

| Channel  | DMX Values   | Percent  | Strobe Function  |
|--|--|--|--|
| <b>First Strobe Channel</b>                        | 0 - 5<br>6 - 255   | 0 - 1<br>2 - 100   | <b>Flash intensity</b><br>Blackout (0-7 DMX in DC Mode)<br>Intensity level (8-255 in DC Mode)  |
| <b>Second Strobe Channel</b>                       | 0 - 255  | 0 - 100  | <b>Flash duration</b><br>0 - 650ms (50Hz AC)<br>0 - 530ms (60Hz AC)  |
| <b>Third Strobe Channel</b>                        | 0 - 5<br>6 - 255   | 0 - 1<br>2 - 100   | <b>Flash rate</b><br>No flash<br>0.5 - 25 Hz (50Hz AC)<br>0.6 - 30 Hz (60Hz AC)  |
| <b>Fourth Strobe Channel<br/>(Only on F4 mode)</b> | 0 - 5<br>6 - 42<br>43 - 85<br>86 - 128<br>129 - 171<br>172 - 214<br>215 - 250<br>251 - 255 | 0 - 2<br>16-Mar<br>17 - 33<br>34 - 50<br>51 - 67<br>68 - 84<br>85 - 97<br>98 - 100 | <b>Flash effects</b><br>No effect<br>Ramp up<br>Ramp down<br>Ramp up – down<br>Random<br>Lightning<br>Spikes<br>DC Mode Override- v.4.0 software or higher |

## SPECIAL EFFECTS DESCRIPTIONS:

- **Ramp up:** Light gradually increases in intensity, then blacks out.
- **Ramp down:** Light flashes to full intensity, then gradually fades.
- **Ramp up-down:** Light gradually increases and decreases.
- **Random flash:** Light flashes randomly at variable rate and intensity. Multiple units flash independently.
- **Lightning:** Flashes simulate lightning. Duration is not adjustable.
- **Spikes:** Lamp remains dimly illuminated between flashes. Set flash intensity, duration, and rate as normal.