

# ELATION REBEL LINE 16 - DMX TRAITS

## DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
1	1		0-255	<b>Red</b> 0 → 100%		
	2		0-255	<b>Red Fine</b> Fine Saturation		
2	3		0-255	<b>Green</b> 0 → 100%		
	4		0-255	<b>Green Fine</b> Fine Saturation		
3	5		0-255	<b>Blue</b> 0 → 100%		
	6		0-255	<b>Blue Fine</b> Fine Saturation		
4	7		0-255	<b>Lime</b> 0 → 100%		
	8		0-255	<b>Lime Fine</b> Fine Saturation		
5	9	1		<b>Variable CCT</b>		
			0-23	Open (6000K)		
			24-255	2400K → 8500K (see table)		
	10	2	0-255	<b>Variable CCT Fine</b> Fine Adjustment		
6	11	3		<b>Color</b>		X
			0	Open		
			1-179	Virtual Swatch Book (See Sheet)		
				<b>Scroll</b>		
			180-201	Clockwise Fast → Slow		
			202-207	Stop		
			208-229	Counter-clockwise Slow → Fast		
			230-234	Open		
				<b>Random Slots</b>		
			235-239	Fast		
			240-244	Medium		
245-249	Slow					
250-255	Open					

# DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
7	12	4		<b>Strobe</b>	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					
8	13	5	0-255	<b>Dimmer</b> 0 → 100%		
9	14	6	0-255	<b>Dimmer Fine</b> Fine Adjustment		
	15	7		<b>Dimmer Modes</b>	R G B L P i x e l s	X
			0-20	Standard		
			21-40	Stage		
			41-60	TV		
			61-80	Architectural		
			81-100	Theatre		
			101-120	Stage 2		
				<b>Dimmer Time</b>		
			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					
	<b>Dim to Warm</b>					
150-154	DTW On					
155-159	DTW Off					
160-255	Idle					

# DMX TRAITS - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
	16	8		<b>Tilt Speed</b>	X	
			0-225	Max → Min Speed		
			226-235	Blackout by movement		
			236-245	Blackout by wheel changes		
			246-255	No function		
10	17	9		<b>Control</b>	X	
			0-10	Idle		
				<b>Fan Mode</b>		
			50-59	Low		
			60-69	High		
			70-79	Auto		
				<b>Reset</b>		
			80-84	All		
			85-87	Tilt		
			88-90	Zoom		
			97-99	Idle		
				<b>Refresh Rate (Hz)</b>		
			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				
10	17	9	130	<b>1200</b>	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					
	<b>Pixel Flip</b>					
175-179	Default Pixel order					
180-184	Flip Pixel Order					
185-200	Idle					
	<b>Dimmer Curves</b>					
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				
11	18	10		<b>ColorFX Selection</b>	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
12	19	11		<b>Color FX Speed</b>		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
13	20	12		<b>SparkX FX Selection</b>	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
14	21	13		<b>SparkX FX Speed</b>		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
15	22	14		<b>FX Zoning</b>		
			0-255	Reserved		
16	23	15		<b>FX Offset</b>	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		
				<b>Effect Fade</b>		
			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 - HEAD 1

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
17	24	16	0-255	<b>Tilt</b>		
				Left → Right		
18	25	17	0-255	<b>Tilt Fine</b>		
				Fine Position		
19	26	18	0-255	<b>Zoom</b>		
				Narrow → Wide		
20	27	19	0-255	<b>Zoom Fine</b>		
				Fine Adjustment		

## DMX TRAITS - HEAD 2

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
21	28	20	0-255	<b>Tilt</b>		
				Left → Right		
22	29	21	0-255	<b>Tilt Fine</b>		
				Fine Position		
23	30	22	0-255	<b>Zoom</b>		
				Narrow → Wide		
24	31	23	0-255	<b>Zoom Fine</b>		
				Fine Adjustment		

## DMX TRAITS - RGBL PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		24	0-255	<b>Red 1</b>		
				0 → 100%		
		25	0-255	<b>Green 1</b>		
				0 → 100%		
		26	0-255	<b>Blue 1</b>		
				0 → 100%		
		27	0-255	<b>Lime 1</b>		
				0 → 100%		
		28	0-255	<b>Red 2</b>		
				0 → 100%		
		29	0-255	<b>Green 2</b>		
				0 → 100%		
		30	0-255	<b>Blue 2</b>		
				0 → 100%		
		31	0-255	<b>Lime 2</b>		
				0 → 100%		
		32	0-255	<b>Red 3</b>		
				0 → 100%		
		33	0-255	<b>Green 3</b>		
				0 → 100%		
		34	0-255	<b>Blue 3</b>		
				0 → 100%		
		35	0-255	<b>Lime 3</b>		
				0 → 100%		

# DMX TRAITS - RGLB PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		36	0-255	<b>Red 4</b> 0 → 100%		
		37	0-255	<b>Green 4</b> 0 → 100%		
		38	0-255	<b>Blue 4</b> 0 → 100%		
		39	0-255	<b>Lime 4</b> 0 → 100%		
		40	0-255	<b>Red 5</b> 0 → 100%		
		41	0-255	<b>Green 5</b> 0 → 100%		
		42	0-255	<b>Blue 5</b> 0 → 100%		
		43	0-255	<b>Lime 5</b> 0 → 100%		
		44	0-255	<b>Red 6</b> 0 → 100%		
		45	0-255	<b>Green 6</b> 0 → 100%		
		46	0-255	<b>Blue 6</b> 0 → 100%		
		47	0-255	<b>Lime 6</b> 0 → 100%		
		48	0-255	<b>Red 7</b> 0 → 100%		
		49	0-255	<b>Green 7</b> 0 → 100%		
		50	0-255	<b>Blue 7</b> 0 → 100%		
		51	0-255	<b>Lime 7</b> 0 → 100%		
		52	0-255	<b>Red 8</b> 0 → 100%		
		53	0-255	<b>Green 8</b> 0 → 100%		
		54	0-255	<b>Blue 8</b> 0 → 100%		
		55	0-255	<b>Lime 8</b> 0 → 100%		
		56	0-255	<b>Red 9</b> 0 → 100%		
		57	0-255	<b>Green 9</b> 0 → 100%		
		58	0-255	<b>Blue 9</b> 0 → 100%		
		59	0-255	<b>Lime 9</b> 0 → 100%		
		60	0-255	<b>Red 10</b> 0 → 100%		
		61	0-255	<b>Green 10</b> 0 → 100%		
		62	0-255	<b>Blue 10</b> 0 → 100%		
		63	0-255	<b>Lime 10</b> 0 → 100%		

# DMX TRAITS - RGLB PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		64	0-255	<b>Red 11</b> 0 → 100%		
		65	0-255	<b>Green 11</b> 0 → 100%		
		66	0-255	<b>Blue 11</b> 0 → 100%		
		67	0-255	<b>Lime 11</b> 0 → 100%		
		68	0-255	<b>Red 12</b> 0 → 100%		
		69	0-255	<b>Green 12</b> 0 → 100%		
		70	0-255	<b>Blue 12</b> 0 → 100%		
		71	0-255	<b>Lime 12</b> 0 → 100%		
		72	0-255	<b>Red 13</b> 0 → 100%		
		73	0-255	<b>Green 13</b> 0 → 100%		
		74	0-255	<b>Blue 13</b> 0 → 100%		
		75	0-255	<b>Lime 13</b> 0 → 100%		
		76	0-255	<b>Red 14</b> 0 → 100%		
		77	0-255	<b>Green 14</b> 0 → 100%		
		78	0-255	<b>Blue 14</b> 0 → 100%		
		79	0-255	<b>Lime 14</b> 0 → 100%		
		80	0-255	<b>Red 15</b> 0 → 100%		
		81	0-255	<b>Green 15</b> 0 → 100%		
		82	0-255	<b>Blue 15</b> 0 → 100%		
		83	0-255	<b>Lime 15</b> 0 → 100%		
		84	0-255	<b>Red 16</b> 0 → 100%		
		85	0-255	<b>Green 16</b> 0 → 100%		
		86	0-255	<b>Blue 16</b> 0 → 100%		
		87	0-255	<b>Lime 16</b> 0 → 100%		

# DMX TRAITS - SPARKX PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		88		<b>Strobe</b>		
			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		
		89	0-255	<b>Dimmer</b> 0 → 100%		
		90	0-255	<b>Dimmer Fine</b> Fine Adjustment		
		91	0-255	<b>Dimmer 1</b> 0 → 100%		
		92	0-255	<b>Dimmer 2</b> 0 → 100%		
		93	0-255	<b>Dimmer 3</b> 0 → 100%		
...						
		122	0-255	<b>Dimmer 32</b> 0 → 100%		

# DMX TRAITS (LINE 8 MODE) - MAIN

Note that the LINE 8 mode splits Rebel Line 16 into two independent Rebel Line 8 bars on one base with identical DMX controls. Patch as two separate Rebel Line 8 fixtures on your console.

Mode/Channel			Value	Function	Snap	Default	
Standard	Extended	Pixels					
1	1	1	0-255	<b>Tilt</b>			
				Left → Right			
2	2	2	0-255	<b>Tilt Fine</b>			
				Fine Position			
3	3		0-255	<b>Red</b>			
				0 → 100%			
	4		0-255	<b>Red Fine</b>			
				Fine Saturation			
4	5		0-255	<b>Green</b>			
				0 → 100%			
	6		0-255	<b>Green Fine</b>			
				Fine Saturation			
5	7		0-255	<b>Blue</b>			
				0 → 100%			
	8		0-255	<b>Blue Fine</b>			
				Fine Saturation			
6	9		0-255	<b>Lime</b>			
				0 → 100%			
	10		0-255	<b>Lime Fine</b>			
				Fine Saturation			
7	11	4	0-23	<b>Variable CCT</b>			
				Open (6000K)			
				24-255			2400K → 8500K (see table)
	12	5	0-255	<b>Variable CCT Fine</b>			
8	13	6		<b>Color</b>	X		
				0			Open
				1-179			Virtual Swatch Book (See Sheet)
							<b>Scroll</b>
				180-201			Clockwise Fast → Slow
				202-207			Stop
				208-229			Counter-clockwise Slow → Fast
				230-234			Open
							<b>Random Slots</b>
				235-239			Fast
				240-244			Medium
				245-249			Slow
250-255	Open						

# DMX TRAITS (LINE 8 MODE) - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
9	14	7	0-255	<b>Zoom</b> Narrow → Wide		
	15	8	0-255	<b>Zoom Fine</b> Fine Adjustment		
10	16	9		<b>Strobe</b>	RGBL Pixels	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	10	0-255	<b>Dimmer</b> 0 → 100%		
12	18	11	0-255	<b>Dimmer Fine</b> Fine Adjustment		
	19	12		<b>Dimmer Modes</b>	RGBL Pixels	X
			0-20	Standard		
			21-40	Stage		
			41-60	TV		
			61-80	Architectural		
			81-100	Theatre		
			101-120	Stage 2		
				<b>Dimmer Time</b>		
			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					
	<b>Dim to Warm</b>					
150-154	DTW On					
155-159	DTW Off					
160-255	Idle					

# DMX TRAITS (LINE 8 MODE) - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
	16	8		<b>Tilt Speed</b>	X	
			0-225	Max → Min Speed		
			226-235	Blackout by movement		
			236-245	Blackout by wheel changes		
			246-255	No function		
10	17	9		<b>Control</b>	X	
			0-10	Idle		
				<b>Fan Mode</b>		
			50-59	Low		
			60-69	High		
			70-79	Auto		
				<b>Reset</b>		
			80-84	All		
			85-87	Tilt		
			88-90	Zoom		
			97-99	Idle		
				<b>Refresh Rate (Hz)</b>		
			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 (LINE 8 MODE) - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
10	17	9	130	<b>1200</b>	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					
	<b>Pixel Flip</b>					
175-179	Default Pixel order					
180-184	Flip Pixel Order					
185-200	Idle					
	<b>Dimmer Curves</b>					
201-210	Linear					
211-220	Square					
221-230	Inverse Square					
231-240	S-Curve (Default)					
241-255	Idle					

# DMX TRAITS (LINE 8 MODE) - MAIN

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
14	22	15		<b>ColorFX Selection</b>	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
15	23	16		<b>Color FX Speed</b>		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
16	24	17		<b>SparkX FX Selection</b>	X	0
			0	Idle		
			1-255	FX 1 → 255 (see table)		
17	25	18		<b>SparkX FX Speed</b>		0
			0-126	Slow → Fast		
			127-128	Stop		
			129-255	Rev Fast → Slow		
18	26	19		<b>FX Zoning</b>		
			0-255	Reserved		
19	27	20		<b>FX Offset</b>	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		
				<b>Effect Fade</b>		
			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 (LINE 8 MODE) - RGBL PIXELS

Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		21	0-255	<b>Red 1</b> 0 → 100%		
		22	0-255	<b>Green 1</b> 0 → 100%		
		23	0-255	<b>Blue 1</b> 0 → 100%		
		24	0-255	<b>Lime 1</b> 0 → 100%		
		25	0-255	<b>Red 2</b> 0 → 100%		
		26	0-255	<b>Green 2</b> 0 → 100%		
		27	0-255	<b>Blue 2</b> 0 → 100%		
		28	0-255	<b>Lime 2</b> 0 → 100%		
		29	0-255	<b>Red 3</b> 0 → 100%		
		30	0-255	<b>Green 3</b> 0 → 100%		
		31	0-255	<b>Blue 3</b> 0 → 100%		
		32	0-255	<b>Lime 3</b> 0 → 100%		
		33	0-255	<b>Red 4</b> 0 → 100%		
		34	0-255	<b>Green 4</b> 0 → 100%		
		35	0-255	<b>Blue 4</b> 0 → 100%		
		36	0-255	<b>Lime 4</b> 0 → 100%		
		37	0-255	<b>Red 5</b> 0 → 100%		
		38	0-255	<b>Green 5</b> 0 → 100%		
		39	0-255	<b>Blue 5</b> 0 → 100%		
		40	0-255	<b>Lime 5</b> 0 → 100%		
		41	0-255	<b>Red 6</b> 0 → 100%		
		42	0-255	<b>Green 6</b> 0 → 100%		
		43	0-255	<b>Blue 6</b> 0 → 100%		
		44	0-255	<b>Lime 6</b> 0 → 100%		

## DMX TRAITS (LINE 8 MODE) - RGBL PIXELS

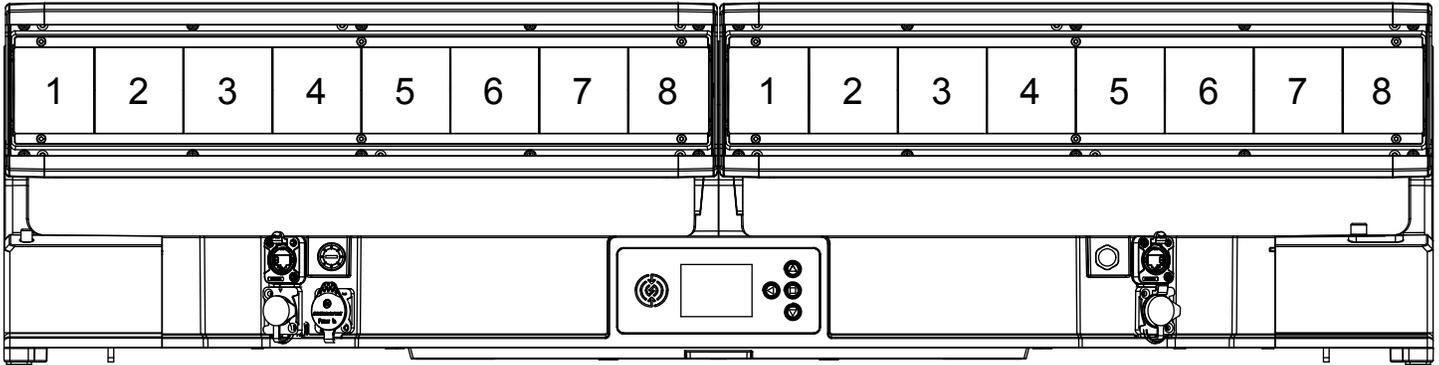
Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
		45	0-255	<b>Red 7</b> 0 → 100%		
		46	0-255	<b>Green 7</b> 0 → 100%		
		47	0-255	<b>Blue 7</b> 0 → 100%		
		48	0-255	<b>Lime 7</b> 0 → 100%		
		49	0-255	<b>Red 8</b> 0 → 100%		
		50	0-255	<b>Green 8</b> 0 → 100%		
		51	0-255	<b>Blue 8</b> 0 → 100%		
		52	0-255	<b>Lime 8</b> 0 → 100%		

## DMX TRAITS (LINE 8 MODE) - SPARKX PIXELS

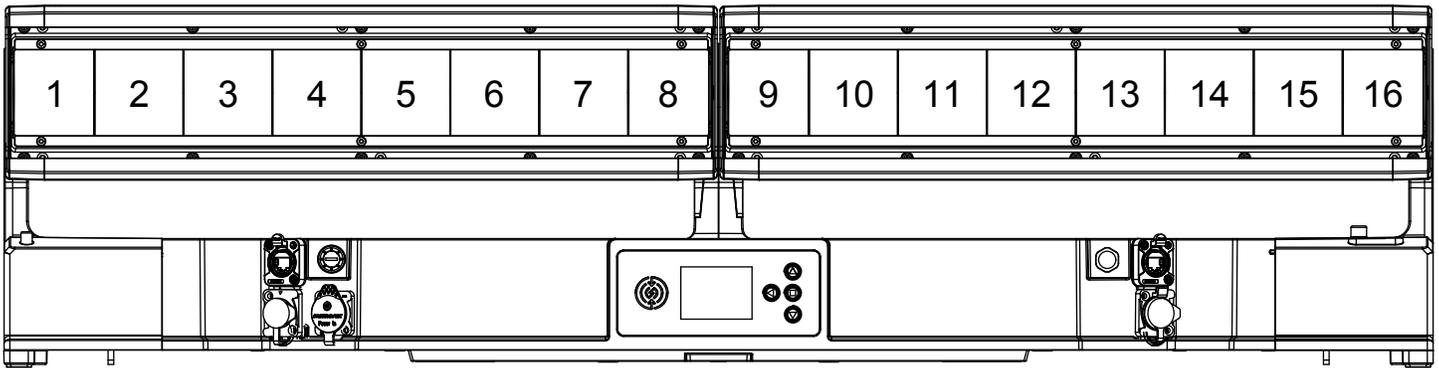
Mode/Channel			Value	Function	Snap	Default
Standard	Extended	Pixels				
20	28	53		<b>Strobe</b>		
			0-31	Closed		
			32-63	Open		
			64-95	Strobe effect slow to fast		
			96-127	Open		
			128-159	Pulse Effect		
			160-191	Open		
			192-223	Random Slow → Fast		
224-255	Open					
21	29	54	0-255	<b>Dimmer</b> 0 → 100%		
22	30	55	0-255	<b>Dimmer Fine</b> Fine Adjustment		
		56	0-255	<b>Dimmer 1</b> 0 → 100%		
		57	0-255	<b>Dimmer 2</b> 0 → 100%		
		58	0-255	<b>Dimmer 3</b>		
...						
		71	0-255	<b>Dimmer 16</b> 0 → 100%		

# PIXEL GROUPING

## 2X 8 PIXEL GROUPING



## 16 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		
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	67	67		
	68	68		
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	80	80		
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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		
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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		
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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		
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121	121		
122	122		
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124	124		
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126	126		
127	127		
128	128		
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130	130		
131	131		
132	132		
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136	136		
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138	138		
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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		
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189	189		
190	190		
191	191		
192	192		
193	193		
194	194		
195	195		
196	196		
197	197		
198	198		
199	199		
200	200		

# SPARKX FX TABLE

Features subject to change without notice			
SLOT	DMX	NAME	NOTES/STEPS
201	201		
202	202		
203	203		
204	204		
205	205		
206	206		
207	207		
208	208		
209	209		
210	210		
211	211		
212	212		
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238	238		
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242	242		
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244	244		
245	245		
246	246		
247	247		
248	248		
249	249		
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