



# QUASAR SCIENCE

## DMX CHARTS

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Compatible with Firmware 0.7B and 0.8B

To take advantage of all the features and profiles in the RR/R2 Linear LED series we recommend updating to the [latest v0.8 firmware](#).

### **There are 5 categories of DMX Profiles available for the RR and R2:**

1. Standard Profiles
2. FX Profiles (which are Standard Profiles + built-in FX)
3. Standard & FX Profiles with Output Mode control (High/Normal/Low)
4. RGB VW (Variable White) Profiles where CCT affects color output
5. Profiles designed for Pixel Mapping (VRGB & RGB VW)

### **Notes:**

Profiles 54 – 66 require Firmware 0.7b or later. (see release notes)

Use of the [starCTRL](#) iOS app requires Firmware 0.8b or later. (see release notes)

*If using a firmware earlier than 0.7b the Standard Profiles will still be compatible, but it is recommended that you update to the latest Firmware to take advantage of all profiles, color spaces and routing options.*

We provide Fixture Profiles for ETC, HOG4 and GrandMA that are compatible with firmware v0.8 that can be downloaded [HERE](#).

## Parameter Abbreviations

CC = Color Correction +/- Green (Tint)	O = Output Mode	S = Spectrum Control
CS = Color Space	FX = Effect Macros	CCT = Color Temperature
H = Hue	S = Saturation	I = Intensity

Rainbow2 and Double Rainbow lights employ a 5-LED diode set (R, G, B, T, D)

Information on the native RGBX Color Engine can be found in the online [Knowledge Base](#)

## Standard Profiles

1. HSIC 8b
2. HSIC 16b
3. HSI 8b
4. XFade\* +CC 8b
5. XFade\* 8b
6. CCT & RGB 8b
7. CCT & RGB 16b
8. RGB 8b (HSI calibrated)
13. RGBTD 8b
14. RGBTD 16b
15. RGB 16b (HSI calibrated)
19. xy 8b
20. xy 16b
21. xy +S 8b
22. xy +S 16b

*\*XFade refers to the Crossfade fixture, not the DMX parameter*

## FX Profiles

9. HSIC +FX 8b
10. HSIC +FX 16b
11. CCT & RGB +FX 8b
12. CCT & RGB +FX 16b

## Standard Profiles with FX and Output Mode

31. HSIC +O 8b (= Profile 1 +O)
32. HSIC +O 16b (= Profile 2 +O)
33. HSI +O 8b (= Profile 3 +O)
34. XFade +CC +O 8b (= Profile 4 +O)
35. XFade+O 8b (= Profile 5 +O)
36. CCT & RGB +O 8b (= Profile 6 +O)
37. CCT & RGB +O 16b (= Profile 7 +O)
38. RGB +O 8b (= Profile 8 +O)
39. HSIC +FX +O 8b (= Profile 9 +O)
40. HSIC +FX +O 16b (= Profile 10 +O)

- 41. CCT&RGB +FX +O 8b (= Profile 11 +O)
- 42. CCT&RGB +FX +O 16b(= Profile 12+O)
- 43. RGBTD +O 8b (= Profile 13 +O)
- 44. RGBTD +O 16b (= Profile 14 +O)
- 45. RGB +O 16b (= Profile 15 +O)
  
- 49. xy +O 8b (= Profile 19 +O)
- 50. xy +O 16b (= Profile 20 +O)
- 51. xy +S +O 8b (= Profile 21 +O)
- 52. xy +S +O 16b (= Profile 22 +O)

## RGB VW (Variable White Profiles)

Per-pixel Parameters: R,G,B, CCT, +/- Green  
 Global Parameters: Spectrum, Color Space, Output Mode

- 23. RGB VW 8b
- 24. RGB VW 16b
- 25. RGB VW +S +CS 8b
- 26. RGB VW +S +CS 16b
- 53. RGB VW +O 8b
- 54. RGB VW +O 16b
- 55. RGB VW +S +CS +O 8b
- 56. RGB VW +S +CS +O 16b

## VRGB Profiles (video RGB / pixel mapping)

Per-pixel Parameters: R,G,B, CCT, +/- Green  
 Global Parameters: Spectrum, Color Space, Output Mode

- 61. VRGB - 8b
- 62. VRGB - 16b
- 63. VRGB CCT +/-Green +S +CS +O - 8b
- 64. VRGB CCT +/-Green +S +CS +O - 16b
- 65. VRGB D3 - 8b (All Parameters are Per-Pixel)
- 66. VRGB D3 - 16b (All Parameters are Per-Pixel)

## Notes & Tips

**Tip:** When using standard profiles in multi-pixel mode, you can patch additional fixtures of the same profile to match the pixel count of your RR or R2 fixtures.

**Example:** A Q25R2 set to 10-pixel mode in Profile 1 (HSIC 8-bit) would use 5 dmx addresses per pixel. So  $5 \times 10 = 50$  dmx addresses per fixture.

For Effects Profiles, the FX parameters are for the entire fixture (global) and come after the Per-pixel parameters.

**Example:** An RR50 set to 20 Pixels in Profile 9 (HSIC+FX) would be 5 dmx addresses per pixel:  
 5 addresses x 20 pixels = 100 dmx addresses.  
 Then add 3 global FX Channels after the pixels:  
 +3 FX channels = a total of 103 dmx addresses for the multi pixel version of profile 9.

### Additional DMX Tables at the end of this document:

- +/- Green Table
- Output Mode Table
- Color Space Table
- FX Type Table
- FX Rate Table
- FX Emergency Light Table

# Quasar Science

## RR-R2 DMX Charts Firmware 0.8b

### Standard Profiles

#### Profile 1: HSIC - 8bit

5 DMX Channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green			<b>SEE GREEN TABLE</b>	0 / 0
4	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
5	Saturation	0-255	0-100		0 / 0

#### Profile 2: HSIC - 16bit

8 DMX Channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	Color Temp	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green			<b>SEE GREEN TABLE</b>	0 / 0
5/6	Hue	0-65,535	0 to 360	0° to 359.9999°	0 / 0
7/8	Saturation	0-65,535	0-100	White Light to RGB	0 / 0

#### Profile 3: HSI - 8bit

3 DMX Channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
3	Saturation	0-255	0-100	White Light to RGB	0 / 0

\*The white light value in this mode is 6500K

Profiles 4 & 5 are "Crossfade" the Quasar Science fixture (not the dmx parameter)

#### Profile 4: Crossfade +CC - 8bit

3 DMX Channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0

### Profile 5: Crossfade - 8bit

2 DMX Channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	Color Temp	0-255	0-100	1,750K to 10,000K	3200K / 045

### Profile 6: CCT & RGB - 8bit

7 DMX Channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Crossfade	0-255	0-100	White Light to RGB	0 / 0
5	Red	0-255	0-100	Red Intensity	100 / 255
6	Green	0-255	0-100	Green Intensity	100 / 255
7	Blue	0-255	0-100	Blue Intensity	100 / 255

### Profile 7: CCT & RGB - 16bit

9 DMX Channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Crossfade	0-65,535	0-100	White Light to RGB	0 / 0
7	Red	0-255	0-100	Red Intensity	100 / 255
8	Green	0-255	0-100	Green Intensity	100 / 255
9	Blue	0-255	0-100	Blue Intensity	100 / 255

### Profile 8: RGB - 8bit

3 DMX Channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default* % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0

The white light value in this mode is 6500K

*\*If using a virtual intensity master then RGB should use default 100% / 255*

## +FX Profiles

### Profile 9: HSIC +FX - 8bit

5 DMX Channels Per Pixel + 3 FX Channels Per Fixture

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
5	Saturation	0-255	0-100	White Light to RGB	0 / 0
<i>[When multicell these are global parameters that patch after the pixel-count]</i>					
6	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
7	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
8	FX Size	0-255	0-100	<b>SEE FX SIZE TABLE</b>	0 / 0

### Profile 10: HSIC +FX - 16bit

8 DMX Channels Per Pixel + 3 FX Channels Per Fixture

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Hue	0-65,535	0 to 360	0° to 359.9999°	0 / 0
7/8	Saturation	0-65,535	0-100	White Light to RGB	0 / 0
<i>[When multicell these are global parameters]</i>					
9	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
10	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
11	FX Size	0-255	0-100	<b>SEE FX SIZE TABLE</b>	0 / 0

### Profile 11: CCT & RGB +FX - 8bit

7 DMX Channels Per Pixel + 3 FX Channels Per Fixture

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Crossfade	0-255	0-100	White Light to RGB	0 / 0
5	Red	0-255	0-100	Red Intensity	100 / 255
6	Green	0-255	0-100	Green Intensity	100 / 255
7	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell these are global parameters]</i>					
8	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
9	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
10	FX Size	0-255	0-100	<b>SEE FX SIZE TABLE</b>	0 / 0

### Profile 12: CCT & RGB +FX - 16bit

9 DMX Channels Per Pixel + 3 FX Channels Per Fixture

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Intensity	0-65,535	0-100		0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Crossfade	0-65,535	0-100	White Light to RGB	0 / 0
7	Red	0-255	0-100	Red Intensity	100 / 255
8	Green	0-255	0-100	Green Intensity	100 / 255
9	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell these are global parameters]</i>					
10	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
11	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
12	FX Size	0-255	0-100	<b>SEE FX SIZE TABLE</b>	0 / 0

### Profile 13: RGBTD - 8bit

5 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default* % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	2000K	0-255	0-100	Tungsten	0 / 0
5	6000K	0-255	0-100	Daylight	0 / 0

RGB Whitepoint = 6500K

*\*If using a virtual intensity master then RGBTD should use default 100% / 255*

### Profile 14: RGBTD - 16bit

10 DMX channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
7/8	2000K	0-65,535	0-100	Tungsten	0 / 0
9/10	6000K	0-65,535	0-100	Daylight	0 / 0

RGB Whitepoint = 6500K

*\*If using a virtual intensity master then RGBTD should use default 100% / 255*

### Profile 15: RGB - 16bit

6 DMX channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0

RGB Whitepoint = 6500K

*\*If using a virtual intensity master then RGB should use default 100% / 255*



## xy Profiles

### Profile 19: xy - 8bit

3 DMX channels Per Pixel					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	x Coordinate	0-255	0-100	0.0 to 0.8000	x=.3168 / 101
3	y Coordinate	0-255	0-100	0.0 to 0.8000	y=.3200 / 102
<i>The whitepoint in this mode is D65</i>					

### Profile 20: xy - 16bit

6 DMX channels Per Pixel					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3/4	x Coordinate	0-65,535	0-100	0.0 to 0.8000	x=.3139 / 25715
5/6	y Coordinate	0-65,535	0-100	0.0 to 0.8000	y=.3240 / 26542
<i>The whitepoint in this mode is D65</i>					

### Profile 21: xy +S - 8bit

3 DMX channels Per Pixel +1 Global Parameter					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	x Coordinate	0-255	0-100	0.0 to 0.8000	x=.3168 / 101
3	y Coordinate	0-255	0-100	0.0 to 0.8000	y=.3200 / 102
<i>[When multicell Spectrum is a global parameter]</i>					
4	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100% / 255
<i>The whitepoint in this mode is D65</i>					

### Profile 22: xy +S - 16bit

6 DMX channels Per Pixel +1 Global Parameter					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3/4	x Coordinate	0-65,535	0-100	0.0 to 0.8000	x=.3139 / 25715
5/6	y Coordinate	0-65,535	0-100	0.0 to 0.8000	y=.3240 / 26542
<i>[When multicell Spectrum is a global parameter]</i>					
7	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100% / 255
<i>The whitepoint in this mode is D65</i>					

## RGB VW Profiles

RGB Variable White profiles are RGB, CCT and +/-Green Per-pixel, designed for advanced pixel mapping

### Profile 23: RGB VW - 8bit

5 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default* % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 0

Profile uses the RGBX Absolute Hue Color Space

*\*If using a virtual intensity master then RGB should use default 100% / 255*

### Profile 24: RGB VW - 16bit

8 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default* % / DMX</u>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
7	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0

Profile uses the RGBX Absolute Hue Color Space

*\*If using a virtual intensity master then RGB should use default 100% / 255*

Profiles 25 & 26 are able to switch between Standard Profile functions and Pixel Mapping functions  
Global Parameters are per-fixture to reduce Multicell DMX footprint

### Profile 25: RGB VW +S +CS - 8bit

5 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default* % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0

*[When multicell these are global parameters]*

6	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
7	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255

Spectrum Control only affects Relative Colorimetric Color Spaces

*\*If using a virtual intensity master then RGB should use default 100% / 255*

## Profile 26: RGB VW +S +CS - 16bit

8 DMX channels Per Pixel

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1/2	Red	0-65535	0-100	Red Intensity	0 / 0
3/4	Green	0-65535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65535	0-100	Blue Intensity	0 / 0
7	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
<i>[When multicell these are global parameters]</i>					
9	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
10	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
Spectrum Control only affects Relative Colorimetric Color Spaces					
<i>*If using a virtual intensity master then RGB should use default 100% / 255</i>					

## Standard Profiles with +FX and +Output Mode

### Profile 31: HSIC +O - 8bit

5 DMX Channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
5	Saturation	0-255			
<i>[When multicell Output Mode is a global parameter]</i>					
6	Output Mode	0-255	0-100	Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 32: HSIC +O - 16bit

8 DMX Channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Hue	0-65,535	0 to 360	0° to 359.9999°	0 / 0
7/8	Saturation	0-65,535	0-100	White Light to RGB	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
9	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 33: HSI +O - 8bit

3 DMX Channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
3	Saturation	0-255	0-100	White Light to RGB	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
4	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>The white light value in this mode is 6500K</i>					

Profiles 34 & 35 are "Crossfade" the Quasar Science fixture (not the dmx parameter)

### Profile 34: Crossfade +CC +O - 8bit

3 DMX Channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
4	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 35: Crossfade +O - 8bit

3 DMX Channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
<i>[When multicell Output Mode is a global parameter]</i>					
3	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 36: CCT & RGB +O - 8bit

7 DMX Channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Crossfade	0-255	0-100	White Light to RGB	0 / 0
5	Red	0-255	0-100	Red Intensity	100 / 255
6	Green	0-255	0-100	Green Intensity	100 / 255
7	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell Output Mode is a global parameter]</i>					
8	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 37: CCT & RGB +O - 16bit

9 DMX Channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Crossfade	0-65,535	0-100	White Light to RGB	0 / 0
7	Red	0-255	0-100	Red Intensity	100 / 255
8	Green	0-255	0-100	Green Intensity	100 / 255
9	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell Output Mode is a global parameter]</i>					
10	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

### Profile 38: RGB +O - 8bit

3 DMX Channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
4	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

The white light value in this mode is 6500K

*\*If using a virtual intensity master then RGB should use default 100% / 255*

### Profile 39: HSIC +FX +O - 8bit

5 DMX Channels Per Pixel +4 Global Parameters

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Hue	0-255	0 to 360	0° to 359.9999°	0 / 0
5	Saturation	0-255	0-100	White Light to RGB	0 / 0
<i>[When multicell these are global parameters]</i>					
6	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
7	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
8	FX Size	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
9	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

## Profile 40: HSIC +FX +O - 16bit

8 DMX Channels Per Pixel +4 Global Parameters

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Intensity	0-65535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255		<b>SEE GREEN TABLE</b>	0 / 0
5/6	Hue	0-65535	0 to 360	0° to 359.9999°	0 / 0
7/8	Saturation	0-65535	0-100	White Light to RGB	0 / 0
<i>[When multicell these are global parameters]</i>					
9	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
10	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
11	FX Size	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
12	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

## Profile 41: CCT & RGB +FX +O - 8bit

7 DMX Channels Per Pixel +4 Global Parameters

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
3	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
4	Crossfade	0-255	0-100	White Light to RGB	0 / 0
5	Red	0-255	0-100	Red Intensity	100 / 255
6	Green	0-255	0-100	Green Intensity	100 / 255
7	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell these are global parameters]</i>					
8	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
9	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
10	FX Size	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
11	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	



## Profile 42: CCT & RGB +FX +O - 16bit

9 DMX Channels Per Pixel +4 Global Parameters

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
4	+/-Green	0-255	0-100	<b>SEE GREEN TABLE</b>	0 / 0
5/6	Crossfade	0-65,535	0-100	White Light to RGB	0 / 0
7	Red	0-255	0-100	Red Intensity	100 / 255
8	Green	0-255	0-100	Green Intensity	100 / 255
9	Blue	0-255	0-100	Blue Intensity	100 / 255
<i>[When multicell these are global parameters]</i>					
10	FX Type	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
11	FX Rate	0-255	0-200	<b>SEE FX RATE TABLE</b>	0 / 133
12	FX Size	0-255	0-100	<b>SEE FX TABLE</b>	0 / 0
13	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

## Profile 43: RGBTD +O - 8bit

5 DMX channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	2000K	0-255	0-100	Tungsten	0 / 0
5	6000K	0-255	0-100	Daylight	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
6	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*\*If using a virtual intensity master then RGBTD should use default 100% / 255*

## Profile 44: RGBTD +O - 16bit

10 DMX channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
7/8	2000K	0-65,535	0-100	Tungsten	0 / 0
9/10	6000K	0-65,535	0-100	Daylight	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
11	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>*If using a virtual intensity master then RGBTD should use default 100% / 255</i>					

## Profile 45: RGB +O - 16bit

6 DMX channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default* % / DMX</b>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
<i>[When multicell Output Mode is a global parameter]</i>					
7	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>*If using a virtual intensity master then RGB should use default 100% / 255</i>					

## xy Profiles with +Output

### Profile 49: xy +O - 8bit

3 DMX channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	x Coordinate	0-255	0-100	0.0 to 0.8000	x=.3168 / 101
3	y Coordinate	0-255	0-100	0.0 to 0.8000	y=.3200 / 102

*[When multicell Output Mode is a global parameter]*

4	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*The whitepoint in this mode is D65*

### Profile 50: xy +O - 16bit

6 DMX channels Per Pixel +1 Global Parameter

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3/4	x Coordinate	0-65,535	0-100	0.0 to 0.8000	x=.3139 / 25715
5/6	y Coordinate	0-65,535	0-100	0.0 to 0.8000	y=.3240 / 26542

*[When multicell Output Mode is a global parameter]*

7	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*The whitepoint in this mode is D65*

### Profile 51: xy +S +O - 8bit

3 DMX channels Per Pixel +2 Global Parameters

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Intensity	0-255	0-100	Dimmer	0 / 0
2	x Coordinate	0-255	0-100	0.0 to 0.8000	x=.3168 / 101
3	y Coordinate	0-255	0-100	0.0 to 0.8000	y=.3200 / 102

*[When multicell these are global parameters]*

4	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
5	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*The whitepoint in this mode is D65*

## Profile 52: xy +S +O - 16bit

6 DMX channels Per Pixel +2 Global Parameters

<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Intensity	0-65,535	0-100	Dimmer	0 / 0
3/4	x Coordinate	0-65,535	0-100	0.0 to 0.8000	x=.3139 / 25715
5/6	y Coordinate	0-65,535	0-100	0.0 to 0.8000	y=.3240 / 26542
<i>[When multicell these are global parameters]</i>					
7	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
8	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>The whitepoint in this mode is D65</i>					

## RGB VW Profiles with +Output +Spectrum +Color Space

RGB Variable White profiles are RGB, CCT and +/-Green Per-pixel, designed for advanced pixel mapping  
Global Parameters are per-fixture to reduce Multicell DMX footprint

### Profile 53: RGB VW +O - 8bit

5 DMX channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
<i>[When multicell Output Mode is a global parameter]</i>					
6	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*Profile uses the RGBX Absolute Hue Color Space*

### Profile 54: RGB VW +O - 16bit

8 DMX channels Per Pixel +1 Global Parameter

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
7	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
<i>[When multicell Output Mode is a global parameter]</i>					
9	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

*Profile uses the RGBX Absolute Hue Color Space*

Profiles 55 & 56 are able to switch between Standard Profile functions and Pixel Mapping functions

### Profile 55: RGB VW +S +CS +O - 8bit

5 DMX channels Per Pixel +3 Global Parameters

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
<i>[When multicell these are global parameters]</i>					
6	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
7	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
8	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>Spectrum Control only affects Relative Colorimetric Color Spaces</i>					

### Profile 56: RGB VW +S +CS +O - 16bit

8 DMX channels Per Pixel +3 Global Parameters

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
7	CCT	0-65,535	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
<i>[When multicell these are global parameters]</i>					
9	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
10	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
11	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>Spectrum Control only affects Relative Colorimetric Color Spaces</i>					

## VRGB Profiles

Profiles 61 and 62 are Video RGB profiles are designed to maximize pixel count for advanced Image Based Lighting setups. The RGB pixels are set to a fixed, calibrated color space.

### Profile 61: VRGB - 8bit

3 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0

**Relative Colorimetric - xy Calibrated, Fixed White Point of D65, Rec709 gamut, High Output Mode**

*If using a virtual intensity master then RGB should use default 100% / 255*

See Color Space Table for more info

### Profile 62: VRGB - 16bit

6 DMX channels Per Pixel

<u>Channel</u>	<u>Function</u>	<u>Value</u>	<u>Percentage (%)</u>	<u>Description</u>	<u>Default % / DMX</u>
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0

**Relative Colorimetric - xy Calibrated, Fixed White Point of D65, Rec709 gamut, High Output Mode**

*If using a virtual intensity master then RGB should use default 100% / 65535*

See Color Space Table for more info

The following Video RGB profiles maximize pixel count per Universe by moving some pixel parameters to Global Parameters. This reduces the overall dmx address footprint in multicell modes.  
 To learn more about Global Parameters vs Per-pixel Parameters: [see this Help Article.](#)

### Profile 63: VRGB +S +CS +O - 8bit

3 DMX channels Per Pixel +5 Global Parameters

Channel	Function	Value	Percentage (%)	Description	Default % / DMX
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
<i>[When multicell these are global parameters]</i>					
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
6	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
7	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
8	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>Spectrum Control only affects Relative Colorimetric Color Spaces</i>					

### Profile 64: VRGB +S +CS +O - 16bit

6 DMX channels Per Pixel +5 Global Parameters

Channel	Function	Value	Percentage (%)	Description	Default % / DMX
1/2	Red	0-65,535	0-100	Red Intensity	0 / 0
3/4	Green	0-65,535	0-100	Green Intensity	0 / 0
5/6	Blue	0-65,535	0-100	Blue Intensity	0 / 0
<i>[When multicell these are global parameters]</i>					
7	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
9	Spectrum Control	0-255	0-100	0% RGB only 100% Max Spectrum	100 / 255
10	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
11	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>Spectrum Control only affects Relative Colorimetric Color Spaces</i>					



## VRGB D3 Profiles

These D3 Profiles are made for media servers where the software cannot implement Global Parameters after the RGB pixels, so they are instead controlled by Pixel #1.

### Profile 65: VRGB D3 - 8bit

7 DMX channels Per Pixel					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1	Red	0-255	0-100	Red Intensity	0 / 0
2	Green	0-255	0-100	Green Intensity	0 / 0
3	Blue	0-255	0-100	Blue Intensity	0 / 0
<i>[When multicell these parameters are controlled by pixel #1]</i>					
4	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
5	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
6	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
7	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>All parameters are per-pixel</i>					

### Profile 66: VRGB D3 - 16bit

10 DMX channels Per Pixel					
<b>Channel</b>	<b>Function</b>	<b>Value</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
1/2	Red	0-255	0-100	Red Intensity	0 / 0
3/4	Green	0-255	0-100	Green Intensity	0 / 0
5/6	Blue	0-255	0-100	Blue Intensity	0 / 0
<i>[When multicell these parameters are controlled by pixel #1]</i>					
7	CCT	0-255	0-100	1,750K to 10,000K	3200K / 045
8	+/- Green	0-255	-100<>100	<b>SEE GREEN TABLE</b>	0 / 133
9	Color Space	0-255	0-100	<b>SEE COLOR SPACE TABLE</b>	100 / 255
10	Output Mode	0-255	0-100	Fixture Output Level	0 / 0
		0-77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	
<i>All parameters are per-pixel</i>					

## GREEN TABLES

Channel	Function	DMX Value	Percentage (%)	Description	Defaults % / DMX
Channel #	+/-Green		-100% <> +100%	Plus and Minus Green	
		0-10	0-4	No Effect	0 / 0
		11-20	5-7	Full Minus Green	
		21-119	8-46	-99% to -1%	
		120-145	47-57	Neutral 0%	← Continuous default
		146-244	58-96	1% to 99%	
		245-255	97-100	Full Plus Green	

### Continuous Tint

	DMX			User %	
Min	<b>Home</b>	Max	Min	<b>Home</b>	Max
20	70	119	-100	-50	-1
133	133	133	0	0	0
146	196	245	1	51	100

### HOG4 Minus Green

	chnl			
		20 > 119	variable	-100 > -1%
		132	variable	0%
		146 > 245	variable	1 > 100%

## OUTPUT MODE

Channel	Function	DMX Value	Percentage (%)	Description	Default % / DMX
+1	Output Mode	0-255	0-100		0 / 0
		0 - 77	0-30	High	
		78-153	31-60	Normal	
		154-255	61-100	Low	

## FX TABLES

### FX TYPE

Channel	Function	DMX Value	Percentage (%)	Description	Default % / DMX
Channel #	FX Type	0 - 26	0 - 10	OFF	0 / 0
		27 - 38	11 - 15	Rainbow	
		39 - 51	16 - 20	Short Circuit	
		52 - 64	21 - 25	Paparazzi	
		65 - 77	26 - 30	Strobe	
		78 - 90	31 - 35	Fire	
		91 - 102	36 - 40	Emergency Light	
		103 - 255	41-100	Future Use	

## FX TABLES

### FX RATE

Channel	Function	DMX Value	Percentage (%)	Description	Default % / DMX
Channel #	FX Rate	0-255	0-100	0 - 200%	0 / 0
		0-10	0-4	No Effect	
		11-20	5-7	0%	
		21-119	8-46	1% to 99%	
		120-145	47-57	100%	← Continuous default
		146-244	58-96	101% to 199%	
		245-255	97-100	200%	

### Continuous FX Rate for Console Profiles

	DMX			USER (%)	
Min	Home	Max	Min	Home	Max
20	133	245	0	100	200

### FX SIZE

#### EMERGENCY LIGHT - FX FLASH PATTERNS

Profiles 9 thru 12, 39 thru 42

Channel	Function	DMX Value	Percentage (%)	Description	Default % / DMX
x	FX Size	0-255	0-100	Fire FX size	0 / 0
		0 - 38	0 - 15	Single	
		39 - 77	16 - 30	Single/Off	
		78 - 115	31 - 45	Double	
		116 - 153	46 - 60	Triple	
		154 - 191	61 - 75	Quad	
		192 - 255	76 - 100	Future Use	

The SIZE parameter affects the Min/Max Intensity for the Fire effect

**COLOR PATTERNS**

**EMERGENCY LIGHT - HUE PRESET TABLE**

<b>Channel</b>	<b>Function</b>	<b>DMX Value</b>	<b>Hue Angle*</b>	<b>Percentage (%)</b>	<b>Description</b>	<b>Default % / DMX</b>
x	<b>Hue*</b>	0 - 13	0 - 19	0 - 5	Red & Blue	0 / 0
		14 - 26	20 - 38	6 - 10	Blue & Blue	
		27 - 38	39 - 55	11 - 15	Red & Orange	
		39 - 51	56 - 73	16 - 20	Red & White (3200)	
		52 - 64	74 - 91	21 - 25	Red & White (5600)	
		65 - 77	92 - 109	26 - 30	Blue & White (3200)	
		78 - 89	110 - 127	31 - 35	Blue & White (5600)	
		90 - 102	128 - 145	36 - 40	Green & White(3200)	
		103 - 115	146 - 163	41 - 45	Green & White(5600)	
		116 - 128	164 - 181	46 - 50	Orange & White (3200)	
		129 - 140	182 - 199	51 - 55	Orange & White (5600)	
		141 - 153	200 - 217	56 - 60	White & White (3200)	
		154 - 166	218 - 235	61 - 65	White & White (5600)	
		167 - 255	236 - 360	66 - 100	No Effect / Future Use	

\*For RGB profiles with +FX, the RED parameter is used instead of HUE