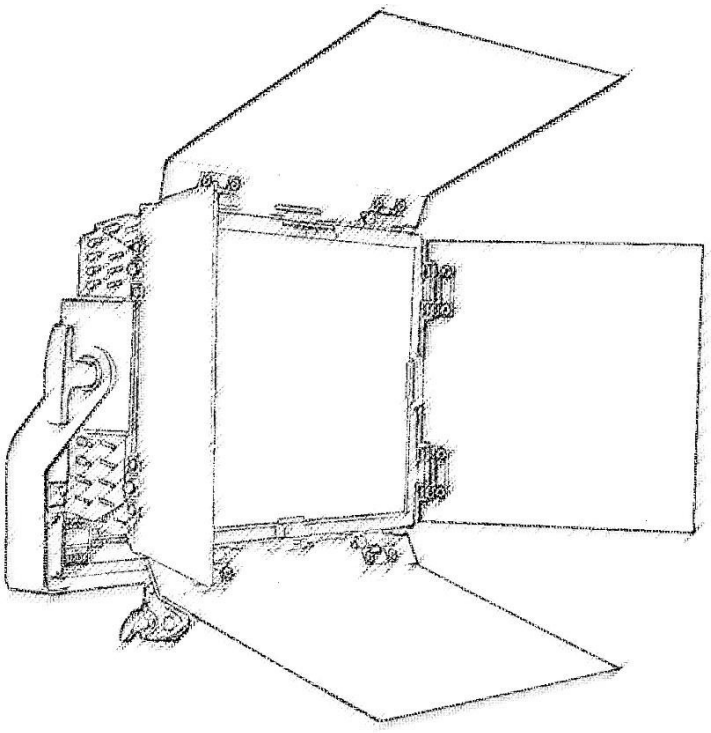
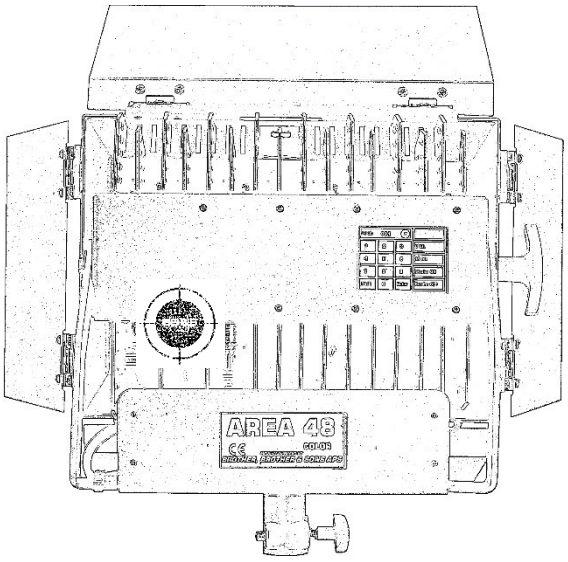
AREA 48 COLOR

User Manual: 01/2021
Software Ver: 1_0_00





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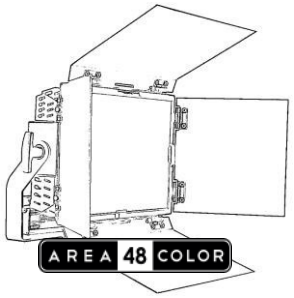
Full Mode .....Page#14

CCT+ Mode.....Page#15

CCT+ Mode.....Page#15

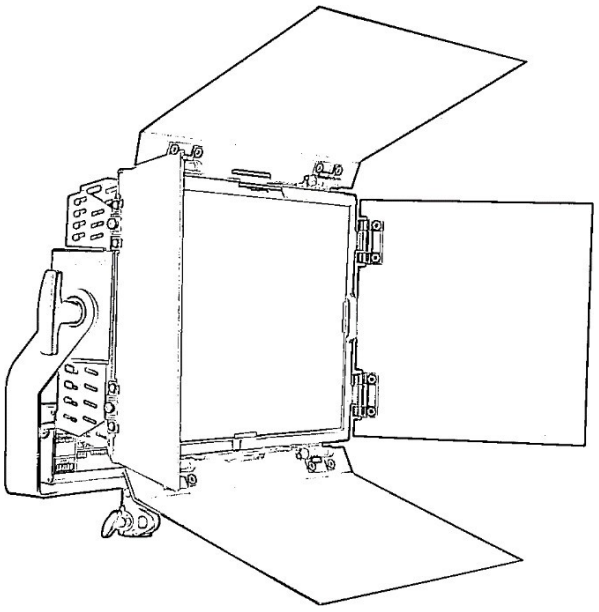
Effects Activated.....Page#17

Effect Parameters.....Page#18



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What's in the Box?

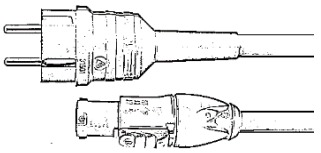


1x Area 48 Color unit

Mounted with:

1x Removeable Barndoor

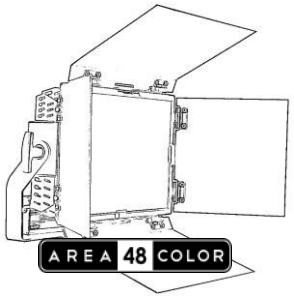
1x Manfrotto 28mm Female receiver



1x AC Power Cable



1x Area 48 Color Manual



Getting Started

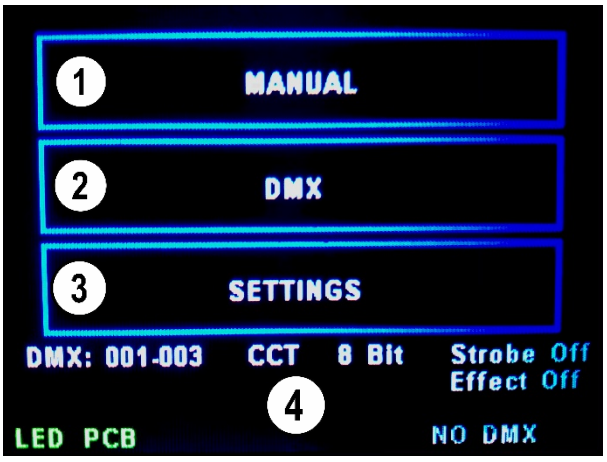
The Area 48 Colors are mounted with a multi-touch screen for setup and manual operation directly from the unit.

The unit is capable of remote setup and configuration over RDM(*Tested with GrandMa2*)

In the next section the different menu points and functions will be explained. Starting from the Manual Mode and moving on to the DMX Mode. Lastly the Settings Menu will be explained including some of the more advanced settings from the fixture menu.

It is recommended that these instructions are read carefully.

If you are planning to use the unit exclusively over DMX512/RDM you can jump directly to page #6



Main Menu

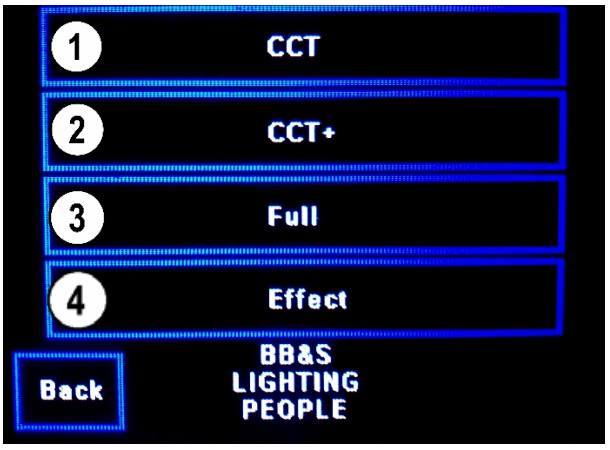
(Area 48 Color Menu)

1. **Manual Menu** – For manual operation on the unit.

2. **DMX Menu** – For choosing DMX/RDM modes & Settings.

3. **Settings** – Access General Settings

4. **Status Bar** – Show the current settings of your unit. Quick access for information



Manual Menu

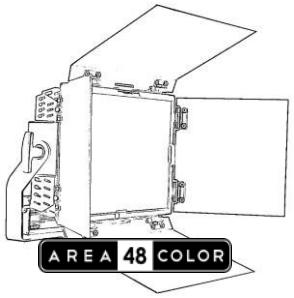
(Press **Manual** from **Main Menu**)

1. CCT Mode
2000K-10000K & +/- Green

2. CCT+ Mode
2000K-10000K & +/- RGBWW

3. FULL Mode
2000K-10000K & +/- Green

4. Effect Mode
Use the Area 48 Color Manual Effect engine.



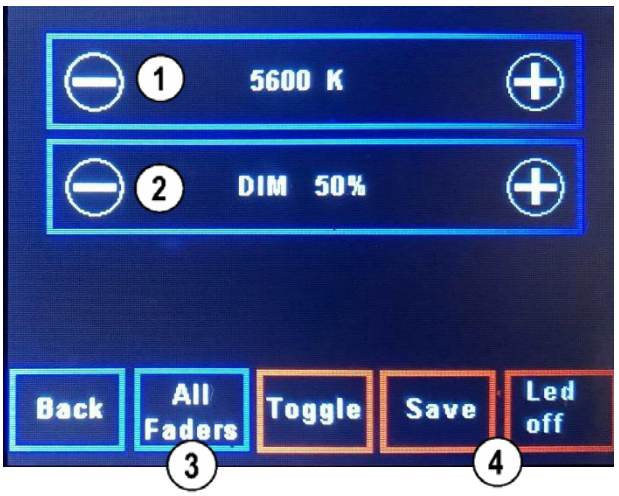
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CCT Mode (Manual)

(Press **CCT** from **Manual menu**)

1. **CCT Fader (Press to access Keypad)**
   2000K-10000K
2. **Dimmer Fader (Press to access Keypad)**
   0-100% Dimming
3. **+/- Green Fader**
   Subtract or add Green in your white light
4. **Save + LED Off**
   Saves current settings as default. LED off turns of the LEDs



CCT+ Mode (Manual)

(Press **CCT+** from **Manual menu**)

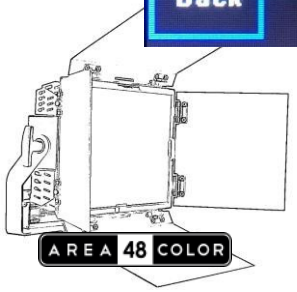
1. **CCT Fader (Press to access Keypad)**
   2000K-10000K
2. **Dimmer Fader (Press to access Keypad)**
   0-100% Dimming
3. "All Faders" **+/- RGBWW** Subtract or add Green in your white light
4. **Save + LED Off**
   Saves current settings as default. Led off turns of the led



CCT+ All Faders (+/- RGBWW)

(Press **All faders** from **CCT+ Mode**)

1. **+/- RED**
2. **+/- Green**
3. **+/- Blue**
4. **+/- Warm White**
5. **+/- Cold White**



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FULL Mode (Manual)

(Press **FULL** from **Manual Menu**)

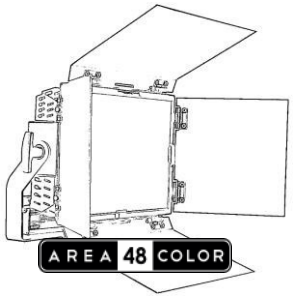
1. **Color Select** (0-100% Feedback) Press color to select
2. **Color Dimmer (Press to access Keypad)** 0-100% Dimming
3. **Master Fader (Press to access Keypad)** 0-100% Dimmer for all channels
4. **RGBWW Faders** "All Faders" Press to access all Faders
5. **Save + LED Off** Saves current settings as default. LED off turns of the LEDs



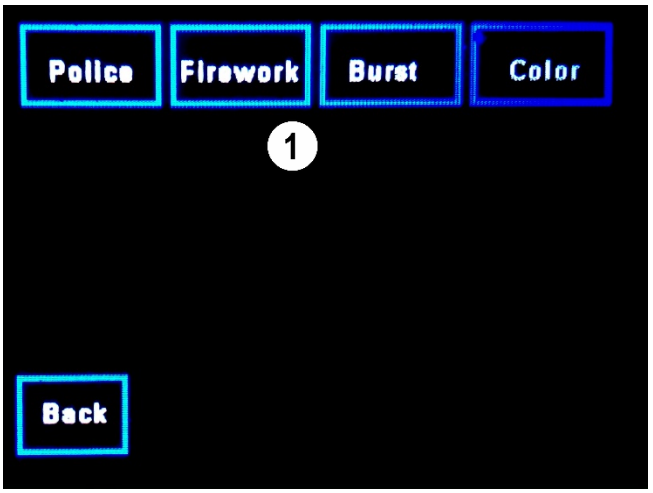
Full Mode All Faders (+/- RGBWW)

(Press **All faders** from **FULL Mode**)

1. **+/- RED**
2. **+/- Green**
3. **+/- Blue**
4. **+/- Warm White**
5. **+/- Cold White**



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Effect Mode (Manual)

(Press **Effect** from **Manual Menu**)

1. **Choose Active Effect Category**
   Choose between the 4 effect Categories.



Active Effect

(Choose an Effect from **Effect Mode**)

1. **Effect Intensity -/+ (Press to access Keypad)**
Set effect intensity from 0-100%

2. Effect Speed -/+ (Press to access Keypad)

3. **Effect Variant. -/+ (Press to access Keypad)**
   Choose between the Effect Variants

4. **Page#2 Effect Parameters -/+**
   Page#2 and Effect Parameters are only visible if the effect variant has active parameters.

6. Save Settings / LED Off

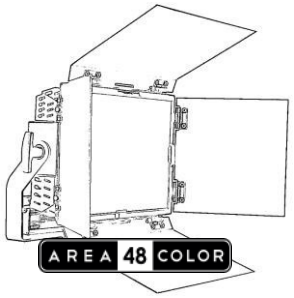
Manual Mode Conclusion

CCT Mode
The CCT Mode is great for fast tune in to the desired temperature and easy access to +/- Green control.

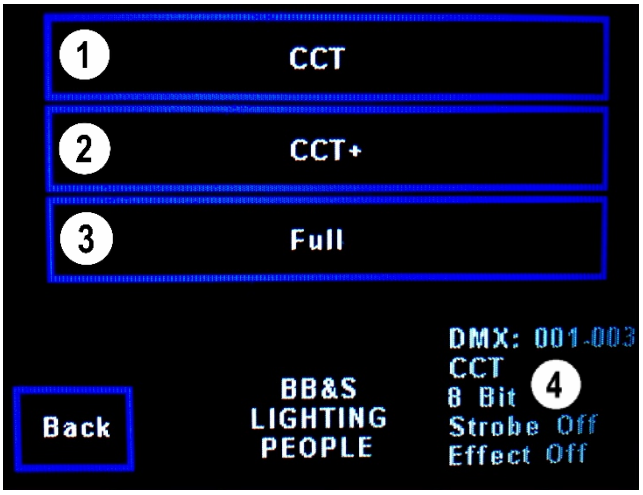
CCT+ Mode
The advanced CCT+ Mode is great if you need to dial in RGBWW +/- Values

Full Mode
The full RGBWW experience with manual faders for full controls of the color spectrum.

Effect Mode
The manual effect mode is meant for people wanting to use their unit as an effect lamp only, with full local control of the parameters



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DMX Menu

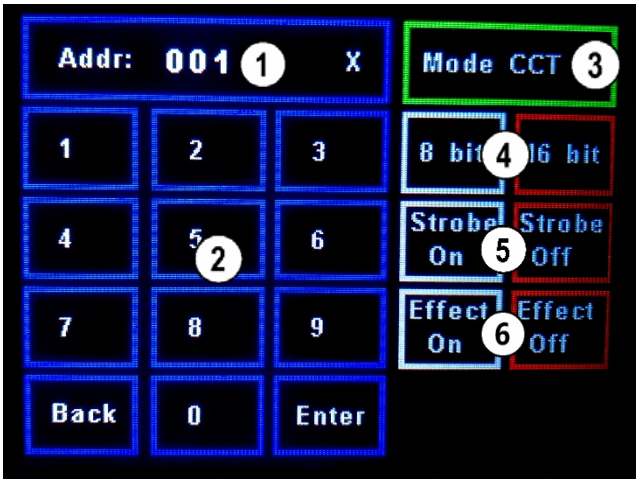
(Press **DMX** from **Main Menu**)

1. CCT Mode
2000K-10000K & +/- Green

2. CCT+ Mode
2000K-10000K & +/- RGBWW

3. FULL Mode
RGBWW Mode

4. Settings Status Bar
See the current settings of the unit.



CCT Mode (DMX)

(Press **FULL** from **Manual Menu**)

1. DMX Address

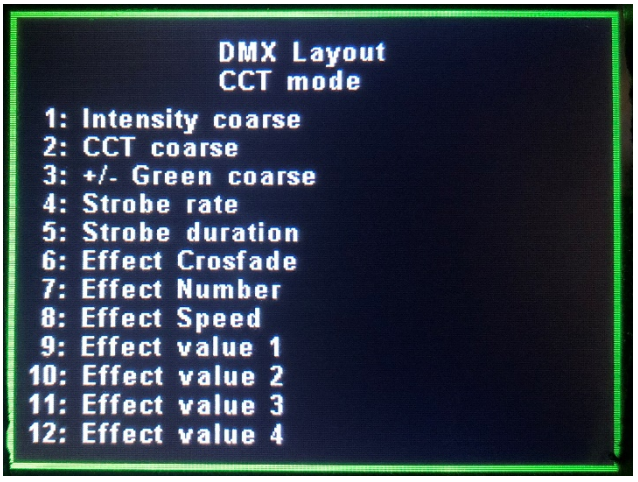
2. Keypad (Press **Enter** to confirm)

3. Mode CCT shows active DMX Channels

4. 8- / 16-Bit Toggle

5. Strobe On/Off Toggle
Adds strobe channels see page#13

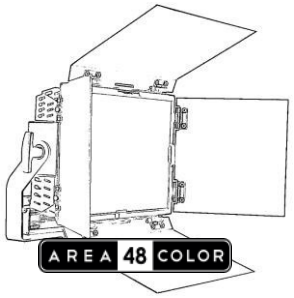
6. Effect On/Off Toggle
Adds DMX Effect Channels see Page# 10 + 16



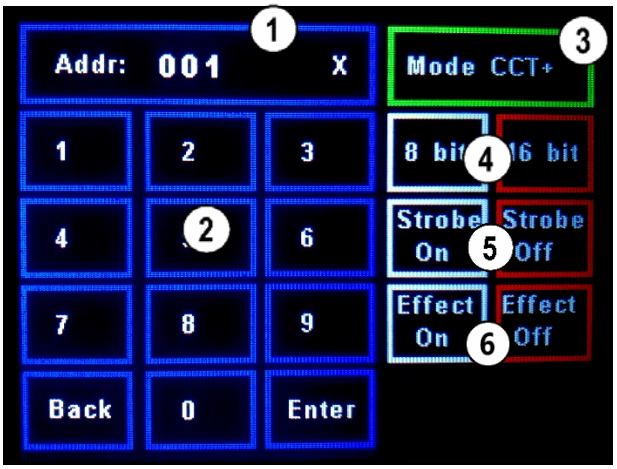
DMX Layout (CCT Mode)

(Press **Mode CCT** from FULL Mode)

This menu shows the current DMX layout of the unit.



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CCT+ Mode (DMX)

(Press **FULL** from **Manual Menu**)

1. DMX Address

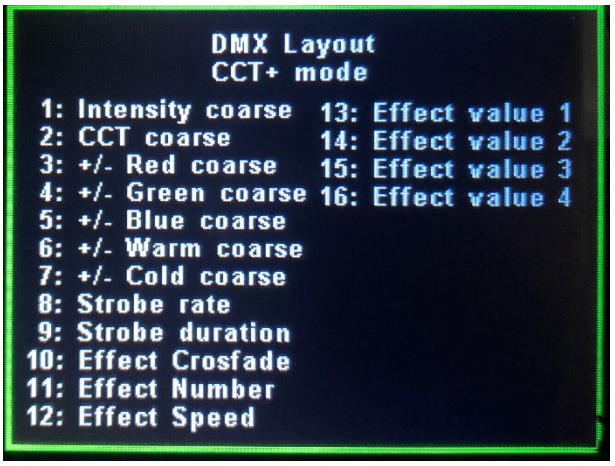
2. Keypad (Press **Enter** to confirm)

3. Mode CCT+ shows active DMX Channels

4. 8- / 16-Bit Toggle

5. Strobe On/Off Toggle
Adds strobe channels see page#13+14

6. Effect On/Off Toggle
Adds effect channels see Page# 10 + 16



DMX Layout (CCT+ Mode)

(Press **Mode CCT+** from FULL Mode)

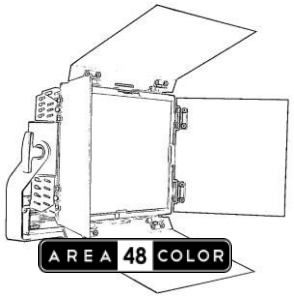
This menu shows the current DMX layout of the unit.

CCT Mode

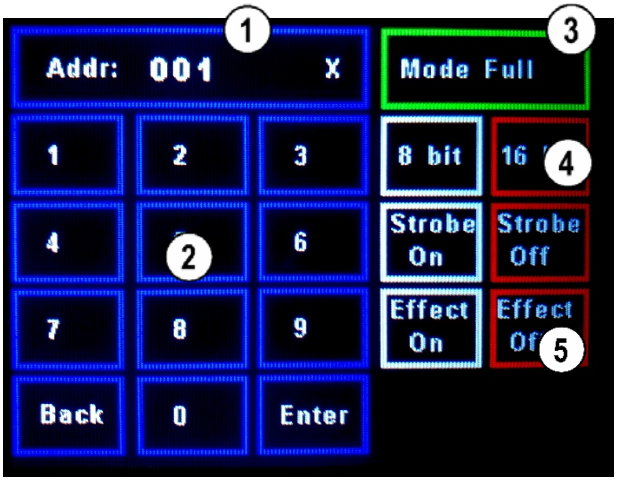
The CCT mode offer a simple CCT Setup with optional Strobe & Effect channels in both 8 -16-bit dimming modes.

CCT+ Mode

The advanced CCT+ Mode is great if you need to dial in RGBWW +/- Values with optional Strobe & Effect channels in both 8 -16-bit dimming mode.



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FULL Mode (DMX)

(Press **FULL** from **Manual Menu**)

1. DMX Address

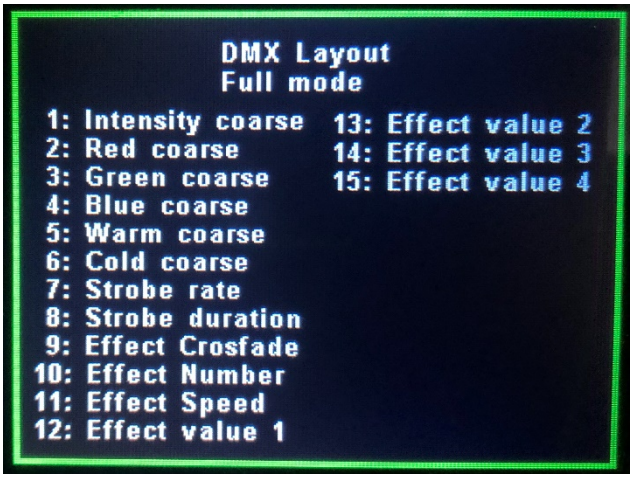
2. Keypad (Press **Enter** to confirm)

3. Mode FULL shows active DMX Channels

4. 8- / 16-Bit Toggle

5. Strobe On/Off Toggle
Adds strobe channels see page#12

6. Effect On/Off Toggle
Adds effect channels see Page# 10 + 16



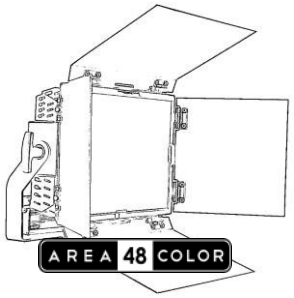
DMX Layout (FULL Mode)

(Press **Mode FULL** from FULL Mode)

This menu shows the current DMX layout of the unit.

FULL MODE

The Full mode includes individual channels for RGBWW values with optional Strobe & Effect channels in both 8 -16-bit dimming modes. This mode is the choice if you want full control of RGBWW valus, Strobe & Effects in one place.



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AREA 48 COLOR EFFECTS

The Area 48 Colors new effect engine can be used in any mode by simply pressing the effect on toggle. This adds several new DMX channels to the active layout.
This gives the options of choosing you preferred mode and activate the effects on top.

Example: CCT Mode 8-Bit (Strobe OFF – Effects ON)
This setup uses 9 channels in total.

DMX Channel #1	Intensity	DMX Channel #6	Speed
DMX Channel #2	CCT	DMX Channel #7	Effect Parameter 1
DMX Channel #3	+/- Green	DMX Channel #8	Effect Parameter 2
DMX Channel #4	Crossfade (Mode/Effect)	DMX Channel #9	Effect Parameter 3
DMX Channel #5	Effect Number	DMX Channel #9	Effect Parameter 4

See page#17 for more examples of active DMX layouts.

The active effect is chosen by setting the DMX value of the Effect Number channel to match the effect number. Leaving the value at 0 will turn the effect engine off.
The effects are split up in 4 different categories**: Police, Fireworks, Burst & Color**.

Police Effect Variants: (1-5)
#1 Police Red & Blue
#2 Police Red, Blue & White
#3 Police Triple Red & Blue
#5 Police Blue & Triple Blue
#6 Police Triple Blue

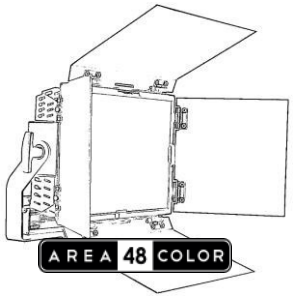
Burst Effect Variants: (21-23)
#21 Lightning
#22 Paparazzi
#23 OW Burst

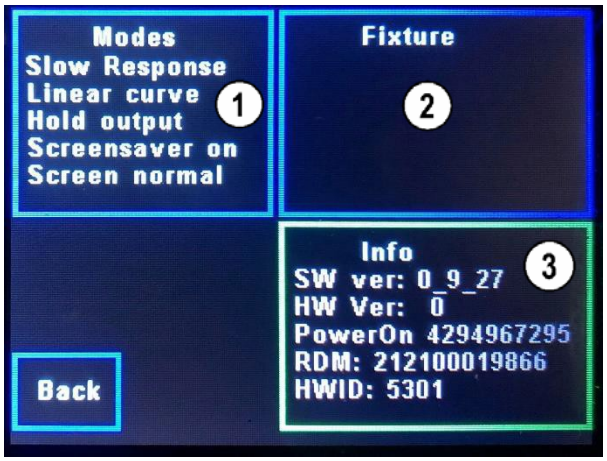
Fireworks Effect Variants: (11-15)
#11 FireWorks RGB
#12 FireWorks Random
#13 FireWorks Warm Sparkles
#14 FireWorks No White Burst, RGB Color
#15 FireWorks No White Burst, Random Color

Color Effect Variants: (31-37)
#31 HSV
#32 Disco
#33 Fire
#34 TV Emulator
#35 Color Burst
#36 Waring Light
#37 RGB Warning Light

Crossfading:
The first effect channel is the Crossfade function. Fade between the active Mode to the active effect.

Effect Parameters:
Each Effect has its own set of Active Effect Parameters. See the full list of Effects with active parameters on Page#18.





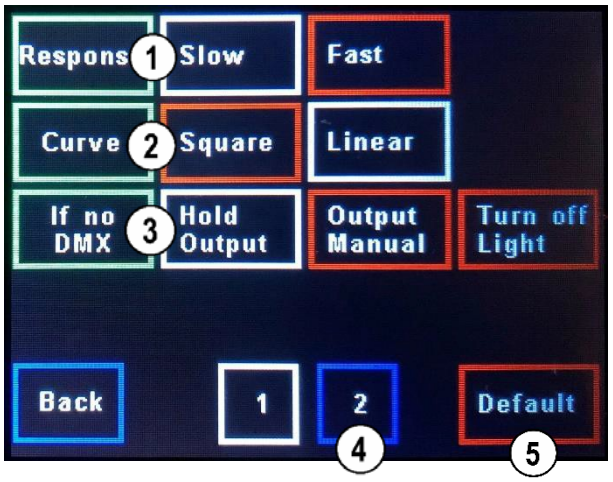
Settings Menu

(Press **Settings** from **Main Menu**)

1. Modes Settings

2. Fixture Settings

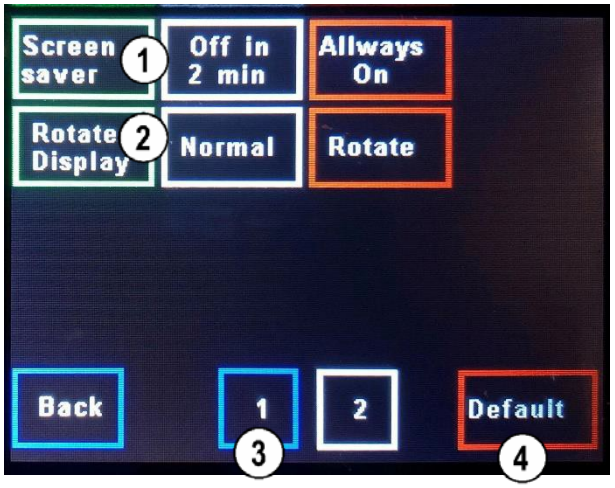
3. Unit Info



Modes Menu P#1

(Press **Modes** from **Settings Menu**)

1. **Response** (Slow/Fast)
2. **Curve** (Square/Linear)
3. **If no DMX** (What happens if DMX is lost)
4. **Page 2**
5. **Default** (Restores default settings)



Modes Menu P#2

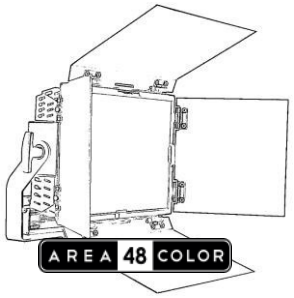
(Press **2** from **Settings Menu**)

1. Screen Saver (2min / Always on)

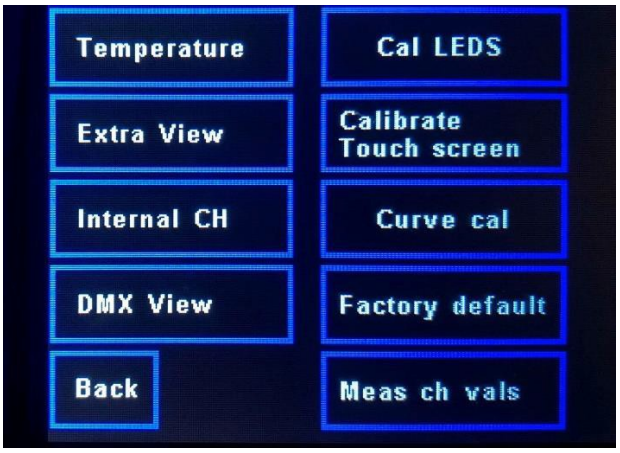
2. Rotate Display (Normal/Rotated)

3. Page 1

4. Default (Restores default settings)



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Fixture Settings

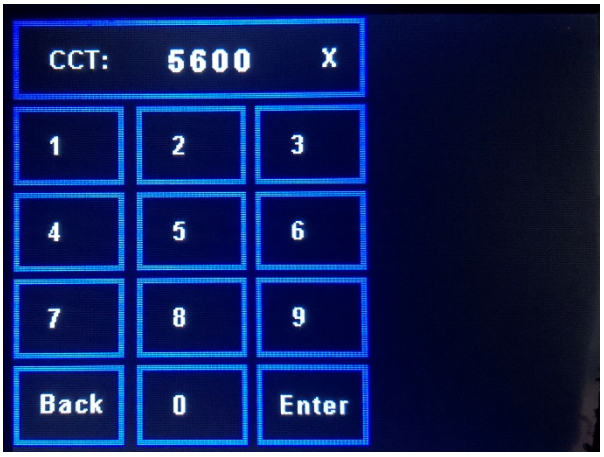
(Press **Fixture** from **Settings Menu**)

In the Fixture Settings menu some of the more advanced settings can be accessed.

Most of the settings are used in the calibration process at the factory and has not much relevance to the end user.

If ever needed the Touch Screen can be calibrated from this menu,

A complete factory default can be performed from here.



New Keypad in Manual Mode

Press active parameters such as Dim or CCT values. Press **Enter** to confirm the selection.

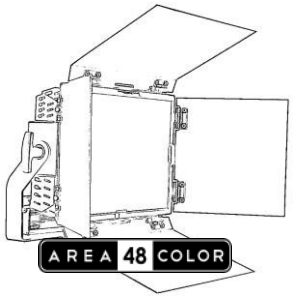
Area 48 Color DMX Map for all profiles

Mode	Channel	Parameter	Function	Value	Percent
FULL 8-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Color: Red	Red – Coarse	0 - 255	0 - 100
	3	Color: Green	Green – Coarse	0 - 255	0 - 100
	4	Color: Blue	Blue – Coarse	0 - 255	0 - 100
	5	Color: WW	Warm White – Coarse	0 - 255	0 - 100
	6	Color: CW	Cold White – Coarse	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
FULL 8-bit - Strobe ON	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Color: Red	Red – Coarse	0 - 255	0 - 100
	3	Color: Green	Green – Coarse	0 - 255	0 - 100
	4	Color: Blue	Blue – Coarse	0 - 255	0 - 100
	5	Color: WW	Warm White – Coarse	0 - 255	0 - 100
	6	Color: CW	Cold White – Coarse	0 - 255	0 - 100
	7	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	8	Strobe Length	Short to Long Flash	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
FULL 16-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity – Fine	0 - 255	0 - 100
	3	Color: Red	Red – Coarse	0 - 255	0 - 100
	4	Color: Red	Red – Fine	0 - 255	0 - 100
	5	Color: Green	Green – Coarse	0 - 255	0 - 100
	6	Color: Green	Green – Fine	0 - 255	0 - 100
	7	Color: Blue	Blue – Coarse	0 - 255	0 - 100
	8	Color: Blue	Blue – Fine	0 - 255	0 - 100
	9	Color: WW	Warm White – Coarse	0 - 255	0 - 100
	10	Color: WW	Warm White – Fine	0 - 255	0 - 100
	11	Color: CW	Cold White – Coarse	0 - 255	0 - 100
	12	Color: CW	Cold White – Fine	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
FULL 16-bit – Strobe ON	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity – Fine	0 - 255	0 - 100
	3	Color: Red	Red – Coarse	0 - 255	0 - 100
	4	Color: Red	Red – Fine	0 - 255	0 - 100
	5	Color: Green	Green – Coarse	0 - 255	0 - 100
	6	Color: Green	Green – Fine	0 - 255	0 - 100
	7	Color: Blue	Blue – Coarse	0 - 255	0 - 100
	8	Color: Blue	Blue – Fine	0 - 255	0 - 100
	9	Color: WW	Warm White – Coarse	0 - 255	0 - 100
	10	Color: WW	Warm White – Fine	0 - 255	0 - 100
	11	Color: CW	Cold White – Coarse	0 - 255	0 - 100
	12	Color: CW	Cold White – Fine	0 - 255	0 - 100
	13	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	14	Strobe Length	Short to Long Flash	0 - 255	0 - 100



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Mode	Channel	Parameter	Function	Value	Percent
CCT 8-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	CCT	CCT – Coarse	0 - 255	0 - 100
	3	+/- Green	Green – Coarse	0 - 255	0 - 100

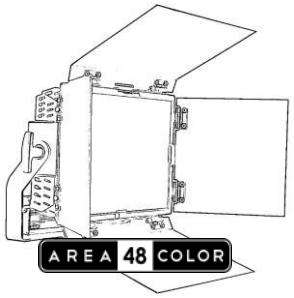
Mode	Channel	Parameter	Function	Value	Percent
CCT 8-bit Strobe on	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	CCT	CCT – Coarse	0 - 255	0 - 100
	3	+/- Green	+/-Green – Coarse	0 - 255	0 - 100
	4	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	5	Strobe Length	Short to Long Flash	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
CCT 16-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity – Fine	0 - 255	0 - 100
	3	CCT	CCT – Coarse	0 - 255	0 - 100
	4	CCT	CCT – Fine	0 - 255	0 - 100
	5	+/- Green	+/- Green – Coarse	0 - 255	0 - 100
	6	+/- Green	+/- Green – Fine	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
CCT 16-bit Strobe on	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity – Fine	0 - 255	0 - 100
	3	CCT	CCT – Coarse	0 - 255	0 - 100
	4	CCT	CCT – Fine	0 - 255	0 - 100
	5	+/- Green	+/- Green – Coarse	0 - 255	0 - 100
	6	+/- Green	+/- Green – Fine	0 - 255	0 - 100
	7	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	8	Strobe Lenght	Short to Long Flash	0 - 255	0 - 100

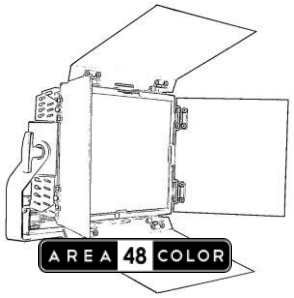
Mode	Channel	Parameter	Function	Value	Percent
CCT+ 8-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	CCT	CCT – Coarse	0 - 255	0 - 100
	3	+/- RED	CCT – Coarse	0 - 255	0 - 100
	4	+/- Green	CCT – Coarse	0 - 255	0 - 100
	5	+/- Blue	CCT – Coarse	0 - 255	0 - 100
	6	+/- W White	CCT – Coarse	0 - 255	0 - 100
	7	+/- C White	CCT – Coarse	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
CCT+ 8-bit Strobe on	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	CCT	CCT – Coarse	0 - 255	0 - 100
	3	+/- RED	CCT – Coarse	0 - 255	0 - 100
	4	+/- Green	CCT – Coarse	0 - 255	0 - 100
	5	+/- Blue	CCT – Coarse	0 - 255	0 - 100
	6	+/- W White	CCT – Coarse	0 - 255	0 - 100
	7	+/- C White	CCT – Coarse	0 - 255	0 - 100
	8	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	9	Strobe Length	Short to Long Flash	0 - 255	0 - 100



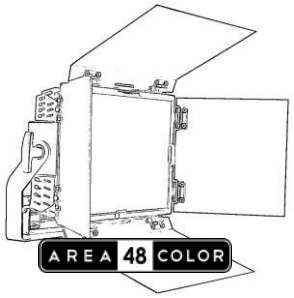
Mode	Channel	Parameter	Function	Value	Percent
CCT+ 16-bit	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity - Fine	0 - 255	0 - 100
	3	CCT	CCT – Coarse	0 - 255	0 - 100
	4	CCT	CCT – Fine	0 - 255	0 - 100
	5	+/- RED	Red – Coarse	0 - 255	0 - 100
	6	+/- RED	Red – Fine	0 - 255	0 - 100
	7	+/- Green	Green – Coarse	0 - 255	0 - 100
	8	+/- Green	Green – Fine	0 - 255	0 - 100
	9	+/- Blue	Blue – Coarse	0 - 255	0 - 100
	10	+/- Blue	Blue – Fine	0 - 255	0 - 100
	11	+/- WW	Warm White – Coarse	0 - 255	0 - 100
	12	+/- WW	Warm White – Fine	0 - 255	0 - 100
	13	+/- CW	Cold White – Coarse	0 - 255	0 - 100
	14	+/- CW	Cold White – Fine	0 - 255	0 - 100

Mode	Channel	Parameter	Function	Value	Percent
CCT+ 16-bit Strobe on	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Intensity	Intensity - Fine	0 - 255	0 - 100
	3	CCT	CCT – Coarse	0 - 255	0 - 100
	4	CCT	CCT – Fine	0 - 255	0 - 100
	5	+/- RED	Red – Coarse	0 - 255	0 - 100
	6	+/- RED	Red – Fine	0 - 255	0 - 100
	7	+/- Green	Green – Coarse	0 - 255	0 - 100
	8	+/- Green	Green – Fine	0 - 255	0 - 100
	9	+/- Blue	Blue – Coarse	0 - 255	0 - 100
	10	+/- Blue	Blue – Fine	0 - 255	0 - 100
	11	+/- WW	Warm White – Coarse	0 - 255	0 - 100
	12	+/- WW	Warm White – Fine	0 - 255	0 - 100
	13	+/- CW	Cold White – Coarse	0 - 255	0 - 100
	14	+/- CW	Cold White – Fine	0 - 255	0 - 100
	15	Strobe Mode	Open	0 - 5	0
			Fast to Slow Strobe	6 - 125	1 - 49
			Open	126 - 130	50
			Slow to Fast Strobe - Random	131 - 250	51 - 99
			Open	251 - 255	100
	16	Strobe Length	Short to Long Flash	0 - 255	0 - 100



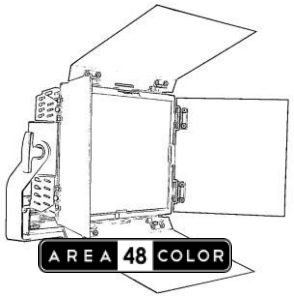
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Effects Activated (e.g. Full Mode Stobe OFF effects ON)	**Channel**	**Parameter**	**Function**	**Value**	**Percent**
	1	Intensity	Intensity - Coarse	0 - 255	0 - 100
	2	Color: Red	Red – Coarse	0 - 255	0 - 100
	3	Color: Green	Green – Coarse	0 - 255	0 - 100
	4	Color: Blue	Blue – Coarse	0 - 255	0 – 100
	5	Color: WW	Warm White – Coarse	0 - 255	0 – 100
	6	Color CW	Cold White – Coarse	0 - 255	0 – 100
	7	Crossfade	Crossfade between Mode / Effect Value 0 = 100% Mode Value 255 =100% Effect	0 - 255	0 - 100
The Effect Number channel will start after the last active channel in the current select mode.	8	Effect Number	Choose active Effect based on DMX Value (0-255)	0 - 255	0 – 100
	9	Speed	Controls Effect Speed if active	0 - 255	0 – 100
	10	Effect Parameter 1	Controls Effect Parameter 1 if active	0 - 255	0 - 100
	11	Effect Parameter 2	Controls Effect Parameter 2 if active	0 - 255	0 - 100
	12	Effect Parameter 3	Controls Effect Parameter 3 if active	0 - 255	0 - 100
	13	Effect Parameter 4	Controls Effect Parameter 4 if active	0 - 255	0 – 100



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Effect Numbers & Active Parameters	DMX Value	Active Effect	Active Parameters	Value	Percent
	0	**No effect**	No active Parameters		
POLICE	1	**Police (Red/Blue)**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
	2	**Police (Red/Blue/White)**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
	3	**Police (Triple Red/Blue)**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
	4	**Police (Blue/Triple Blue)**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
	5	**Police Tripple Blue**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
FIFREWORKS	11	**Fireworks RGB**	Speed: Active #1: Red #2: Green #3: Blue #4: Sparkles life	0 – 255 0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100 0 – 100
	12	**Fireworks Random**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Sparkles life	0 – 255 0 – 255	0 – 100 0 – 100
	13	**Fireworks Warm Sparkles**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Sparkles life	0 – 255 0 – 255	0 – 100 0 – 100
	14	**Fireworks RGB Color, No White Burst**	Speed: Active #1: Red #2: Green #3: Blue #4: Sparkles life	0 – 255 0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100 0 – 100
	15	**Fireworks Random Color, No White Burst**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Sparkles life	0 – 255 0 – 255	0 – 100 0 – 100

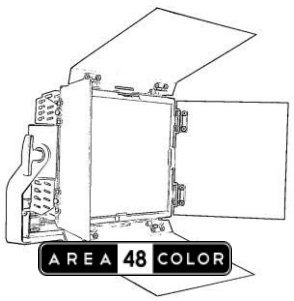


BURST

21	**Burst Lightning**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
22	**Burst Paparazzi**	Speed: Active #1: CCT #2: Not Active #3: Wait time #4: Decay	0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100
23	**Burst OW Burst**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Decay	0 – 255 0 – 255	0 – 100 0 – 100

COLOR - COLOR

31	**Color HSV**	Speed: Not Active #1: Hue #2: Saturation #3: Not Active #4: Fade	0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100
32	**Color Disco**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Fade	0 – 255 0 – 255	0 – 100 0 – 100
33	**Color Fire**	Speed: Active #1: +/- Green #2: +/- Color Ramp #3: Not Active #4: Fade	0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100
34	**Color TV Emulator**	Speed: Active #1: +/- White #2: Not Active #3: Not Active #4: Not Active	0 – 255 0 – 255	0 – 100 0 – 100
35	**Color Color Burst**	Speed: Active #1: Red #2: Green #3: Blue #4: Decay	0 – 255 0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100 0 – 100
36	**Color Warning light**	Speed: Active #1: Not Active #2: Not Active #3: Not Active #4: Not Active	0 – 255	0 – 100
37	**Color RGB Warning light**	Speed: Active #1: Red #2: Green #3: Blue #4: Not Active	0 – 255 0 – 255 0 – 255 0 – 255	0 – 100 0 – 100 0 – 100 0 – 100



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