

# LED Creative Byte Profile Footprint v3.xlsx - 32CH Layout



Channel Number Multi	Channel Number Indiv	Function	Use	Ranges	DMX Value Decimal	Percent	Attribute Type	Default Value	Highlight Value	Snap
1	1	Master Brightness	Overall Fixture Intensity Control	"Intensity" 0-100%	0-255	0-100%	Continuous	255	255	No
2	2	Mode Select	Controls how layers interact with each other	"Mix" Layer 1 & 2 Mix	0-10	0-4%	Discrete	5	5	Yes
				"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	1	FX Layer Intensity	Intensity of layer 1	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No
4	2	FX Layer Red	Intensity of layer 1 Red	Red 0-100%	0-255	0-100%	Continuous	255	255	No
5	3	FX Layer Green	Intensity of layer 1 Green	Green 0-100%	0-255	0-100%	Continuous	255	255	No
6	4	FX Layer Blue	Intensity of layer 1 Blue	Blue 0-100%	0-255	0-100%	Continuous	255	255	No
7	5	FX Select	Selection of prebuilt Effects	FX 1 - Running Steps	1	1	Discrete	1	1	Yes
				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	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
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
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
11	9	FX Speed	FX Modifier that controls the speed of effects	"FX Speed" 0-255	0-255	0-100%	Continuous	0	125	No
12	10	FX Fade Curve	FX Modifier used to give the effect a crossfade	No Curve	0	0%	Discrete	0	0	Yes
				Sine Wave	1-10	1-4%				
				Smooth Fader	11-20	5-8%				
				Reserved	21-255	9-100%				
13	11	FX Direction	FX Modifier used to change the direction of effects	Forward	0-10	0-4%	Discrete	0	0	Yes
				Reverse	11-20	5-8%				
				Centre out	21-30	9-12%				
				Centre In	31-40	13-16%				
				Reserved	41-255	17-100%				

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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
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

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Channel Number Multi	Channel Number Indiv	Function	Use	Ranges	DMX Value Decimal	Percent	Attribute Type	Default Value	Highlight Value	Snap
16	1	FX Layer Intensity	Intensity of layer 2	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No
17	2	FX Layer Red	Intensity of layer 2 Red	Red 0-100%	0-255	0-100%	Continuous	255	255	No
18	3	FX Layer Green	Intensity of layer 2 Green	Green 0-100%	0-255	0-100%	Continuous	255	255	No
19	4	FX Layer Blue	Intensity of layer 2 Blue	Blue 0-100%	0-255	0-100%	Continuous	255	255	No
20	5	FX Select	Selection of prebuilt Effects	FX 1 - Running Steps	1	1	Discrete	1	1	Yes
				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				
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				FX 11 - Rainbow Steps	51	20				
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				FX 13 - Red/Blue Steps	61	24				
				FX 14 - Red/Green Steps	66	26				
				FX 15 - Blue/Green Steps	72	29				
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				FX 17 - Cyan/Yellow Steps	82	33				
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				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				
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FX 40 - Running Steps v1	200	79								
FX 39+ - Reserved	206-255	82-100								
21	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
22	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
23	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
24	9	FX Speed	FX Modifier that controls the speed of effects	"FX Speed" 0-255	0-255	0-100%	Continuous	0	125	No
25	10	FX Fade Curve	FX Modifier used to give the effect a crossfade	No Curve	0	0%	Discrete	0	0	Yes
				Sine Wave	1-10	1-4%				
				Smooth Fader	11-20	5-8%				
				Reserved	21-255	9-100%				
26	11	FX Direction	FX Modifier used to change the direction of effects	Forward	0-10	0-4%	Discrete	0	0	Yes
				Reverse	11-20	5-8%				
				Centre out	21-30	9-12%				
				Centre In	31-40	13-16%				
				Reserved	41-255	17-100%				
27	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
28	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
29	1	Colour Layer Intensity	Intensity of colour background layer (Layer 3)	"Intensity" 0-100%	0-255	0-100%	Continuous	0	255	No
30	2	Colour Layer Red	Intensity of colour Red in background layer (Layer 3)	Red 0-100%	0-255	0-100%	Continuous	255	255	No

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31	3	Colour Layer Green	Intensity of colour Green in background layer (Layer 3)	Green 0-100%	0-255	0-100%	Continuous	255	255	No
32	4	Colour Layer Blue	Intensity of colour Blue in background layer (Layer 3)	Blue 0-100%	0-255	0-100%	Continuous	255	255	No