

Abstract X-Lite driver DMX personality (sw v0.1.29)

Show Mode: 36 channels

Layer 1	Layer 2	Layer 3			
1	13	25	Layer dimmer/opacity		
2	14	26	Red		
3	15	27	Green		
4	16	28	Blue		
5	17	29	White		only in rgbw mode
6	18	30	Speed	0-4=Stop 5-255=Slow→Fast	
7	19	31	Pattern	0-7=Prog1-Solid/Block Fwd 8-15=Block Fwd, sound mode** 16-23= Prog2-Solid/Block Rev 24-31=Block Rev, sound mode** 32-39= Prog3-Curtain Fwd 40-47=Curtain Fwd, sound mode 48-55= Prog4-Curtain Rev 56-63=Curtain Rev, sound mode 64-71= Prog5-Comet Fwd 72-79=Comet Fwd, sound mode** 80-87= Prog6- Comet Rev 88-95=Comet Rev, sound mode** 96-103= Prog7-Bounce 104-111=Bounce, sound mode** 112-119=Prog8-Pulse (random block size) 120-127=Pulse, sound mode 128-135= Prog9-Trance 136-143=Trance, sound mode** 144-151= Prog10-Dissolve 152-159=Dissolve, sound mode** 160-167= Prog11-Flame 168-175=Flame, sound mode** 176-183= Prog12-EQ (see Duplicate for extra settings) 184-191= EQ, sound mode 192-199= Prog13-Rain 200-207=Rain, sound mode** 208-215= Prog14-Expand 216-223=Expand, sound mode** 224-231= Prog15-Sparkle 232-239=Sparkle, sound mode 240-247= Prog16- Strobe (see Duplicate for extra settings) 248-255=Strobe, sound mode	
8	20	32	Fade/Soft edge		
9	21	33	Duplicate	Splits effect into smaller blocks	No effect for comet, rain For EQ: 0-31 Single EQ, no dot 32-63 Reverse Single EQ, no dot 64-95 Single EQ, with dot 96-127 Reverse Single EQ, with dot 128-159 Double EQ ends in, no dot 160-191 Double EQ centre out, no dot 192-223 Double EQ ends in, with dot 224-255 Double EQ centre

					out, with dot For Strobe: 0-127=random strobe 128-255=full strobe
10	22	34	Length	Sets size of effect	
11	23	35	Colour change speed	0-4=Stop 5-255=Slow → Fast	
12	24	36	Colour modify	(Spread) 0-63=Full spectrum colour spread 64-127=Bounce colour (goes to a colour then back to original) 128-191=Colour blocks (not faded) 192-255=Chroma dim (colour modified by pixel intensity)-	

Note:

Higher layers override lower layers i.e. Layer1 is the background. Solid on Layer 2 will hide Layer 1.

****=sound mode not yet available on these patterns. Operates in non-sound mode**