

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



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