

1	Back	Red	0-255
2	Back	Green	0-255
3	Back	Blue Base RGB colour	0-255
4	Transition motion	Sets transition speed (channel 12)	0 stop 1-127 forward, Slow/fast 128-255 backwards, fastÆslow
5	Transition type	Transition pattern between back / overlay colours	0 No transition 1-31 stripe 32-63 one direction wipe 64-127 split 128-159 bounce wipe 160-191 bounce split 192-223 multi-wipe transition 224-255 dissolve transition
6	Transition repeat/split	Splits transition into smaller segments	1x 0-31 2x 32-63 3x 64-95 4x 96-127 5x 128-159 6x 160-191 7x 192-223 8x 224-255
7	Transition length	Sets length of colour blocks. If no transition running sets wipe position	0-255
8	Soft edge	Width of soft edge	0-255
9	Overlay	Red	0-255
10	Overlay	Green	0-255
11	Overlay	Blue Overlay RGB colour used with transition patterns (channels 5- 12)	0-255
12	Intensity pulse	Background and overlay colours go to 25% and pulse to full brightness	0-9 No effect 10-255 Variable speed pulse slow-fast
13	Intensity pulse fade	Sets fadeout of intensity pulse	0-9 No effect 10-255 sets fadeout of pulse
14	Colour scroll speed	Back colour auto scrolls	0 stop 1-127 forward, slowÆfast 128-255 backwards, fastÆslow

15	Colour spread	Back colour spreads through rainbow from set colour. For stepped spread, Soft edge (9) sets the edge	0-127 Variable smooth colour spread Full spectrum 128-255 Variable stepped colour spread Full spectrum stripes
16	Fx	Red	0-255
17	Fx	Green	0-255
18	Fx	Blue Fx RGB colour used with channels	19-23 0-255
19	Strobe/Shutter	Strobe colour set by 16-17-18 Effect (21) is cancelled when strobe is running	0-19 No effect 20-63 random segment strobe slow/fast 64-127 random strobe slow/fast 128-255 strobe slow/fast
20	Effect motion	For sparkle	0-255 sets the sparkle rate with 255=fastest. For eq, 0-255 sets the decay rate with 255=fastest. For flame, 0-255 sets flicker rate with 255=fastest 0-127 forward, slow/fast 128-255 backwards, fastslow If Sound mode enabled, 252-255=Sound
21	Effect type		0-9 no effect 10-63 sparkle 64-127 comet/rain 128-191 trance 192-223 graphic equalizer 224-255 flame/water
22	Effect expression	For sparkle, sets fade effect	For 0-255 comet/rain, sets trail length. For trance and eq, sets segment size. For flame, sets flame size
23	Effect expression 2	For sparkle, not used	For comet/rain, sets density. For trance, sets fade rate. For eq, sets "volume" of the signal. For flame, sets colour shift of flame 0-255
24	Effect foreground/background	Sets whether fx visible on all pixels or only on overlay pixels	0-127 Effect on all pixels 128-255 Effect only on overlay colour (7- 9)