

# LED Creative Byte Profile Footprint v3.xlsx - 15CH Layout



Channel Number Multi	Channel Number Indiv	Function	Use	Ranges	DMX Value Decimal	Percent	Attribute Type	Default Value	Highlight Value	Snap	Compulite Channel Number	Compulite Bank	Compulite Function
1	1	Master Brightness	Overall Fixture Intensity Control	"Intensity" 0-100%	0-255	0-100%	Continuous	255	255	No	A	Intensity	Dimmer
2	2	Mode Select	Controls how layers interact with each other	"Mix" Layer 1 & 2 Mix "Layer 1 Priority" Layer 1 has priority on Layer 2 (Layer 1 on top) "Layer 2 Priority" Layer 2 has priority on Layer 1 (Layer 2 on top) Reserved	0-10 11-20 21-30 31-255	0-4% 5-8% 9-12% 13-100%	Discrete	5	5	Yes	A	Intensity	Mixer Mode
3	1	FX Layer Intensity	Intensity of layer 1	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No	B	Intensity	Dimmer
4	2	FX Layer Red	Intensity of layer 1 Red	Red 0-100%	0-255	0-100%	Continuous	255	255	No	B	Colour	Red
5	3	FX Layer Green	Intensity of layer 1 Green	Green 0-100%	0-255	0-100%	Continuous	255	255	No	B	Colour	Green
6	4	FX Layer Blue	Intensity of layer 1 Blue	Blue 0-100%	0-255	0-100%	Continuous	255	255	No	B	Colour	Blue
7	5	FX Select	Selection of prebuilt Effects	FX 1 - Running Steps FX 2 - Static Steps FX 3 - Running Noise FX 4 - Static Noise FX 5 - Paparazzi FX 6 - Linear Noise FX 7 - Falling Pennies FX 8 - Trailblazer FX 9 - Shooting Stars FX 10 - Lit Fuse FX 11 - Rainbow Steps FX 12 - Rainbow Static FX 13 - Red/Blue Steps FX 14 - Red/Green Steps FX 15 - Blue/Green Steps FX 16 - Cyan/Magenta Steps FX 17 - Cyan/Yellow Steps FX 18 - Magenta/Yellow Steps FX 19 - Red/Magenta Steps FX 20 - Red/Cyan Steps FX 21 - Red/Yellow Steps FX 22 - Green/Magenta Steps FX 23 - Green/Cyan Steps FX 24 - Green/Yellow Steps FX 25 - Blue/Magenta Steps FX 26 - Blue/Cyan Steps FX 27 - Blue/Yellow Steps FX 28 - White/Red Steps FX 29 - White/Green Steps FX 30 - White/Blue Steps FX 31 - White/Amber Steps FX 32 - Reserved FX 33 - White Headed Trailblazer FX 34 - Graphic EQ FX 35 - Colour Wipe Continuous FX 36 - Colour Wipe Nshot Hold FX 37 - Colour Wipe Nshot Off FX 38 - No FX FX 39 - Reserved FX 40 - Running Steps v1 FX 39+ - Reserved	1 6 11 16 21 26 31 36 41 46 51 56 61 67 72 77 82 87 92 97 102 107 112 117 122 127 132 137 142 147 152 157 162 167 172 173 175 178 181-199 200 206-255	1 3 5 7 9 11 13 15 17 19 20 22 24 27 29 31 33 35 37 39 40 42 44 46 48 50 52 54 56 58 60 62 64 66 68 68 69 70 71-78 79 82-100	Discrete	1	1	Yes	B	Image	FX Select
8	6	FX Size	FX Modifier that controls size or density of effect And controls the amount of Fade on a Colour Wipe	"FX Size" 0-255 Pixels	0-255	0-100%	Continuous	20	50	No	B	Image	FX Size
9	7	FX Copies	FX Modifier that controls copies of a linear effect Or The Number of Times an NShot Effect Runs	"FX Copies" 0-255 Copies	0-255	0-100%	Continuous	0	0	No	B	Image	FX Copy
10	8	Canvas Size	FX Modifier used to stretch the visible canvas OR Hold Times on an Nshot Effects	"Canvas Size" 1:1 - 8:1	0-255	0-100%	Continuous	0	0	No	B	Image	Canvas Size
11	9	FX Speed	FX Modifier that controls the speed of effects	"FX Speed" 0-255	0-255	0-100%	Continuous	0	125	No	B	Image	FX Speed
12	10	FX Fade Curve	FX Modifier used to give the effect a crossfade	No Curve Sine Wave Smooth Fader Reserved	0 1-10 11-20 21-255	0% 1-4% 5-8% 9-100%	Discrete	0	0	Yes	B	Image	FX Curve
13	11	FX Direction	FX Modifier used to change the direction of effects	Forward Reverse Centre out Centre In Reserved	0-10 11-20 21-30 31-40 41-255	0-4% 5-8% 9-12% 13-16% 17-100%	Discrete	0	0	Yes	B	Image	FX Direction
14	12	FX Offset 16 Bit Coarse	FX Modifier used to change the start position of an effect	Offset 0-100%	0-255	0-100%	Continuous	0	0	No	B	Image	FX Offset
15	13	FX Offset 16 Bit Fine	FX Modifier used to change the start position of an effect	Offset 0-100%	0-255	0-100%	Continuous	0	0	No	B	Image	FX Offset