

ELATION REBEL LINE 8 - DMX TRAITS

DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
1	1	1	0-255	Tilt Left → Right		
2	2	2	0-255	Tilt Fine Fine Position		
3	3		0-255	Red 0 → 100%		
	4		0-255	Red Fine Fine Saturation		
4	5		0-255	Green 0 → 100%		
	6		0-255	Green Fine Fine Saturation		
5	7		0-255	Blue 0 → 100%		
	8		0-255	Blue Fine Fine Saturation		
6	9		0-255	Lime 0 → 100%		
	10		0-255	Lime Fine Fine Saturation		
7	11	3		Variable CCT		
			0-23	Open (6000K)		
			24-255	2400K → 8500K (see table)		
	12	4	0-255	Variable CCT Fine		
8	13	5		Color	X	
			0	Open		
			1-179	Virtual Swatch Book (See Sheet)		
				Scroll		
			180-201	Clockwise Fast → Slow		
			202-207	Stop		
			208-229	Counter-clockwise Slow → Fast		
			230-234	Open		
				Random Slots		
			235-239	Fast		
			240-244	Medium		
			245-249	Slow		
				Open		
9	14	6	0-255	Zoom Narrow → Wide		
	15	7	0-255	Zoom Fine Fine Adjustment		

DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
10	16	8		Strobe	X	
			0-31	Closed		
			32-63	Open		
			64-95	Strobe effect slow to fast		
			96-127	Open		
			128-159	Pulse Effect		
			160-191	Open		
			192-223	Random Slow → Fast		
			224-255	Open		
11	17	9	0-255	Dimmer		
				0 → 100%		
12	18	10	0-255	Dimmer Fine		
				Fine Adjustment		
	19	11		Dimmer Modes	RGBL Pixels	X
			0-20	Standard		
			21-40	Stage		
			41-60	TV		
			61-80	Architectural		
			81-100	Theatre		
			101-120	Stage 2		
				Dimmer Time		
			121	0s		
			122	0.1s		
			123	0.2s		
			124	0.3s		
			125	0.4s		
			126	0.5s		
			127	0.6s		
			128	0.7s		
			129	0.8s		
			130	0.9s		
			131	1.0s		
			132	1.5s		
			133	2.0s		
			134	3.0s		
			135	4.0s		
			136	5.0s		
			137	6.0s		
			138	7.0s		
			139	8.0s		
			140	9.0s		
			141	10s		
				Dim to Warm		
			150-154	DTW On		
			155-159	DTW Off		
			160-255	Idle		

DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
	20	12		Tilt Speed	X	
			0-225	Max → Min Speed		
			226-235	Blackout by movement		
			236-245	Blackout by wheel changes		
			246-255	No function		
13	21	13		Control	X	
			0-10	Idle		
				Fan Mode		
			50-59	Low		
			60-69	High		
			70-79	Auto		
				Reset		
			80-84	All		
			85-87	Tilt		
			88-90	Zoom		
			97-99	Idle		
				Refresh Rate (Hz)		
			100	900		
			101	910		
			102	920		
			103	930		
			104	940		
			105	950		
			106	960		
			107	970		
			108	980		
			109	990		
			110	1000		
			111	1010		
			112	1020		
			113	1030		
			114	1040		
			115	1050		
			116	1060		
			117	1070		
			118	1080		
			119	1090		
			120	1100		
			121	1110		
			122	1120		
			123	1130		
			124	1140		
			125	1150		
			126	1160		
			127	1170		
			128	1180		
			129	1190		

DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
13	21	13	130	1200	X	
			131	1210		
			132	1220		
			133	1230		
			134	1240		
			135	1250		
			136	1260		
			137	1270		
			138	1280		
			139	1290		
			140	1300		
			141	1310		
			142	1320		
			143	1330		
			144	1340		
			145	1350		
			146	1360		
			147	1370		
			148	1380		
			149	1390		
			150	1400		
			151	1410		
			152	1420		
			153	1430		
			154	1440		
			155	1450		
			156	1460		
			157	1470		
			158	1480		
			159	1490		
			160	1500		
			161	2500		
			162	4000		
			163	5000		
			164	6000		
			165	10000		
			166	15000		
			167	20000		
			168	25000		
			169-174	Idle		
				Pixel Flip		
			175-179	Default Pixel order		
			180-184	Flip Pixel Order		
			185-200	Idle		
				Dimmer Curves		
			201-210	Linear		
			211-220	Square		
			221-230	Inverse Square		
			231-240	S-Curve (Default)		
			241-255	Idle		

DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
14	22	14		ColorFX Selection	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
15	23	15		Color FX Speed		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
16	24	16		SparkX FX Selection	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
17	25	27		SparkX FX Speed		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
18	26	18		FX Zoning		
			0-255	Reserved		
19	27	19		FX Offset	X	0
			0	Idle		
			1	Fixture Offset 10 Degrees		
			2	Fixture Offset 20 Degrees		
			3-34	Fixture Offset...		
			35	Fixture Offset 350 Degrees		
			36	Synchronized		
			37-49	Random Fixture Offset		
			50-59	Random Pixel Order		
			60-69	Random Steps		
			70-79	Idle		
				Effect Fade		
			80-89	Sinewave- Cross		
			90-99	Sinewave- Full		
			100-109	Sawtooth- Cross		
			110-119	Sawtooth- Full		
			120-129	Ramp Up		
			130-139	Ramp Down		
			140-149	Steps		
			150-255	Idle		

DMX TRAITS - RGBL PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		20	0-255	Red 1 0 → 100%		
		21	0-255	Green 1 0 → 100%		
		22	0-255	Blue 1 0 → 100%		
		23	0-255	Lime 1 0 → 100%		
		24	0-255	Red 2 0 → 100%		
		25	0-255	Green 2 0 → 100%		
		26	0-255	Blue 2 0 → 100%		
		27	0-255	Lime 2 0 → 100%		
		28	0-255	Red 3 0 → 100%		
		29	0-255	Green 3 0 → 100%		
		30	0-255	Blue 3 0 → 100%		
		31	0-255	Lime 3 0 → 100%		
		32	0-255	Red 4 0 → 100%		
		33	0-255	Green 4 0 → 100%		
		34	0-255	Blue 4 0 → 100%		
		35	0-255	Lime 4 0 → 100%		
		36	0-255	Red 5 0 → 100%		
		37	0-255	Green 5 0 → 100%		
		38	0-255	Blue 5 0 → 100%		
		39	0-255	Lime 5 0 → 100%		
		40	0-255	Red 6 0 → 100%		
		41	0-255	Green 6 0 → 100%		
		42	0-255	Blue 6 0 → 100%		
		43	0-255	Lime 6 0 → 100%		

DMX TRAITS - RGBL PIXELS

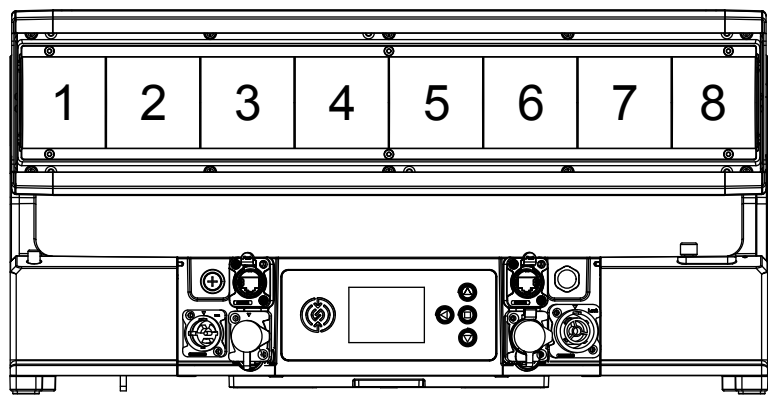
Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		44	0-255	Red 7 0 → 100%		
		45	0-255	Green 7 0 → 100%		
		46	0-255	Blue 7 0 → 100%		
		47	0-255	Lime 7 0 → 100%		
		48	0-255	Red 8 0 → 100%		
		49	0-255	Green 8 0 → 100%		
		50	0-255	Blue 8 0 → 100%		
		51	0-255	Lime 8 0 → 100%		

DMX TRAITS - SPARKX PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
20	28	52		Strobe		
			0-31	Closed		
			32-63	Open		
			64-95	Strobe effect slow to fast		
			96-127	Open		
			128-159	Pulse Effect		
			160-191	Open		
			192-223	Random Slow → Fast		
			224-255	Open		
21	29	53	0-255	Dimmer		
				0 → 100%		
22	30	54	0-255	Dimmer Fine		
		55	0-255	Dimmer 1		
				0 → 100%		
		56	0-255	Dimmer 2		
				0 → 100%		
		57	0-255	Dimmer 3		
				0 → 100%		
...						
		70	0-255	Dimmer 16		
				0 → 100%		

PIXEL GROUPING

8 PIXEL GROUPING



COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Intensity	1	1	Single	1,2,3,4,5,6,7,8,9,10,11,12
	2	2	Single Bounce	1,2,3,4,5,6,7,8,9,10,11,12,11,10,9,8,7,6,5,4,3,2
	3	3	2 Pixels	Any two random pixels per step
	4	4	3 Pixels	Any 3 random pixels per step
	5	5	4 Pixels	Any 4 random pixels per step
	6	6	5 Pixels	Any 5 random pixels per step
	7	7	6 Pixels	Any 6 random pixels per step
	8	8	7 Pixels	Any 7 random pixels per step
	10	10	1,2,3,4 pixels	Pick randomly 1, then 2, then 3, then 4 pixels
	11	11		
	12	12		
	13	13		
	14	14		
	15	15		
	16	16		
	17	17		
	18	18		
	19	19		
	20	20		
	21	21	Lens/SparkFX alternate	Random Lens @ Full, then different Random Strobe section of 4pixels @ Full. Keep all colors strobes, intensities as set by DMX.
	22	22	Alternate Sparx	Alternate evenly (tick/tock/tick/tock) between RGBW Pixel at Full and SparkFX @Full. Keep all colors strobes, intensities as set by DMX.
	23	23	Burst Sparx	Toggles between RGBW Pixel at Full (long on) and SparkFX Full (short flash). Keep all colors strobes, intensities as set by DMX.
	24	24	Alternate Sparx 2	Strobes between RGBW Pixel at Full (short, then off) and SparkFX @ Full (short, then off). Keep all colors strobes, intensities as set by DMX.
	25	25	Burst RGBW	Toggles between RGBW Pixel at Full (short flash) and SparkFX @Full (long on). Keep all colors strobes, intensities as set by DMX.
	26	26		
	27	27		
	28	28		
	29	29		
	30	30		
	31	31		
	32	32		
	33	33		
	34	34		
	35	35		
	36	36		
	37	37		
	38	38		
	39	39		
	40	40		
	41	41		
	42	42		
	43	43		
	44	44		
	45	45		
	46	46		

COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Intensity	1	1	Single	1,2,3,4,5,6,7,8,9,10,11,12
	2	2	Single Bounce	1,2,3,4,5,6,7,8,9,10,11,12,11,10,9,8,7,6,5,4,3,2
	3	3	2 Pixels	Any two random pixels per step
	4	4	3 Pixels	Any 3 random pixels per step
	5	5	4 Pixels	Any 4 random pixels per step
	6	6	5 Pixels	Any 5 random pixels per step
	7	7	6 Pixels	Any 6 random pixels per step
	8	8	7 Pixels	Any 7 random pixels per step
	10	10	1,2,3,4 pixels	Pick randomly 1, then 2, then 3, then 4 pixels
	11	11		
	12	12		
	13	13		
	14	14		
	15	15		
	16	16		
	17	17		
	18	18		
	19	19		
	20	20		
	21	21	Lens/SparkFX alternate	Random Lens @ Full, then different Random Strobe section of 4pixels @ Full. Keep all colors strobes, intensities as set by DMX.
	22	22	Alternate Sparx	Alternate evenly (tick/tock/tick/tock) between RGBW Pixel at Full and SparkFX @Full. Keep all colors strobes, intensities as set by DMX.
	23	23	Burst Sparx	Toggles between RGBW Pixel at Full (long on) and SparkFX Full (short flash). Keep all colors strobes, intensities as set by DMX.
	24	24	Alternate Sparx 2	Strobes between RGBW Pixel at Full (short, then off) and SparkFX @ Full (short, then off). Keep all colors strobes, intensities as set by DMX.
	25	25	Burst RGBW	Toggles between RGBW Pixel at Full (short flash) and SparkFX @Full (long on). Keep all colors strobes, intensities as set by DMX.
	26	26		
	27	27		
	28	28		
	29	29		
	30	30		
	31	31		
	32	32		
	33	33		
	34	34		
	35	35		
	36	36		
	37	37		
	38	38		
	39	39		
	40	40		
	41	41		
	42	42		
	43	43		
	44	44		
	45	45		
	46	46		

COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Intensity	47	47		
	48	48		
	49	49		
	50	50		
	51	51		
	52	52		
	53	53		
	54	54		
	55	55		
	56	56		
	57	57		
	58	58		
	59	59		
	60	60		
	61	61		
	62	62		
	63	63		
	64	64		
	65	65		
	66	66		
	67	67		
	68	68		
	69	69		
	70	70		
	71	71		
	72	72		
	73	73		
	74	74		
	75	75		
	76	76		
	77	77		
	78	78		
	79	79		
	80	80		
	81	81		
	82	82		
	83	83		
	84	84		
	85	85		
	86	86		
	87	87		
	88	88		
	89	89		
	90	90		
	91	91		
	92	92		
	93	93		
	94	94		
	95	95		
	96	96		
	97	97		
	98	98		
	99	99		
	100	100		

COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Color	101	101	RGBW Cells	Every Pixel Randomly picks a Red, Green, Blue or White on every step
	102	102	RGBWCMY Cells	Every Pixel Randomly picks a Red, Green, Blue, White, Cyan, Magenta, Yellow on every step
	103	103	Color Wheel Cells	Every Pixel Randomly picks a color from the color wheel on every step
	104	104	Red White Cells	Every Cell Randomly picks White or Red on every Step
	105	105	Green White Cells	Every Cell Randomly picks White or Green on every Step
	106	106	Blue White Cells	Every Cell Randomly picks White or Blue on every Step
	107	107	Red Green Cells	Every Cell Randomly picks Red or Green on every Step
	108	108	Red Blue Cells	Every Cell Randomly picks Red or Blue on every Step
	109	109	Blue Green Cells	Every Cell Randomly picks Blue or Green on every Step
	110	110		
	111	111	Random White Cell	RGBW @ Full randomly is set to one cell at a time over the currently mixed color
	112	112	Random White Row	RGBW @ Full randomly is set to one row at a time over the currently mixed color
	113	113	Random White Column	RGBW @ Full randomly is set to one column at a time over the currently mixed color
	114	114	White Flash	RGBW @ Full flashes once over the current mixed color on all Cells
	115	115	Red Flash	Red @ Full flashes once over the current mixed color on all Cells
	116	116	Green Flash	Green @ Full flashes once over the current mixed color on all Cells
	117	117	Blue Flash	Blue @ Full flashes once over the current mixed color on all Cells
	118	118	Color Wheel Flash	Current Color Wheel Color @ Full flashes once over the current mixed color on all Cells
	119	119	Alternate Color	Alternates between mixed color and Color Wheel Color on all cells
	120	120		
	121	121		
	122	122		
	123	123		
	124	124		
	125	125		
	126	126		
	127	127		
	128	128		
	129	129		
	130	130		
	131	131		
	132	132		
	133	133		
	134	134		
	135	135		
	136	136		
	137	137		
	138	138		
	139	139		
	140	140		
	141	141		
	142	142		
	143	143		
	144	144		
	145	145		
	146	146		
	147	147		
	148	148		
	149	149		
	150	150		

COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Color	151	151		
	152	152		
	153	153		
	154	154		
	155	155		
	156	156		
	157	157		
	158	158		
	159	159		
	160	160		
	161	161		
	162	162		
	163	163		
	164	164		
	165	165		
	166	166		
	167	167		
	168	168		
	169	169		
	170	170		
	171	171		
	172	172		
	173	173		
	174	174		
	175	175		
	176	176		
	177	177		
	178	178		
	179	179		
	180	180		
	181	181		
	182	182		
	183	183		
	184	184		
	185	185		
	186	186		
	187	187		
	188	188		
	189	189		
	190	190		
	191	191		
	192	192		
	193	193		
	194	194		
	195	195		
	196	196		
	197	197		
	198	198		
	199	199		
	200	200		
	201	201		
	202	202		
	203	203		
	204	204		
	205	205		

COLOR FX TABLE

Features subject to change without notice				
TYPE	SLOT	DMX	NAME	NOTES/STEPS
Color	206	206		
	207	207		
	208	208		
	209	209		
	210	210		
	211	211		
	212	212		
	213	213		
	214	214		
	215	215		
	216	216		
	217	217		
	218	218		
	219	219		
	220	220		
	221	221		
	222	222		
	223	223		
	224	224		
	225	225		
	226	226		
	227	227		
	228	228		
	229	229		
	230	230		
	231	231		
	232	232		
	233	233		
	234	234		
	235	235		
	236	236		
	237	237		
	238	238		
	239	239		
	240	240		
	241	241		
	242	242		
	243	243		
	244	244		
	245	245		
	246	246		
	247	247		
	248	248		
	249	249		
	250	250		
	251	251		
	252	252		
	253	253		
	254	254		
	255	255		

SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
1	1	Starfield	Pixels randomly go on and off with random lengths of on and off times
2	2	Inverse Starfield	Pixels randomly go on and off with random lengths of on and off times
3	3	1 Pixel	1 Random Pixel per Step
4	4	2 Pixels	2 Random Pixels per Step
5	5	3 Pixels	3 Random Pixels per Step
6	6	4 Pixels	4 Random Pixels per Step
7	7	5 Pixels	5 Random Pixels per Step
8	8	6 Pixels	6 Random Pixels per Step
9	9	7 Pixels	7 Random Pixels per Step
10	10	8 Pixels	8 Random Pixels per Step
11	11	Left/Right	All Left then All Right per step
12	12	Mirror	
13	13	Inverse Mirror	
14	14	Knight Rider	
15	15	Marque	
16	16	Center Out	
17	17	Fireworks	
18	18	Ring	
19	19	Row	
20	20	Pairs	Pairs of pixels per step
21	21	Quads	Four pairs of pixels per step
22	22		
23	23		
24	24		
25	25		
26	26		
27	27		
28	28		
29	29		
30	30		
31	31		
32	32		
33	33		
34	34		
35	35		
36	36		
37	37		
38	38		
39	39		
40	40		
41	41		
42	42		
43	43		
44	44		
45	45		
46	46		
47	47		
48	48		
49	49		
50	50		

SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
51	51		
52	52		
53	53		
54	54		
55	55		
56	56		
57	57		
58	58		
59	59		
60	60		
61	61		
62	62		
63	63		
64	64		
65	65		
66	66		
67	67		
68	68		
69	69		
70	70		
71	71		
72	72		
73	73		
74	74		
75	75		
76	76		
77	77		
78	78		
79	79		
80	80		
81	81		
82	82		
83	83		
84	84		
85	85		
86	86		
87	87		
88	88		
89	89		
90	90		
91	91		
92	92		
93	93		
94	94		
95	95		
96	96		
97	97		
98	98		
99	99		
100	100		

SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
101	101		
102	102		
103	103		
104	104		
105	105		
106	106		
107	107		
108	108		
109	109		
110	110		
111	111		
112	112		
113	113		
114	114		
115	115		
116	116		
117	117		
118	118		
119	119		
120	120		
121	121		
122	122		
123	123		
124	124		
125	125		
126	126		
127	127		
128	128		
129	129		
130	130		
131	131		
132	132		
133	133		
134	134		
135	135		
136	136		
137	137		
138	138		
139	139		
140	140		
141	141		
142	142		
143	143		
144	144		
145	145		
146	146		
147	147		
148	148		
149	149		
150	150		

SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
151	151		
152	152		
153	153		
154	154		
155	155		
156	156		
157	157		
158	158		
159	159		
160	160		
161	161		
162	162		
163	163		
164	164		
165	165		
166	166		
167	167		
168	168		
169	169		
170	170		
171	171		
172	172		
173	173		
174	174		
175	175		
176	176		
177	177		
178	178		
179	179		
180	180		
181	181		
182	182		
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SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
201	201		
202	202		
203	203		
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250	250		

SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
251	251		
252	252		
253	253		
254	254		
255	255		

COLOR TEMPERATURE

DMX VALUE	COLOR TEMPERATURE (K)	DMX VALUE	COLOR TEMPERATURE (K)
24	2400	55	5500
25	2500	56	5600
26	2600	57	5700
27	2700	58	5800
28	2800	59	5900
29	2900	60	6000
30	3000	61	6100
31	3100	62	6200
32	3200	63	6300
33	3300	64	6400
34	3400	65	6500
35	3500	66	6600
36	3600	67	6700
37	3700	68	6800
38	3800	69	6900
39	3900	70	7000
40	4000	71	7100
41	4100	72	7200
42	4200	73	7300
43	4300	74	7400
44	4400	75	7500
45	4500	76	7600
46	4600	77	7700
47	4700	78	7800
48	4800	79	7900
49	4900	80	8000
50	5000	81	8100
51	5100	82	8200
52	5200	83	8300
53	5300	84	8400
54	5400	85	8500

VIRTUAL COLORS

VALUE	FILTER #	COLOR	VALUE	FILTER #	COLOR
1	7	Pale Yellow	31	126	Mauve
2	103	Straw	32	49	Medium Purple
3	151	Gold Tint	33	58	Lavender
4	100	Spring Yellow	34	199	Palace Blue
5	10	Medium Yellow	35	119	Dark Blue
6	101	Yellow	36	132	Medium Blue
7	104	Deep Amber	37	120	Deep Blue
8	15	Deep Straw	38	165	Daylight Blue
9	179	Loving Amber	39	161	Slate Blue
10	21	Gold Amber	40	118	Light Blue
11	105	Orange	41	68	Sky Blue
12	158	Deep Orange	42	143	Pale Navy Blue
13	22	Dark Amber	43	131	Marine Blue
14	778	Millennium Gold	44	115	Peacock Blue
15	135	Deep Golden Amber	45	172	Lagoon Blue
16	24	Scarlet	46	116	Medium Blue Green
17	106	Primary Red	47	90	Dark Yellow Green
18	26	Bright Red	48	139	Primary Green
19	27	Medium Red	49	122	Fern Green
20	19	Fire	50	89	Moss Green
21	157	Pink	51	124	Dark Green
22	36	Medium Pink	52	88	Lime Green
23	111	Dark Pink	53	138	Pale Green
24	128	Bright Pink	54	203	Quarter CT Blue
25	148	Bright Rose	55	202	Half CT Blue
26	332	Special Rose Pink	56	201	FULL CT Blue
27	793	Vanity Fair	57	200	Double CT Blue
28	113	Magenta	58	206	Quarter CT Orange
29	46	Dark Magenta	59	205	Half CT Orange
30	48	Rose Purple	60	204	FULL CT Orange