster Go 5"	WM_USER, 195	1
"Submaster Back 5"	WM_USER, 196	1
"Submaster Page 1"	WM_USER, 197	1
"Submaster Page 2"	WM_USER, 198	1
"Submaster Page 3"	WM_USER, 199	1
"Submaster Page 4"	WM_USER, 200	1
"Subm. Intensity 1"	WM_USER, 201	0-255
"Subm. Intensity 2"	WM_USER, 202	0-255
"Subm. Intensity 3"	WM_USER, 203	0-255
"Subm. Intensity 4"	WM_USER, 204	0-255
"Subm. Intensity 5"	WM_USER, 205	0-255
"Masterspeed"	WM_USER, 206	0-255
"ManualTrigger"	WM_USER, 207	1
Sound To Light trigger	WM_USER, 232	1
Release fixture override	WM_USER, 233	1
Overridebuttons tab 1	WM_USER, 234	1
Overridebuttons tab 2	WM_USER, 235	1
Overridebuttons tab 3	WM_USER, 236	1

Overridebuttons tab 4	WM_USER, 237	1
Overridebuttons tab 5	WM_USER, 238	1
Overridebuttons tab 6	WM_USER, 239	1
Dis. override group 1	WM_USER, 240	1
Dis. override group 2	WM_USER, 241	1
Dis. override group 3	WM_USER, 242	1
Dis. override group 4	WM_USER, 243	1
Dis. override group 5	WM_USER, 244	1
Dis. override group 6	WM_USER, 245	1
Dis. override group 7	WM_USER, 246	1
Dis. override group 8	WM_USER, 247	1
Dis. override group 9	WM_USER, 248	1
Dis. override group 10	WM_USER, 249	1
Dis. override group 11	WM_USER, 250	1
Dis. override group 12	WM_USER, 251	1
Dis. override group 13	WM_USER, 252	1
Dis. override group 14	WM_USER, 253	1
Dis. override group 15	WM_USER, 254	1
Dis. override group 16	WM_USER, 255	1
Dis. override group 17	WM_USER, 256	1
Dis. override group 18	WM_USER, 257	1
Dis. override group 19	WM_USER, 258	1
Dis. override group 20	WM_USER, 259	1
Dis. override group 21	WM_USER, 260	1
Dis. override group 22	WM_USER, 261	1
Dis. override group 23	WM_USER, 262	1
Dis. override group 24	WM_USER, 263	1
Disable all buttons	WM_USER, 265	1
Cuelist tab 1	WM_USER, 266	1
Cuelist tab 2	WM_USER, 267	1
Cuelist tab 3	WM_USER, 268	1
Cuelist tab 4	WM_USER, 269	1
Cuelist tab 5	WM_USER, 270	1
Cuelist tab 6	WM_USER, 271	1
Toggle Cuelist 1	WM_USER, 272	1
Toggle Cuelist 2	WM_USER, 273	1
Toggle Cuelist 3	WM_USER, 274	1
Toggle Cuelist 4	WM_USER, 275	1
Toggle Cuelist 5	WM_USER, 276	1
Toggle Cuelist 6	WM_USER, 277	1
Toggle Cuelist 7	WM_USER, 278	1
Toggle Cuelist 8	WM_USER, 279	1
Toggle Cuelist 9	WM_USER, 280	1
Toggle Cuelist 10	WM_USER, 281	1
Toggle Cuelist 11	WM_USER, 282	1
Toggle Cuelist 12	WM_USER, 283	1
Toggle Cuelist 13	WM_USER, 284	1
Toggle Cuelist 14	WM_USER, 285	1
Toggle Cuelist 15	WM_USER, 286	1
Toggle Cuelist 16	WM_USER, 287	1

Select next fixture	WM_USER, 288	1
Select previous fixture	WM_USER, 289	1
Select even fixtures	WM_USER, 290	1
Select odd fixtures	WM_USER, 291	1
Select same even fixtures	WM_USER, 292	1
Select same odd fixtures	WM_USER, 293	1
Locate selected fixtures	WM_USER, 294	1
Enable sound selected fixtures	WM_USER, 295	1
Previous group	WM_USER, 296	1
Next Group	WM_USER, 297	1
Previous Overr. tab	WM_USER, 298	1
Next overr. tab	WM_USER, 299	1
Previous cuelist tab	WM_USER, 300	1
Next cuelist tab	WM_USER, 301	1
Previous submaster tab	WM_USER, 302	1
Next submaster tab	WM_USER, 303	1
Fog level	WM_USER, 304	0-255
Fog fan level	WM_USER, 305	0-255
DMX400 master	WM_USER, 306	0-255
DMX400 background	WM_USER, 307	0-255
DMX400 Program Select	WM_USER, 308	1
DMX400 Speed	WM_USER, 309	0-255
DMX400 Blackout	WM_USER, 310	1
DMX400 Full On	WM_USER, 311	1 (mousedown) 0 (mouseup)
DMX400 Fade	WM_USER, 312	1
DMX400 FadeTime	WM_USER, 313	0-255
DMX400 Interval	WM_USER, 314	0-255
DMX400 Auto Change	WM_USER, 315	1
DMX400 Color Change	WM_USER, 316	1
DMX400 Same Color	WM_USER, 317	1
DMX400 Vivid Colors	WM_USER, 318	1
Submaster Run 1	WM_USER, 320	1
...	...	1
Submaster Run 20	WM_USER, 340	1
Submaster Stop 1	WM_USER, 341	1
...	...	1
Submaster Stop 20	WM_USER, 361	1
Submaster Go 1	WM_USER, 362	1
...	...	1
Submaster Go 20	WM_USER, 382	1
Submaster Back 1	WM_USER, 383	1
...	...	1
Submaster Back20	WM_USER, 403	1
Submaster Intensity 1	WM_USER, 404	0-255
...	...	0-255
Submaster Intensity 20	WM_USER, 424	0-255

Change output :

```
Private Declare Function SendMessage Lib "user32" Alias "SendMessageA" (ByVal hwnd As Long, ByVal wParam As Long, ByVal wMsg As Long, ByVal wParam As Long, lParam As Any) As Long
```

```
Private Type COPYDATASTRUCT
    dwData As Long
    cbData As Long
    lpData As Long
End Type
```

```
Private ThWnd As Long
Private Const WM_COPYDATA = &H4A
Private Const WM_USER = &H400
Private Declare Function FindWindow Lib "user32" Alias "FindWindowA" (ByVal lpClassName As String, ByVal lpWindowName As String) As Long
```

Sub SendData(Functioncode As Byte, Length As Long, arrValues() As Byte)

```
    Dim cdCopyData As COPYDATASTRUCT
    Dim DMXvalues() As Byte
    Dim teller As Byte
    Dim n As Integer
    Dim i As Integer

    cdCopyData.dwData = Functioncode
    cdCopyData.cbData = Length
    cdCopyData.lpData = VarPtr(arrvalues(0))

    ThWnd = FindWindow(vbNullString, "FS")
    If ThWnd > 0 Then
        i = SendMessage(ThWnd, WM_COPYDATA, Me.hwnd, cdCopyData)
    End If
```

End Sub

	Function code	Array length	Array value	
Output values	1	512 or 1024	0-255	First send output mask before output values
Override values	2	512 or 1024	0-255	First send override mask before override values
Override mask	3	512 or 1024	0: discard 1: apply	
Output mask	4	512 or 1024	0: apply 1: discard	
Load sequence into cue	5	variable	Convert string to byte, first two characters of string should be from	

			00 to 19. ex.: 04test.chb	
Set sequence options	6	2	1 st byte: 0-19 (sequence number) 2 nd byte: 1 : Release All 2: Loop sequence 4: Reverse 8: Random 16 Restore values 32 React to sound 64 React to tap 128 Disable Fades	
Sequence go to step	7	2	1 st byte: 0-19 (sequence number) 2 nd byte: stepnumber	

[VB sourcecode available on demand](#)

2. TCP/IP port 3332

Byte Protocol: 9 bytes

byte 0: "F"

byte 1: "S"

byte 2: "0"

byte 3: "D"

byte 4 and 5 : Code (*see table*)

byte 6 : button state : 0 or 255 (0 = on release, 255 = on click)
 or
 fader value: 0 to 255 (green rows in the table)

byte 7 and 8 : argument (for later use)

ASCII Protocol:

Char 0: "F"

Char 1: "S"

Char 2: "0"

Char 3: "C"

Char 4 to 6: Code ("xxx") *see table*

Char 7 to 9: button state : 0 or 255 (0 = on release, 255 = on click)
or
fader value: 0 to 255 (green rows in the table) ("yyy")

Char 10 to 12: argument ("zzz") *optional*

examples:

"FSOC002255" -> Toggle blackout

"FSOC124025" -> Gobo1 channel @ 25

Description	Code	State	Argument
"Toggle all fixtures"	0		
"Toggle favorite"	1		
"Toggle blackout"	2		
"Open gobo"	3		
"Open color"	4		
"Open Pan/Tilt"	5		
"Open beam"	6		
"Open special"	7		
"Open dmx400"	8		
"Tap Sync"	9		
"Open Lamp"	10		
"Create sequence"	11		
"Open cue"	12		
"Open sound"	13		
"Show output"	14		
"Show sliders"	15		
"Next gobo"	16		
"Next color"	17		
"Next gobo2"	18		
"Next color2"	19		
"Pan right"	20		
"Pan left"	21		
"Tilt up"	22		
"Tilt down"	23		
"Release all"	24		
"New sequence"	25		
"Insert scene"	26		
"Remove scene"	27		
"Add scene"	28		
"Show framing"	29		
"Zone 1"	30		
"Zone 2"	31		
"Zone 3"	32		
"Zone 4"	33		
"Group 1"	34		
"Group 2"	35		
"Group 3"	36		
"Group 4"	37		
"Group 5"	38		
"Group 6"	39		
"Group 7"	40		
"Group 8"	41		
"Group 9"	42		
"Group 10"	43		
"Enable joystick"	44		

"Multiselect"	45		
"Sequence 1"	46		
"Sequence 2"	47		
"Sequence 3"	48		
"Sequence 4"	49		
"Sequence 5"	50		
"Sequence 6"	51		
"Sequence 7"	52		
"Sequence 8"	53		
"Sequence 9"	54		
"Sequence 10"	55		
"Sequence 11"	56		
"Sequence 12"	57		
"Sequence 13"	58		
"Sequence 14"	59		
"Sequence 15"	60		
"Sequence 16"	61		
"Sequence 17"	62		
"Sequence 18"	63		
"Sequence 19"	64		
"Sequence 20"	65		
"Button 1"	66		
"Button 2"	67		
"Button 3"	68		
"Button 4"	69		
"Button 5"	70		
"Button 6"	71		
"Button 7"	72		
"Button 8"	73		
"Button 9"	74		
"Button 10"	75		
"Button 11"	76		
"Button 12"	77		
"Button 13"	78		
"Button 14"	79		
"Button 15"	80		
"Button 16"	81		
"Button 17"	82		
"Button 18"	83		
"Button 19"	84		
"Button 20"	85		
"Button 21"	86		
"Button 22"	87		
"Button 23"	88		
"Button 24"	89		
"Button 25"	90		
"Button 26"	91		
"Button 27"	92		
"Button 28"	93		
"Button 29"	94		

"Button 30"	95		
"Button 31"	96		
"Button 32"	97		
"Blackout group 1"	98		
"Blackout group 2"	99		
"Blackout group 3"	100		
"Blackout group 4"	101		
"Blackout group 5"	102		
"Blackout group 6"	103		
"Blackout group 7"	104		
"Blackout group 8"	105		
"Blackout group 9"	106		
"Blackout group 10"	107		
"Blackout group 11"	108		
"Blackout group 12"	109		
"Blackout group 13"	110		
"Blackout group 14"	111		
"Blackout group 15"	112		
"Blackout group 16"	113		
"Blackout group 17"	114		
"Blackout group 18"	115		
"Blackout group 19"	116		
"Blackout group 20"	117		
"Blackout group 21"	118		
"Blackout group 22"	119		
"Blackout group 23"	120		
"Blackout group 24"	121		
"Toggle Joystick Pan/Tilt"	122		
"Toggle Freeze"	123		
"Gobo 1 channel"	124	0 to 255	
"Gobo 2 channel"	125	0 to 255	
"Gobo Rotation channel"	126	0 to 255	
"Gobo 2 Rotation channel"	127	0 to 255	
"Color channel"	128	0 to 255	
"Color 2 channel"	129	0 to 255	
"Cyan channel"	130	0 to 255	
"Magenta channel"	131	0 to 255	
"Yellow channel"	132	0 to 255	
"Pan channel"	133	0 to 255	
"Tilt channel"	135	0 to 255	
"Shutter channel"	137	0 to 255	
"Intensity channel"	138	0 to 255	
"Prism channel"	139	0 to 255	
"Prism Rotation channel"	140	0 to 255	
"Focus channel"	141	0 to 255	
"Zoom channel"	142	0 to 255	
"Iris channel"	143	0 to 255	
"Frost channel"	144	0 to 255	
"Toggle Relative Pan-Tilt"	150		
"Master 100%"	151		

"Master 0%"	152		
"Fade In"	153		
"Fade Out"	154		
"Master Intensity"	155	0 to 255	
"Sequence 1 speed"	156	0 to 255	
"Sequence 2 speed"	157	0 to 255	
"Sequence 3 speed"	158	0 to 255	
"Sequence 4 speed"	159	0 to 255	
"Sequence 5 speed"	160	0 to 255	
"Sequence 6 speed"	161	0 to 255	
"Sequence 7 speed"	162	0 to 255	
"Sequence 8 speed"	163	0 to 255	
"Sequence 9 speed"	164	0 to 255	
"Sequence 10 speed"	165	0 to 255	
"Sequence 11 speed"	166	0 to 255	
"Sequence 12 speed"	167	0 to 255	
"Sequence 13 speed"	168	0 to 255	
"Sequence 14 speed"	169	0 to 255	
"Sequence 15 speed"	170	0 to 255	
"Sequence 16 speed"	171	0 to 255	
"Sequence 17 speed"	172	0 to 255	
"Sequence 18 speed"	173	0 to 255	
"Sequence 19 speed"	174	0 to 255	
"Sequence 20 speed"	175	0 to 255	
"Fog / Smoke"	176		
"Previous Gobo"	177		
"Previous Color"	178		
"Previous Gobo2"	179		
"Previous Color2"	180		
"Lock MIDI input"	181		
"Toggle Submaster 1"	182		
"Toggle Submaster 2"	183		
"Toggle Submaster 3"	184		
"Toggle Submaster 4"	185		
"Toggle Submaster 5"	186		
"Submaster Go 1"	187		
"Submaster Back 1"	188		
"Submaster Go 2"	189		
"Submaster Back 2"	190		
"Submaster Go 3"	191		
"Submaster Back 3"	192		
"Submaster Go 4"	193		
"Submaster Back 4"	194		
"Submaster Go 5"	195		
"Submaster Back 5"	196		
"Submaster Page 1"	197		
"Submaster Page 2"	198		
"Submaster Page 3"	199		
"Submaster Page 4"	200		
"Subm. Intensity 1"	201	0 to 255	

"Subm. Intensity 2"	202	0 to 255	
"Subm. Intensity 3"	203	0 to 255	
"Subm. Intensity 4"	204	0 to 255	
"Subm. Intensity 5"	205	0 to 255	
"Masterspeed"	206	0 to 255	
"ManualTrigger"	207		
Sound To Light trigger	232		
Release fixture override	233		
Overridebuttons tab 1	234		
Overridebuttons tab 2	235		
Overridebuttons tab 3	236		
Overridebuttons tab 4	237		
Overridebuttons tab 5	238		
Overridebuttons tab 6	239		
Dis. override group 1	240		
Dis. override group 2	241		
Dis. override group 3	242		
Dis. override group 4	243		
Dis. override group 5	244		
Dis. override group 6	245		
Dis. override group 7	246		
Dis. override group 8	247		
Dis. override group 9	248		
Dis. override group 10	249		
Dis. override group 11	250		
Dis. override group 12	251		
Dis. override group 13	252		
Dis. override group 14	253		
Dis. override group 15	254		
Dis. override group 16	255		
Dis. override group 17	256		
Dis. override group 18	257		
Dis. override group 19	258		
Dis. override group 20	259		
Dis. override group 21	260		
Dis. override group 22	261		
Dis. override group 23	262		
Dis. override group 24	263		
Disable all buttons	265		
Cuelist tab 1	266		
Cuelist tab 2	267		
Cuelist tab 3	268		
Cuelist tab 4	269		
Cuelist tab 5	270		
Cuelist tab 6	271		
Toggle Cuelist 1	272		
Toggle Cuelist 2	273		
Toggle Cuelist 3	274		
Toggle Cuelist 4	275		
Toggle Cuelist 5	276		

Toggle Cuelist 6	277		
Toggle Cuelist 7	278		
Toggle Cuelist 8	279		
Toggle Cuelist 9	280		
Toggle Cuelist 10	281		
Toggle Cuelist 11	282		
Toggle Cuelist 12	283		
Toggle Cuelist 13	284		
Toggle Cuelist 14	285		
Toggle Cuelist 15	286		
Toggle Cuelist 16	287		
Select next fixture	288		
Select previous fixture	289		
Select even fixtures	290		
Select odd fixtures	291		
Select same even fixtures	292		
Select same odd fixtures	293		
Locate selected fixtures	294		
Enable sound selected fixtures	295		
Previous group	296		
Next Group	297		
Previous Overr. tab	298		
Next overr. tab	299		
Previous cuelist tab	300		
Next cuelist tab	301		
Previous submaster tab	302		
Next submaster tab	303		
Fog level	304	0 to 255	
Fog fan level	305	0 to 255	
DMX400 master	306	0 to 255	
DMX400 background	307	0 to 255	
DMX400 Program Select	308		
DMX400 Speed	309	0 to 255	
DMX400 Blackout	310		
DMX400 Full On	311		
DMX400 Fade	312		
DMX400 FadeTime	313	0 to 255	
DMX400 Interval	314	0 to 255	
DMX400 Auto Change	315		
DMX400 Color Change	316		
DMX400 Same Color	317		
DMX400 Vivid Colors	318		
Command 0	319		
Command 1	320		
Command 2	321		
Command 3	322		
Command 4	323		
Command 5	324		
Command 6	325		
Command 7	326		

Command 8	327		
Command 9	328		
Command +	329		
Command -	330		
Command /	331		
Command @	332		
Command DMX	333		
Command Shift	334		
Command CLR	335		
Command BS	336		
Command ENTER	337		
Command History up	338		
Command History Down	339		
Gobo ch. +1	340		
Gobo ch. -1	341		
Gobo2 ch. +1	342		
Gobo2 ch. -1	343		
Gobo3 ch. +1	344		
Gobo3 ch. -1	345		
Color ch. +1	346		
Color ch. -1	347		
Color2 ch. +1	348		
Color2 ch. -1	349		
GoboRot ch. +1	350		
GoboRot ch. -1	351		
GoboRot2 ch. +1	352		
GoboRot2 ch. -1	353		
Cyan ch. +1	354		
Cyan ch. -1	355		
Magenta ch. +1	356		
Magenta ch. -1	357		
Yellow ch. +1	358		
Yellow ch. -1	359		
Pan ch. +1	360		
Pan ch. -1	361		
Tilt ch. +1	362		
Tilt ch. -1	363		
Pan16 ch. +1	364		
Pan16 ch. -1	365		
Tilt16 ch. +1	366		
Tilt16 ch. -1	367		
Shutter ch. +1	368		
Shutter ch. -1	369		
Dimmer ch. +1	370		
Dimmer ch. -1	371		
Prism ch. +1	372		
Prism ch. -1	373		
PrismRot ch. +1	374		
PrismRot ch. -1	375		
Focus ch. +1	376		

Focus ch. -1	377		
Zoom ch. +1	378		
Zoom ch. -1	379		
Iris ch. +1	380		
Iris ch. -1	381		
Frost ch. +1	382		
Frost ch. -1	383		
Submaster Run 1	384		
...	...		
Submaster Run 20	404		
Submaster Stop 1	405		
...	...		
Submaster Stop 20	425		
Submaster Go 1	426		
...	...		
Submaster Go 20	446		
Submaster Back 1	466		
...	...		
Submaster Back20	486		
Submaster Intensity 1	506	0 to 255	
...	...	0 to 255	
Submaster Intensity 20	526	0 to 255	