

| CHANNEL | PROTOCOL | | | |
|---------|---------------|----------------------|-------------------|-------------------|
| | STANDARD | STANDARD + FREQUENCY | SHAPE | SHAPE + FREQUENCY |
| 1 | RED | RED | RED | RED |
| 2 | RED FINE | RED FINE | RED FINE | RED FINE |
| 3 | GREEN | GREEN | GREEN | GREEN |
| 4 | GREEN FINE | GREEN FINE | GREEN FINE | GREEN FINE |
| 5 | BLUE | BLUE | BLUE | BLUE |
| 6 | BLUE FINE | BLUE FINE | BLUE FINE | BLUE FINE |
| 7 | WHITE | WHITE | WHITE | WHITE |
| 8 | WHITE FINE | WHITE FINE | WHITE FINE | WHITE FINE |
| 9 | LINEAR CTO | LINEAR CTO | LINEAR CTO | LINEAR CTO |
| 10 | MACRO COLOUR | MACRO COLOUR | MACRO COLOUR | MACRO COLOUR |
| 11 | STROBE | STROBE | STROBE | STROBE |
| 12 | DIMMER | DIMMER | DIMMER | DIMMER |
| 13 | DIMMER FINE | DIMMER FINE | DIMMER FINE | DIMMER FINE |
| 14 | PAN | PAN | PAN | PAN |
| 15 | PAN FINE | PAN FINE | PAN FINE | PAN FINE |
| 16 | TILT | TILT | TILT | TILT |
| 17 | TILT FINE | TILT FINE | TILT FINE | TILT FINE |
| 18 | FUNCTION | FUNCTION | FUNCTION | FUNCTION |
| 19 | RESET | RESET | RESET | RESET |
| 20 | ZOOM | ZOOM | ZOOM | ZOOM |
| 21 | ZOOM ROTATION | ZOOM ROTATION | ZOOM ROTATION | ZOOM ROTATION |
| 22 | - | FREQUENCY | SHAPE SELECTION | SHAPE SELECTION |
| 23 | - | - | SHAPE SPEED | SHAPE SPEED |
| 24 | - | - | SHAPE FADE | SHAPE FADE |
| 25 | - | - | SHAPE R | SHAPE R |
| 26 | - | - | SHAPE G | SHAPE G |
| 27 | - | - | SHAPE B | SHAPE B |
| 28 | - | - | SHAPE W | SHAPE W |
| 29 | - | - | SHAPE DIMMER | SHAPE DIMMER |
| 30 | - | - | BACKGROUND DIMMER | BACKGROUND DIMMER |
| 31 | - | - | SHAPE TRANSITION | SHAPE TRANSITION |
| 32 | - | - | SHAPE OFFSET | SHAPE OFFSET |
| 33 | - | - | BACKGROUND STROBE | BACKGROUND STROBE |
| 34 | - | - | BACKGROUND STROBE | BACKGROUND STROBE |
| 35 | - | - | BACKGROUND SELECT | BACKGROUND SELECT |
| 36 | - | - | - | FREQUENCY |

| CHANNEL | PROTOCOL |
|---------|------------------|
| | PIXEL ENGINE RGB |
| 1 | RED LED 1 |
| 2 | GREEN LED 1 |
| 3 | BLUE LED 1 |
| ... | RED LED ... |
| ... | GREEN LED ... |
| ... | BLUE LED ... |
| 109 | RED LED 37 |
| 110 | GREEN LED 37 |
| 111 | BLUE LED 37 |

Pixel Engine need to be enabled through the FUNCTION channel (bit 103-105).

| CHANNEL | PROTOCOL |
|---------|-------------------|
| | PIXEL ENGINE RGBW |
| 1 | RED LED 1 |
| 2 | GREEN LED 1 |
| 3 | BLUE LED 1 |
| 4 | WHITE LED 1 |
| ... | RED LED ... |
| ... | GREEN LED ... |
| ... | BLUE LED ... |
| ... | WHITE LED ... |
| 145 | RED LED 37 |
| 146 | GREEN LED 37 |
| 147 | BLUE LED 37 |
| 148 | WHITE LED 37 |

| BASIC ENGINE | | DMX Value | Function |
|--------------|-------|-----------|----------------------------|
| Standard | Shape | | |
| 1 | 1 | | RED |
| | | 000 – 255 | Linear 0 – 100% |
| 2 | 2 | 000 – 255 | RED FINE (16 bit) |
| 3 | 3 | | GREEN |
| | | 000 – 255 | Linear 0 – 100% |
| 4 | 4 | 000 – 255 | GREEN FINE (16 bit) |
| 5 | 5 | | BLUE |
| | | 000 – 255 | Linear 0 – 100% |
| 6 | 6 | 000 – 255 | BLUE FINE (16 bit) |
| 7 | 7 | | WHITE |
| | | 000 – 255 | Linear 0 – 100% |
| 8 | 8 | 000 – 255 | WHITE FINE (16 bit) |
| 9 | 9 | | CTO |
| | | 000 – 009 | Unused |
| | | 010 | 8000K |
| | | ... | ... |
| | | 054 | 7000K |
| | | ... | ... |
| | | 090 | 6000K |
| | | ... | ... |
| | | 117 | 5600K |
| | | ... | ... |
| | | 144 | 5000K |
| | | ... | ... |
| | | 198 | 4000K |
| | | ... | ... |
| 224 | 3200K | | |
| ... | ... | | |
| 255 | 2500K | | |

| BASIC ENGINE | | DMX Value | Function |
|---------------------|---------------|------------------|---------------------|
| Standard | Shape | | |
| 10 | 10 | | MACRO COLOUR |
| | | 000-009 | Macro colour OFF |
| | | 010 | Red |
| | | 011 | Green |
| | | 012 | Blue |
| | | 013 | Cyan |
| | | 014 | Yellow |
| | | 015 | Magenta |
| | | 016 | White 7000 K |
| | | 017 | White 3700 K |
| | | 018 | White 5000 K |
| | | 019 | Black |
| | | 020-022 | Medium Yellow |
| | | 023-026 | Straw Tint |
| | | 027-028 | Surprise Peach |
| | | 029 | Fire |
| | | 030 | Medium Amber |
| | | 031 | Gold Amber |
| | | 032-034 | Dark Amber |
| | | 035-044 | Sunrise Red |
| | | 045 | Light Pink |
| | | 046-048 | Medium Pink |
| | | 049-061 | Pink Carnation |
| | | 062-067 | Light Lavender |
| | | 068-077 | Lavender |
| | | 078-088 | Sky Blue |
| | | 089-099 | Just Blue |
| | | 100-109 | Dark yellow green |
| | | 110-111 | Spring Yellow |
| | | 112 | Light Amber |
| | | 113 | Straw |
| | | 114 | Deep Amber |
| | | 115-116 | Orange |
| 117 | Light Rose | | |
| 118 | English Rose | | |
| 119 | Light Salmon | | |
| 120 | Middle Rose | | |
| 121-122 | Dark Pink | | |
| 123-124 | Magenta | | |
| 125 | Peacock Blue | | |
| 126 | Med Blu Green | | |
| 127 | Steel Blue | | |
| 128 | Light Blue | | |
| 129-130 | Dark Blue | | |
| 131-133 | Leaf Green | | |

| BASIC ENGINE | | DMX Value | Function |
|--------------|-------------|-----------|---|
| Standard | Shape | | |
| 10 | 10 | 134-135 | Dark Green |
| | | 136-137 | Mauve |
| | | 138-141 | Bright Pink |
| | | 142-144 | Medium Blue |
| | | 145 | Deep Golden Amber |
| | | 146 | Pale Lavender |
| | | 147-148 | Special lavender |
| | | 149-150 | Primary Green |
| | | 151-156 | Bright Blue |
| | | 157-161 | Apricot |
| | | 162-167 | Pale Gold |
| | | 168-171 | Deep Orange |
| | | 172-173 | Bastard Amber |
| | | 174 | Flame Red |
| | | 175-178 | Daylight Blue |
| | | 179 | Lilac Tint |
| | | 180-183 | Deep lavender |
| | | 184-190 | Dark Steel Blue |
| | | 191-206 | Congo Blue |
| 207 | Alice Blue | | |
| 208 | Dirty White | | |
| 209-255 | White | | |
| 11 | 11 | | STROBE |
| | | 000 – 003 | Light OFF |
| | | 004 – 103 | Strobe Linear from slow (1 flash/sec) to fast (25 flashes/sec) |
| | | 104 – 107 | Light ON |
| | | 108 – 207 | Pulsation linear slow (0,5 flash/sec) to fast (25 flash/sec) |
| | | 208 – 212 | Light ON |
| | | 213 – 225 | Random Strobe at low frequency |
| | | 226 – 238 | Random Strobe at medium frequency |
| | | 239 – 251 | Random Strobe at high frequency |
| 252 – 255 | Light ON | | |
| 12 | 12 | | DIMMER |
| | | 000 – 255 | Linear 0 – 100% |
| 13 | 13 | | DIMMER FINE (16bit) |
| 14 | 14 | | PAN |
| | | 000 – 255 | Pan CCW movement/positioning from 0° to 540° (default setting) |
| 15 | 15 | | PAN FINE |
| | | 000 – 255 | Fine Pan positioning |
| 16 | 16 | | TILT |
| | | 000 – 255 | Tilt CCW movement/positioning from 0° to 268° (default setting) |
| 17 | 17 | | TILT FINE |
| | | 000 – 255 | Fine Tilt positioning |

| BASIC ENGINE | | DMX Value | Function |
|--------------|------------------|--|---|
| Standard | Shape | | |
| 18 | 18 | | FUNCTION |
| | | 000 – 011 | Unused Range |
| | | 012 – 024 | Pan Tilt Fast (Default) |
| | | 025 – 037 | Pan Tilt Normal |
| | | 038 – 042 | Dimmer Curve 1 |
| | | 043 – 047 | Dimmer Curve 2 |
| | | 048 – 052 | Dimmer Curve 3 (Default) |
| | | 053 – 057 | Dimmer Curve 4 |
| | | 058 – 062 | RGBW Gamma curve 1 – gamma = 1.0 |
| | | 063 – 067 | RGBW Gamma curve 2 – gamma = 1.5 (Default) |
| | | 068 – 072 | RGBW Gamma curve 3 – gamma = 2.0 |
| | | 073 – 077 | Halogen Lamp Simulation OFF (Default) |
| | | 078 – 082 | Halogen Lamp Simulation - Linear CTO @ 0 bit - 750 W |
| | | 083 – 087 | Halogen Lamp Simulation - Linear CTO @ 0 bit - 1000 W |
| | | 088 – 092 | Halogen Lamp Simulation - Linear CTO @ 0 bit - 1200 W |
| | | 093 – 097 | Halogen Lamp Simulation - Linear CTO @ 0 bit - 2000 W |
| | | 098 – 102 | Halogen Lamp Simulation - Linear CTO @ 0 bit - 2500 W |
| | | 103 – 105 | Pixel map enabled |
| | | 164 | Base frequency=1000Hz |
| | | 165 | Base frequency=1500Hz (Default) |
| | | 166 | Base frequency=2400Hz |
| | | 167 | Base frequency=3700Hz |
| | | 168 | Base frequency=5600Hz |
| | | 169 | Base frequency=9400Hz |
| | | 170 | Base frequency=15100Hz |
| | | 171 | Base frequency=21400Hz |
| | | 172 | Base frequency=31000Hz |
| | | 173 | Base frequency=43700Hz |
| | | 174 – 176 | Display On/OFF |
| | | 177 – 178 | Emulate K20 OFF |
| | | 179 – 180 | Emulate K20 ON |
| | | 181 – 182 | Standard |
| | | 183 – 184 | Silent |
| 185 – 186 | Theatre | | |
| 187 – 250 | Unused Range | | |
| 251 – 255 | Reset to Default | | |
| | | The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds | |

| BASIC ENGINE | | DMX Value | Function | | | |
|--------------|----------|-----------|---|--------------------------|----------------------------|----------------------------|
| Standard | Shape | | | | | |
| 19 | 19 | | RESET | | | |
| | | 000 – 025 | Unused range | | | |
| | | 026 – 076 | Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds | | | |
| | | 077 – 127 | Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds. | | | |
| | | 128 – 255 | Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds. | | | |
| 20 | 20 | | ZOOM | | | |
| | | 000 – 255 | Linear (narrow 000 to wide 255) | | | |
| 21 | 21 | | ZOOM ROTATION | | | |
| | | 000 – 127 | Linear Zoom Rotation (Indexing from 0° to 60°) | | | |
| | | 128 - 190 | Linear Fast to Slow Rotation (CCW from 10RPM to 3RPH) | | | |
| | | 191 - 192 | Stop | | | |
| | | 193 - 255 | Linear Slow to Fast Rotation (CW from 3RPH to 10RPM) | | | |
| 22 | - | 000 – 255 | FREQUENCY (Fine adjusting of frequency Base selected from the Function channel) Frequency (if standard + frequency mode is selected) | | | |
| | | | Base Frequency (see Function 2) | Min Freq. @ 0 bit | Frequency @ 128 bit | Max Freq. @ 255 bit |
| | | | 1000 Hz | 746 Hz | 1000 Hz | 1254 Hz |
| | | | 1500 Hz | 1246 Hz | 1500 Hz | 1754 Hz |
| | | | 2400 Hz | 1765 Hz | 2400 Hz | 3035 Hz |
| | | | 3700 Hz | 3065 Hz | 3700 Hz | 4335 Hz |
| | | | 5600 Hz | 4330 Hz | 5600 Hz | 6870 Hz |
| | | | 9400 Hz | 6860 Hz | 9400 Hz | 11940 Hz |
| | | | 15100 Hz | 11925 Hz | 15100 Hz | 18275 Hz |
| | | | 21400 Hz | 18225 Hz | 21400 Hz | 24575 Hz |
| | | | 31000 Hz | 24650 Hz | 31000 Hz | 37350 Hz |
| | 43700 Hz | 37350 Hz | 43700 Hz | 50050 Hz | | |
| - | 22 | | SHAPE SELECTION | | | |
| | | 000 – 255 | Allows to choose the kind of shape to be visualized amongst the 63 available ones. Each shape can be composed of a multitude of frames or be a single, static image. (SEE TABLE BELOW FOR DETAILS) | | | |
| - | 23 | | SHAPE SPEED | | | |
| | | 000 – 255 | Allows to set the speed at which the different frames of the selected shape are played by the unit (SEE TABLE BELOW FOR DETAILS) | | | |

| BASIC ENGINE | | DMX Value | Function |
|---------------------|--------------|--|--|
| Standard | Shape | | |
| - | 24 | | SHAPE FADE |
| | | 000 - 015 | Snap |
| | | 016 | Smooth, fading curve gamma 0.5 |
| | | 017 | Smooth, fading curve gamma 0.506 |
| | | 018 | Smooth, fading curve gamma 0.513 |
| | | ... | ... |
| | | 243 | Smooth, fading curve gamma 1.986 |
| | | 244 | Smooth, fading curve gamma 1.993 |
| | | 245 | Smooth, fading curve gamma 2 |
| | | 246 - 255 | Smooth, fading curve with automatic gamma |
| | | In case of shapes with multiple frames, it allows to select a snap or faded variation from frame to frame of the same shape. (SEE TABLE BELOW FOR DETAILS) | |
| - | 25 | | SHAPE R |
| | | 000 – 255 | Allows to select the colour of the pixels composing the selected shape, if all are left at 000 no shape will be visualized (unless the background dimmer and normal RGBW attributes of the unit are given a value, in which case a "negative" of the macro will be shown) (linear from no light to max brightness) |
| - | 26 | | SHAPE G |
| | | 000 – 255 | Same as Shape R (Linear from no light to max brightness) |
| - | 27 | | SHAPE B |
| | | 000 – 255 | Same as Shape R (Linear from no light to max brightness) |
| - | 28 | | SHAPE W |
| | | 000 – 255 | Same as Shape R (Linear from no light to max brightness) |
| - | 29 | | SHAPE DIMMER |
| | | 000 – 255 | Allows to select the overall brightness of the pixels involved in the selected shape (Linear from no light to max brightness) |
| - | 30 | | BACKGROUND DIMMER |
| | | 000 – 255 | Allows to select the overall brightness of the pixels NOT involved by the selected shape. The relevant colour is set using the normal RGBW channels of the washlight. (SEE TABLE BELOW FOR DETAILS) |

| BASIC ENGINE | | DMX Value | Function |
|---|--------------|------------------|--|
| Standard | Shape | | |
| - | 31 | | SHAPE TRANSITION |
| | | 000 – 004 | No fade |
| | | 005 | 100 ms |
| | | ... | ... |
| | | 073 | 0.5 s |
| | | ... | ... |
| | | 113 | 1 s |
| | | ... | ... |
| | | 171 | 2s |
| | | ... | ... |
| | | 216 | 3 s |
| | | ... | ... |
| | | 255 | 4 s |
| Internal fade time between a shape and another one set via DMX. Using this "channel" when you change from a shape to a different one as if it was the console fade time will avoid the scrolling effect normally visible when having fades between eg. gobo changes in traditional lights. Fade time on the console should be set to 0. | | | |
| - | 32 | | SHAPE OFFSET |
| | | 000 – 255 | Depending on the selected shape the channel sets the "density" of the involved pixels (few random pixel, many random pixels) or enables an internal algorithm that will distribute the macro between a multitude of lights on a specific DMX line basing on their DMX starting address. (SEE TABLE BELOW FOR DETAILS) |
| - | 33 | | BACKGROUND STROBE |
| | | 000 – 255 | Allows to set a strobe rate for the pixels involved in a macro (SEE TABLE BELOW FOR DETAILS) |
| - | 34 | | BACKGROUND STROBE |
| | | 000 – 255 | Allows to set a strobe rate for the pixels NOT involved in a macro (SEE TABLE BELOW FOR DETAILS) |

| BASIC ENGINE | | DMX Value | Function | | | | | |
|---|--------------|--|---|----------------------------|----------------------------|--|--|--|
| Standard | Shape | | | | | | | |
| - | 35 | | BACKGROUND SELECT | | | | | |
| | | 000 - 007 | Wash | | | | | |
| | | 008 | No selection | | | | | |
| | | 009 | Pixel 1 | | | | | |
| | | 010 | Ring 2 | | | | | |
| | | 011 | Ring 3 | | | | | |
| | | 012 | Ring 4 | | | | | |
| | | 013 | Pixel 1 + Ring 2 | | | | | |
| | | 014 | Pixel 1 + Ring 2 + Ring 3 | | | | | |
| | | 015 | Pixel 1 + Ring 2 + Ring 3 + Ring 4 | | | | | |
| | | 016 | Ring 2 + Ring 3 + Ring 4 | | | | | |
| | | 017 | Ring 3 + Ring 4 | | | | | |
| | | 018 | Pixel 1 + Ring 4 | | | | | |
| | | 019 | Ring 2 + Ring 3 | | | | | |
| | | 020 | Pixel 1 + Ring 3 | | | | | |
| | | 021 | Ring 2 + Ring 4 | | | | | |
| | | 022 | Pixel 1 + Ring 3 + Ring 4 | | | | | |
| | | 023 | Pixel 1 + Ring 2 + Ring 4 | | | | | |
| | | | | 024 – 254 | Wash | | | |
| | | | | 255 | Mirror Effect | | | |
| Allows to reduce, if needed, the background to a lower amount of "rings". With selected macros this allows to mirror the image between the two halves of the fixture's head (in this case the RGBW channels of the washlight will set the colour of the mirrored half and the background will remain black. (SEE TABLE BELOW FOR DETAILS) | | | | | | | | |
| - | 36 | 000 – 255 | FREQUENCY (Fine adjusting of frequency Base selected from the Function channel) Frequency (if shape + frequency mode is selected) | | | | | |
| | | Base Frequency (see Function 2) | Min Freq. @ 0 bit | Frequency @ 128 bit | Max Freq. @ 255 bit | | | |
| | | 1000 Hz | 746 Hz | 1000 Hz | 1254 Hz | | | |
| | | 1500 Hz | 1246 Hz | 1500 Hz | 1754 Hz | | | |
| | | 2400 Hz | 1765 Hz | 2400 Hz | 3035 Hz | | | |
| | | 3700 Hz | 3065 Hz | 3700 Hz | 4335 Hz | | | |
| | | 5600 Hz | 4330 Hz | 5600 Hz | 6870 Hz | | | |
| | | 9400 Hz | 6860 Hz | 9400 Hz | 11940 Hz | | | |
| | | 15100 Hz | 11925 Hz | 15100 Hz | 18275 Hz | | | |
| | | 21400 Hz | 18225 Hz | 21400 Hz | 24575 Hz | | | |
| | | 31000 Hz | 24650 Hz | 31000 Hz | 37350 Hz | | | |
| | | 43700 Hz | 37350 Hz | 43700 Hz | 50050 Hz | | | |

| Shape Selection | Shape Slot | Macro Name | Description | Random colors *1 | SHAPE SPEED | SHAPE OFFSET | SHAPE FADE | BACKGROUND SELECT |
|-----------------|------------|--|--|------------------------------|--|---|--|--|
| 0-7 | | Macro OFF | | N.a. | N.a. | N.a. | N.a. | N.a. |
| 8 | 1 | Pixel 1 | Static effects. The ring or rings used by the macro are turned-on with the foreground colour. | N.a. | N.a. | N.a. | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash |
| 9 | 2 | Ring 1 | | | | | | |
| 10 | 3 | Ring 2 | | | | | | |
| 11 | 4 | Ring 3 | | | | | | |
| 12 | 5 | Pixel 1+Ring 1 | | | | | | |
| 13 | 6 | Pixel 1+Ring 2 | | | | | | |
| 14 | 7 | Pixel 1+Ring 3 | | | | | | |
| 15 | 8 | Single ring (Ramp -/+) | | Yes | 0-63 = Radius size, static. 64-158 = max to min speed, Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect | 0-9 → continuous 10-255 → random distribution of flash | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash |
| 16 | 9 | Filled rings (ramp -/+) | Yes | | | | | |
| 17 | 10 | Open/Close 1 | Yes | | | | | |
| 18 | 11 | Open/Close 2 | Yes | | | | | |
| 19 | 12 | Random pixels 1 | | Yes | 0-63 = STOP 64-158 = max to min speed, Instant-on + fadeout. 159-160 = STOP. 161-255 = min to max speed, FadeIn + FadeOut. | 0-255 → select random distribution from 2 up to 20 fixtures | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-254 = wash All Fixtures: 255 = Mirror Effect |
| 20 | 13 | Random pixels 2 | Yes | 0-255 → select pixel density | | | | |
| 21 | 14 | Rainbow 1 (Variable speed) | | N.a. | 0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160 = STOP 161-255 = min to max speed, cw rotation | 0-255 → angle offset from 0 to 360° | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash |
| 22 | 15 | Rainbow 2 (Fixed speed with variable color offset) | | N.a. | 0-63 = STOP 64-158 = c.cw rotation 159-160 = STOP 161-255 = cw rotation The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle). | N.a. | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash |
| 23 | 16 | Fan | | N.a. | 0-63 = angle offset, 0-360° 64-158 = max to min speed, c.cw rotation 159-160 = STOP 161-255 = min to max speed, cw rotation | 0-255 → angle offset from 0 to 360° | 0-15 = Snap effect 16-255 = Fade effect and gamma selection | 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash For all fixtures: - Macro 25, 26 255 = Mirror Effect with bkgnd color - Macro 27, 28, 29 255 = Show Alternative Color |
| 24 | 17 | Bar 1 | | | | | | |
| 25 | 18 | Half moon | | | | | | |
| 26 | 19 | Triangle | | | | | | |
| 27 | 20 | Segment 1 | | | | | | |
| 28 | 21 | Arc 1 | | | | | | |
| 29 | 22 | Arc 2 | | | | | | |

| Shape Selection | Shape Slot | Macro Name | Description | Random colors *1 | SHAPE SPEED | SHAPE OFFSET | SHAPE FADE | BACKGROUND SELECT |
|-----------------|------------|--------------------------|-------------|------------------|---|------------------------------------|-----------------------------|---|
| 30 | 23 | Bar 2 (Variable size) | | N.a. | 0-63 = STOP, indexed speed 64-158 = max to min speed, c.cw rotation. 159-160 = STOP. 161-255 = min to max speed cc rotation. | 0-255 → select shape width | Linear fade | 0-7 = wash 8-23 = Bkgnd rings selection 24-254 = wash 255 = Mirror effect with bkgnd color Note: Mirror effect unavailable for macro 31. Macro 67, 68, 69: the mirror effect is available only for options 1, 3, 9 |
| 31 | 24 | Random explosion | | Yes | | 0-255 → select random distribution | Linear fade and wake length | |
| 32 | 25 | Segment 2 | | N.a. | | 0-255 → select shape width | Linear fade and wake length | |
| 33 | 26 | x Bump | | | | 0-255 → select macro offset | | |
| 34 | 27 | Image | | | | Linear fade | | |
| 35 | 28 | Bumping section | | | | | | |
| 36 | 29 | Ramp by 6 | | | | Linear fade and wake length | | |
| 37 | 30 | Ramp by 4 | | | | | | |
| 38 | 31 | Left/Right scrolling bar | | | | Linear fade | | |
| 39 | 32 | Up/Down scrolling bar | | | | | | |
| 40 | 33 | Bar 3 | | | | Linear fade | | |
| 41 | 34 | Vertical arc 1 | | | | | | |
| 42 | 35 | Vertical arc 2 | | | | Linear fade and wake length | | |
| 43 | 36 | Horizontal arc 1 | | | | | | |
| 44 | 37 | Horizontal arc 2 | | | | Linear fade and wake length | | |
| 45 | 38 | Mirrored pixel | | | | | | |
| 46 | 39 | Pixel animation 1 | | | | Linear fade | | |
| 47 | 40 | Pixel animation 2 | | | | | | |
| 48 | 41 | Pixel animation 3 | | | | Linear fade and wake length | | |
| 49 | 42 | Pixel animation 4 | | | | | | |
| 50 | 43 | Pixel animation 5 | | | | Linear fade | | |
| 51 | 44 | Semi arc (Ramp /+) | | | | | | |
| 52 | 45 | Bumping arc section | | | | Linear fade and wake length | | |
| 53 | 46 | Pixel animation 6 | | | | | | |
| 54 | 47 | Vertical ramp by 2 | | | | Linear fade | | |
| 55 | 48 | Following pixel by 2 | | | | | | |
| 56 | 49 | Syncopation | | | | Linear fade and wake length | | |
| 57 | 50 | Bumping 1 | | | | | | |
| 58 | 51 | Bumping 2 | | | | Linear fade | | |
| 59 | 52 | Bumping 3 | | | | | | |
| 60 | 53 | Vertical pixel scrolling | | | | Linear fade and wake length | | |
| 61 | 54 | Random vertical section | | | | | | |
| 62 | 55 | Random central section | | | | Linear fade | | |
| 63 | 56 | Random ring 2 | | | | | | |
| 64 | 57 | Random ring 3 | | | | Linear fade and wake length | | |
| 65 | 58 | Random ring 1+3 | | | | | | |
| 66 | 59 | Random ring 2+3 | | | | Linear fade and wake length | | |
| 67 | 60 | Single pixel ring 1 | | | | | | |
| 68 | 61 | Single pixel ring 2 | | | | Linear fade and wake length | | |
| 69 | 62 | Single pixel ring 3 | | | | | | |
| 70 | 63 | Spiral | | | | Linear fade and wake length | | |
| 71-255 | 64 | | | | | | | |

| PIXEL ENGINE | | DMX Value | Function |
|--------------|---------|-----------|--------------------------|
| RGB | RGBW | | |
| 1...109 | 1...145 | 000 – 255 | RED Linear 0 – 100% |
| 2...110 | 2...146 | 000 – 255 | GREEN Linear 0 – 100% |
| 3...111 | 3...147 | 000 – 255 | BLUE Linear 0 – 100% |
| - | 4...148 | 000 – 255 | WHITE Linear 0 – 100% |

LED reference number for pixel mapping (TILT: channel 16 @ 200 bit)

