

## LED100 / LED300 Stand Alone Effects

The LED300 has a built in effect generator. The effect generator was included in the initial release of the LED300 and incorporated into the LED100 when it was released. The LED100's two outputs use the effects for outputs 1 and 2 of the effects generator. Some of the effects appear redundant so it is envisioned that the effects will be updated. This document describes the effects as of September 2009.

Valid DMX addresses are 001 through 512. Setting the LED300/LED100 address selector to 600 through 900 selects stand alone modes. When in stand alone mode, the LED300 outputs the effect on its DMX OUT connector. The LED100 does not output the effect on its DMX OUT connector.

Addresses 600 - 699 select solid colors. The tens and ones digits of these modes select the color:

Color number

00 - 95	Roughly approximates the Roscolux color swatch book
96	RED leds at full
97	GREEN leds at full
98	BLUE leds at full
99	All leds at full

Addresses 700 - 799 select fading colors. The tens digit selects the pattern, the ones digit selects the speed, 0 is fastest, 9 is slowest.

<u>Pattern</u>	<u>Name</u>	<u>Effect</u>
0 - 3		Red to Green to Blue crossfade.
0	RGB All Same	All fixtures are the same color.
1	RGB Even/Odd	Fixtures 1, 3, 5 are the same. 2, 4, 6 are the same but lag by one color.
2	RGB Two Same	Fixtures 1 & 4 are the same, 2 & 5 are the same, 3 & 6 are the same. When 1 & 4 are red, 2 & 5 are green, 3 & 6 are blue.
3	RGB All Different	All six fixtures are different colors When 1 is red, 2 is yellow, 3 is green, 4 is cyan, 5 is blue, and 6 is magenta.
4 - 6		Red to Blue to Green crossfade.
4	RBG All Same	All fixtures are the same color.
5	RBG Even/Odd	Fixtures 1, 3, 5 are the same. 2, 4, 6 are the same but lag by one color.
6	RBG Two Same	Fixtures 1 & 4 are the same, 2 & 5 are the same, 3 & 6 are the same. When 1 & 4 are red, 2 & 5 are green, 3 & 6 are blue.
7	RBG All different	All six fixtures are different colors When 1 is red, 2 is magenta, 3 is blue, 4 is cyan, 5 is green, and 6 is yellow.
8 - 9		Cyan, Magenta, Yellow crossfade.
8	CMY All same	Red fades in while green fades out (blue at full). Green fades in while blue fades out (red at full). Blue fades in while red fades out (green at full).
9	CYM All same	Red fades in while blue fades out (green at full). Blue fades in while green fades out (red at full). Green fades in while red fades out (blue at full).

Addresses 800 - 899 select strobe effects. The tens digit selects the pattern, the ones digit selects the speed, 0 is fastest, 9 is slowest.

<u>Pattern</u>	<u>Name</u>	<u>Effect</u>
0	White strobe	All leds blink on and off
1	Red strobe	Red leds blink on and off
2	Green strobe	Green leds blink on and off
3	Blue strobe	Blue leds blink on and off
4 - 6	RGB strobe	Leds blink in a Red, Green, Blue sequence.
4	RGB All same	All fixtures are the same color.
5	RGB Even/Odd	Fixtures 1, 3, 5 are the same. 2, 4, 6 are the same but lag by one color.
6	RGB Two same	Fixtures 1 & 4 are the same, 2 & 5 are the same, 3 & 6 are the same. When 1 & 4 are red, 2 & 5 are green, 3 & 6 are blue.
7 - 9	RBG strobe	Leds blink in a Red, Blue, Green sequence.
7	RBG All same	All fixtures are the same color.
8	RBG Even/Odd	Fixtures 1, 3, 5 are the same. 2, 4, 6 are the same but lag by one color.
9	RBG Two same	Fixtures 1 & 4 are the same, 2 & 5 are the same, 3 & 6 are the same. When 1 & 4 are red, 2 & 5 are blue, 3 & 6 are green.

Address 900 selects random effects. Every 5 seconds or so a new effect is selected. The ones and tens digit display the selected effect.