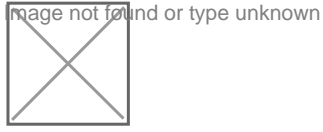


# Effects

- 



# Auto Effects

Effect	Command	Command	Command	Command	Command
Chaser	21.00	21.00	21.00	21.00	21.00
Chaser - 1/2	21.00	21.00	21.00	21.00	21.00
Chaser - 1/4	21.00	21.00	21.00	21.00	21.00
Chaser - 1/8	21.00	21.00	21.00	21.00	21.00
Smooth	21.00	21.00	21.00	21.00	21.00
Ramp up	21.00	21.00	21.00	21.00	21.00
Ramp down	21.00	21.00	21.00	21.00	21.00
Lightning	21.00	21.00	21.00	21.00	21.00
Candle	21.00	21.00	21.00	21.00	21.00
Double blink	21.00	21.00	21.00	21.00	21.00

Chaser - 1/2 (includes offset)



Chaser - 1/4 (includes offset)



Chaser - 1/8 (includes offset)



Smooth (includes offset)



Ramp up (includes random offset)



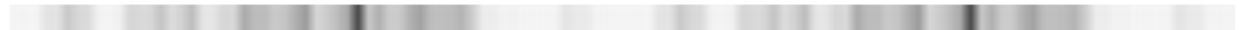
Ramp down (includes random offset)



Lightning



Candle (includes random offset)



Double blink



Rainbow (includes offset)



Rainbow – pastel



Rainbow – warm (includes random offset)



Rainbow – cool (includes random offset)



Kolidoscope (includes random offset)



Sparkle – red (includes random offset)



Sparkle – green (includes random offset)



Sparkle – blue (includes random offset)



Sparkle – yellow (includes random offset)



Sparkle – magenta (includes random offset)



Fade – red/white (includes offset)



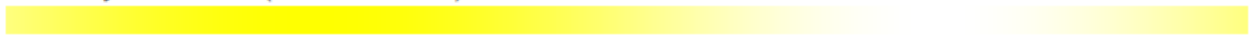
Fade – green/white (includes offset)



Fade – blue/white (includes offset)



Fade – yellow/white (includes offset)



Fade – blue/orange (includes offset)



Emergency – blue



Emergency – red/blue



Warning



Fire



Fireworks





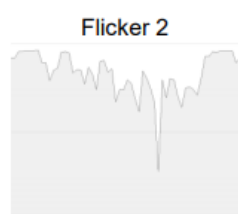
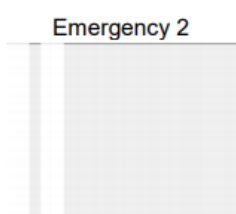
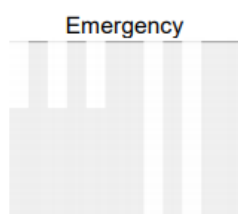
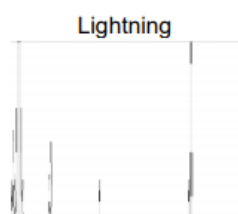
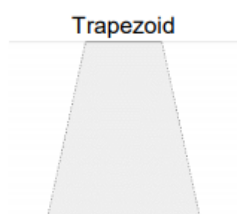
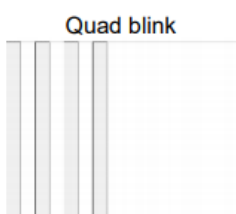
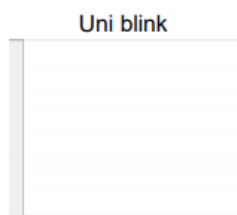
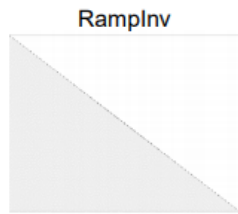
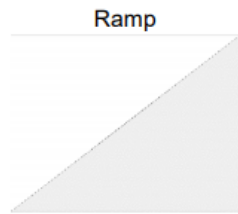
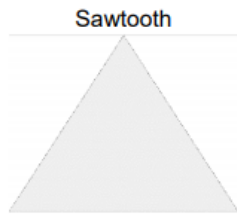


# Programming Effect Palettes

---

# Waveforms

Function	Forward	Reverse	Forward	Reverse	Forward	Reverse
Function	Forward	Reverse	Forward	Reverse	Forward	Reverse
Intensity	None	None	0	0	0	0
Step	None	None	0	0	0	0
Tri	None	None	0	0	0	0
Step	None	None	0	0	0	0
Quad	None	None	0	0	0	0
Tri	None	None	0	0	0	0
CTD	None	None	0	0	0	0
CTD 2	None	None	0	0	0	0
WFL	None	None	0	0	0	0
Stroke	None	None	0	0	0	0



Function	Forward	Reverse	Forward	Reverse	Forward	Reverse
Function	Forward	Reverse	Forward	Reverse	Forward	Reverse
Intensity	None	None	0	0	0	0
Step	✓	✓	0	0	0	0
Tri	✓	✓	0	0	0	0
Step	None	None	0	0	0	0
Quad	None	None	0	0	0	0
Tri	None	None	0	0	0	0
WFL	None	None	0	0	0	0
CTD	None	None	0	0	0	0
CTD 2	None	None	0	0	0	0
Stroke	None	None	0	0	0	0