Tambora Flash

03/2023

DMX MODES

Tambora has five different operating modes:

Standard RGBW 8bit, Standard RGBW 16bit,
Shape RGBW, Shape RGBW 16bit
Advanced

CONTROL LAYER

- The Standard modes allow to control the fixtures general parameter and the strobe engine separately.
- The Shape mode allows user to select and manage countless type of graphic effects the background color
- The Strobe Engine allows user to control the strobe and manage countless type of graphics
- Advanced mode allows easy control with three independent overlapping layers that can operate by enable Pixels/Strobe Engine (active in 0 seconds) the users can control RGB/RGBW or Strobe simultaneously

LAYER CONCEPT

- Layer 1 Control general fixture parameters and function channel
- Layer 2 Control Shape Engine and Background engine fade colour speed transition in Dynamic or Static mode.
- Layer 2 in Shape mode can be set in Master/Slave mode
- Layer 2 and 3 in advanced mode can be set in Master/Slave mode
- Layer 3 control dimmer and strobe of pixel engine.
- Layer 4 control dimmer and strobe duration rate speed and fade of strobe engine

When a layer is set in master mode, it wins on the below layer even if the intensity is set at 0%
If a layer is set in master mode the pixel become black
If a layer is set in slave mode the layer below win

PIXEL MAPPING

- Pixel Mapping function ON (RGBW-RGB) enable Pixel Mapping engine. Function is activated in zero seconds
- CW cool white function Enable Strobe Pixel Mapping engine. Function is activated in zero seconds

DMX PROTOCOL

Mode	Number of Parameter	Colour Control	Notes
Standard RGBW	16	RGBW 8bit	Colour control in 2 layers
Standard RGBW 16bit	20	RGBW 16bit	Colour control in 2 layers
Shape RGBW	34	RGBW 8bit	Colour control in 3 layers
Shape RGBW 16bit	42	RGBW 16bit	Colour control in 3 layers.
Advanced	36	RGBW	Colour control, in 3 layers.

IMPORTANT: The Shape RGBW is the default operating mode.

PIXELS ENGINE PROTOCOL

Mode	Number of Parameter	Colour Control	Notes
Disable	-	-	Disable the colour control for each led.
RGB	12	RGB 8bit	Colour control for each led.
RGBW	16	RGBW 8bit	Colour control for each led.

STROBE ENGINE PROTOCOL

Mode	Number of Parameter	Colour Control	Notes
Disable	-	-	Disable the colour control for strobe led.
Enable	16	W 8bit	White strobe control for each led.

Functions Details

DMX Parameter	Standard RGBW	Standard RGBW 16bit	Shape RGBW
1	Layer 1 Red	Layer 1 Red	Layer 1 Red
2	Layer 1 Green	Layer 1 Red fine	Layer 1 Green
3	Layer 1 Blue	Layer 1 Green	Layer 1 Blue
4	Layer 1 White	Layer 1 Green fine	Layer 1 White
5	Layer 1 CTO	Layer 1 Blue	Layer 1 CTO
6	Master Strobe	Layer 1 Blue fine	Master Strobe
7	Master Dimmer	Layer 1 White	Master Dimmer
8	Master Dimmer fine	Layer 1 White fine	Master Dimmer Fine
9	Layer 1 Color Crossfade	Layer 1 CTO	Layer 1 Color Crossfade
10	Layer 1 Attack Fade	Master Strobe	Layer 1 Attack Fade
11	Layer 1 Release Fade	Master Dimmer	Layer 1 Release Fade
12	Layer 1 Function	Master Dimmer Fine	Layer 1 Function
13	Layer 4 Strobe Engine Strobe	Layer 1 Color Crossfade	Layer 2 Shape Selection
14	Layer 4 Strobe Engine Dimmer	Layer 1 Attack Fade	Layer 2 Shape Effect
15	Layer 4 Strobe Engine Duration	Layer 1 Release Fade	Layer 2 Indexing Speed
16	Layer 4 Strobe Engine Rate	Layer 1 Function	Layer 2 Shape Fade
17	-	Layer 4 Strobe Engine Strobe	Layer 2 Shape Strobe
18	-	Layer 4 Strobe Engine Dimmer	Layer 2 Shape Dimmer
19	-	Layer 4 Strobe Engine Duration	Layer 2 Shape Transition
20	-	Layer 4 Strobe Engine Rate	Layer 2 Background Red
21	-	-	Layer 2 Background Green
22	-	-	Layer 2 Background Blue
23	-	-	Layer 2 Background White
24	-	-	Layer 2 Background CTO
25	-	-	Layer 2 Background Strobe
26	-	-	Layer 2 Background Dimmer
27	-	-	Layer 4 Strobe Engine Strobe
28	-	-	Layer 4 Strobe Engine Dimmer
29	-	-	Layer 4 Strobe Engine Duration
30	-	-	Layer 4 Strobe Engine Rate
31	-	-	Layer 4 Strobe Effect Selection
32	-	-	Layer 4 Strobe Effect
33	-	-	Layer 4 Strobe Indexing Speed
34			Layer 4 Strobe Fade

DMX Parameter	Shape RGBW 16bit	Advanced
1	Layer 1 Red	Layer 1 Red
2	Layer 1 Red fine	Layer 1 Green
3	Layer 1 Green	Layer 1 Blue
4	Layer 1 Green fine	Layer 1 White
5	Layer 1 Blue	Layer 1 CTO
6	Layer 1 Blue fine	Layer 1 Strobe
7	Layer 1 White	Layer 1 Dimmer
8	Layer 1 White fine	Master Strobe
9	Layer 1 CTO	Master Dimmer
10	Master Strobe	Master Dimmer Fine
11	Master Dimmer	Layer 1 Color Crossfade
12	Master Dimmer Fine	Layer 1 Attack Fade
13	Layer 1 Color Crossfade	Layer 1 Release Fade
14	Layer 1 Attack Fade	Function
15	Layer 1 Release Fade	Layer 2 Selection
16	Layer 1 Function	Layer 2 Effect
17	Layer 2 Shape Selection	Layer 2 Indexing/Speed
18	Layer 2 Shape Effect	Layer 2 Fade
19	Layer 2 Shape Indexing Speed	Layer 2 Strobe
20	Layer 2 Shape Fade	Layer 2 Dimmer
21	Layer 2 Shape Strobe	Layer 2 Transition
22	Layer 2 Shape Dimmer	Layer 2 Red
23	Layer 2 Shape Transition	Layer 2 Green
24	Layer 2 Background Red	Layer 2 Blue
25	Layer 2 Background Red Fine	Layer 2 White
26	Layer 2 Background Green	Layer2 CTO
27	Layer 2 Background Green Fine	Layer 3 Strobe
28	Layer 2 Background Blue	Layer 3 Dimmer
29	Layer 2 Background Blue Fine	Layer 4 Strobe Engine
30	Layer 2 Background White	Layer 4 Strobe Engine Dimmer
31	Layer 2 Background White Fine	Layer 4 Strobe Engine Duration
32	Layer 2 Background CTO	Layer 4 Strobe Engine Rate
33	Layer 2 Background Strobe	Layer 4 Strobe Effect Selection
34	Layer 2 Background Dimmer	Layer 4 Strobe Effect
35	Layer 4 Strobe Engine	Layer 4 Strobe Indexing Speed
36	Layer 4 Strobe Engine Dimmer	Layer 4 Strobe Fade
37	Layer 4 Strobe Engine Duration	-
38	Layer 4 Strobe Engine Rate	-
39	Layer 4 Strobe Effect Selection	-
40	Layer 4 Strobe Effect	-
41	Layer 4 Strobe Indexing Speed	-
42	Layer 4 Strobe Fade	

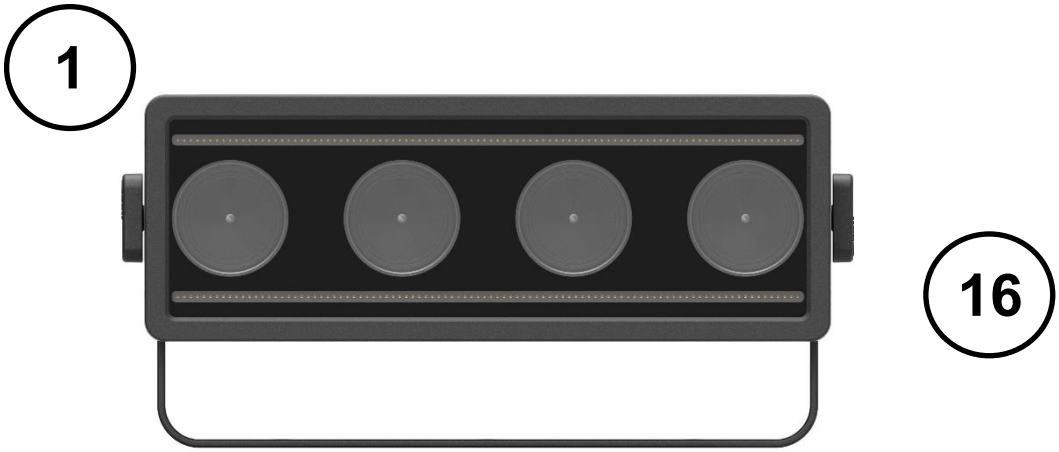
Pixels Engine functions details

DMX Parameter	Pixels RGB Mode	Pixels RGBW Mode
1	Red Led 1	Red Led 1
2	Green Led 1	Green Led 1
3	Blue Led 1	Blue Led 1
4	Red Led 2	White Led 1
5	Green Led 2	Red Led 2
6	Blue Led 2	Green Led 2
7	Red Led 3	Blue Led 2
8	Green Led 3	White Led 2
9	Blue Led 3	Red Led 3
10	Red Led 4	Green Led 3
11	Green Led 4	Blue Led 3
12	Blue Led 4	White Led 3
13		Red Led 4
14		Green Led 4
15		Blue Led 4
16		White Led 4

DMX Parameter	Pixels STROBE Mode
1	White Led 1
2	White Led 2
3	White Led 3
4	White Led 4
5	White Led 5
6	White Led 6
7	White Led 7
8	White Led 8
9	White Led 9
10	White Led 10
11	White Led 11
12	White Led 12
13	White Led 13
14	White Led 14
15	White Led 15
16	White Led 16

Led reference number

IMPORTANT: The image refer to the fixture with the option Reverse Mapping OFF



IMPORTANT: The image refer to the Led Mapping:
The blinder is based on 4pcs RGBWW Leds 100W each with reflector
The strobe is based on 192pcs white Leds individually controlled by 16 areas of 12 Leds each area divided in two strips

1	2	3	4	5	6	7	8
1		2		3		4	
9	10	11	12	13	14	15	16

Function details

Standard RGBW	Standard RGBW 16bit	Shape RGBW	Shape RGBW 16bit	Bit Value	Function
1	1	1	1	000 - 255	**LAYER 1 RED** Linear 0 – 100%
-	2	-	2	000 - 255	**LAYER 1 RED FINE (16 Bit)**
2	3	2	3	000 - 255	**LAYER 1 GREEN** Linear 0 – 100%
-	4	-	4	000 - 255	**LAYER 1 GREEN FINE (16 Bit)** fine control
3	5	3	5	000 - 255	**LAYER 1 BLUE** Linear 0 – 100%
-	6	-	6	000 - 255	**LAYER 1 BLUE FINE (16 bit)**
4	7	4	7	000 - 255	**LAYER 1 WHITE** Linear 0 – 100%
-	8	-	8	000 - 255	**LAYER 1 WHITE FINE (16 bit)** fine control
5	9	5	9		**LAYER 1 CTO** linear from 8000K to 2700K
				000 - 009	Unused range/CTO OFF
				010 - 255	8000 K - 2700 K
6	10	6	10		**MASTER STROBE**
				000-003	Light OFF
				004-103	Strobe frequency from slow (1Hz) to fast (25Hz)
				104-107	Light ON
				108-207	Pulsation from slow (0.5 Hz) to fast (25 Hz)
				208-212	Light ON
				213-225	Random Slow Strobe effect
				226-238	Random Medium Strobe effect
				239-251	Random Fast Strobe effect
				252-255	Light ON
7	11	7	11	000 - 255	**MASTER DIMMER**.
8	12	8	12	000 - 255	**MASTER DIMMER FINE (16 bit)**
9	13	9	13	000 - 255	**LAYER 1 COLOR CROSSFADE** Fast to Slow
10	14	10	14	000 - 255	**LAYER 1 ATTACK FADE** Fast to Slow
11	15	11	15	000 - 255	**LAYER 1 RELEASE FADE** Fast to Slow

Standard RGBW	Standard RGBW 16bit	Shape RGBW	Shape RGBW 16bit	BIT Value	Function	
12	16	12	16		**FUNCTION**	
					IMPORTANT: Setting are activated and saved holding the DMX level for three seconds.	
				000 - 001	Unused range	
				002 - 003	**Auto (Default):** Fans increase/decrease according to the LEDs temperature.	
				004 - 005	**SLN**: Fans power always at minimum range, light output change accordingly with ambient temperature.	
				006 - 007	**Theatre**: Fans power always at a constant range, light output constantly reduced.	
				008 - 009	**Constant**: Fans power at maximum range.	
				010 - 037	Unused range	
				038 - 042	Dimmer curve 1 **(Default)**	**→Details at page 16**
				043 - 047	Dimmer curve 2	
				048 - 052	Dimmer curve 3	
				053 - 055	Dimmer curve 4	
				056 - 057	Dimmer curve 5	
				058 - 062	Raw colour gamma 1	**→Details at page 16**
				063 - 067	Raw colour gamma 1.5	
				068 - 072	Raw colour gamma 2.2 **(Default)**	
				073 - 084	Unused range	
				085 - 086	Reverse mapping OFF **(Default)**	
				087 - 088	Reverse mapping ON	
				089 - 090	CW Reverse mapping OFF **(Default)**	
				091 - 092	CW Reverse mapping ON	
				093 - 097	Pixel mapping Disabled **(Default)**	
				098 - 102	Pixel mapping ON RGB Mode (active in 0 seconds)	
				103 - 107	Pixel mapping ON RGBW Mode (active in 0 seconds)	
				108 - 112	Red shift ON	
				113 - 117	Red Shift OFF **(Default)** (active in 0 seconds)	
				118 - 120	CW Engine Disable **(Default)** (active in 0 seconds)	
				121 - 122	CW Engine Enable	
				123 - 167	Unused range	
				168 - 188	PWM frequency=600Hz	
				189 - 199	PWM frequency=1200Hz	
				200 - 210	PWM frequency=2000Hz **(Default)**	
				211 - 221	PWM frequency=4000Hz	
				222 - 232	PWM frequency=6000Hz	
				233 - 243	PWM frequency=25000Hz	
				244 - 248	Display OFF **(Default)**	
				249 - 253	Display ON	
				254 - 255	Default function recall	

Standard RGBW	Standard RGBW 16bit	Shape RGBW	Shape RGBW 16bit	BIT Value	Function	
If Layer 2 shape engine is active pixel not involved on pattern become black and take control from background!						
-	-	13	17		**LAYER 2 SHAPE SELECTION**	
				000 - 005	Normal	
				006 - 130	Static	
				131 - 255	Dynamic	
-	-	14	18		**LAYER 2 SHAPE EFFECT**	
				000 - 015	Effect 1	
				016 - 031	Effect 2	
				032 - 047	Effect 3	
				048 - 239	…..	
				240 - 255	Effect 16	
-	-	15	19		**LAYER 2 SHAPE INDEXING SPEED**	
				000 - 255	Indexing	**If Static mode is selected on shape selection**
				000 - 124	Speed from fast to slow, forward	**If Dynamic mode is selected on shape selection**
				125 - 130	STOP	
				131 -255	Speed from slow to fast, backward	
-	-	16	20		**LAYER 2 SHAPE FADE**	
				000 - 005	OFF	
				006 - 130	Fade change from fast to slow	
				131 - 255	Wake change from fast to slow	
-	-	17	21		**LAYER 2 SHAPE STROBE**	
				000 - 003	Light OFF	
				004 - 103	Strobe frequency from slow (1Hz) to fast (25Hz)	
				104 - 107	Light ON	
				108 - 207	Pulsation from slow (0.5 Hz) to fast (25 Hz)	
				208 - 212	Light ON (**Shape Slave**)	
				213 - 225	Random Slow Strobe effect	
				226 - 238	Random Medium Strobe effect	
				239 - 251	Random Fast Strobe effect	
				252 - 255	Light ON (**Shape Master**)	
-	-	18	22	**0 - 255**	**LAYER 2 SHAPE DIMMER**	
-	-	19	23	**0 - 255**	**LAYER 2 SHAPE TRANSITION**	
-	-	20	24	**000 - 255**	**LAYER 2 BACKGROUND RED** Linear 0 – 100%	
-	-	-	25	**000 - 255**	**LAYER 2 BACKGROUND RED FINE**	
-	-	21	26	**000 - 255**	**LAYER 2 BACKGROUND GREEN** Linear 0 – 100%	
-	-	-	27	**000 - 255**	**LAYER 2 BACKGROUND GREEN FINE**	
-	-	22	28	**000 - 255**	**LAYER 2 BACKGROUND BLUE** Linear 0 – 100%	
-	-	-	29	**000 - 255**	**LAYER 2 BACKGROUND BLUE FINE**	
-	-	23	30	**000 - 255**	**LAYER 2 BACKGROUND WHITE** Linear 0 – 100%	
-	-	-	31	**000 - 255**	**LAYER 2 BACKGROUND WHITE FINE**	
-	-	24	32		**LAYER 2 BACKGROUND CTO** from 8000K to 2700K	
				000 - 009	Unused Range/CTO OFF	
				010 - 255	8000K – 2700K	

Standard RGBW	Standard RGBW 16bit	Shape RGBW	Shape RGBW 16bit	BIT Value	Function	
-	-	25	33		**LAYER 2 BACKGROUND STROBE**	
				000 - 003	Light OFF	
				004 - 103	Strobe linear from slow (1Hz) to fast (25Hz)	
				104 - 107	Light ON	
				108 - 207	Pulsation from slow (0.5 Hz) to fast (25 Hz)	
				208 - 212	Light ON	
				213 - 225	Random Slow Strobe effect	
				226 - 238	Random Medium Strobe effect	
				239 - 251	Random Fast Strobe effect	
				252 - 255	Light ON	
-	-	26	34	**000 - 255**	**BACKGROUND DIMMER**	
13	17	27	35		**LAYER 4 STROBE ENGINE**	
				000 - 005	No Effect	
				006 - 042	Ramp Up	
				043 - 085	Ramp Down	
				086 - 128	Ramp Up to Down	
				129 - 171	Random	
				172 - 214	Lightning	
				215 - 255	Spikes (Flash over low light)	
14	18	28	36	**000 - 255**	**LAYER 4 STROBE ENGINE DIMMER**	
15	19	29	37	**000 - 255**	**LAYER 4 STROBE ENGINE DURATION**	
16	20	30	38		**LAYER 4 STROBE ENGINE RATE**	
				000 - 005	No Effect	
				006 - 255	Pulsation from slow (0.3 Hz) to fast (25 Hz)	
-	-	31	39		**LAYER 4 STROBE EFFECT SELECTION**	
				000 - 005	Normal	
				006 - 130	Static	
				131 - 255	Dynamic	
-	-	32	40		**LAYER 4 STROBE EFFECT**	
				000 - 015	Effect 1	
				016 - 031	Effect 2	
				032 - 047	Effect 3	
				048 - 239	…..	
				240 - 255	Effect 16	
-	-	33	41		**LAYER 4 STROBE INDEXING SPEED**	
				000 - 255	Indexing	**If Static mode is selected on strobe effect selection**
				000 - 124	Speed fast to slow forward,	**If Dynamic mode is selected on strobe effect selection**
				125 - 130	STOP	
				131 - 255	Speed slow to fast, backward	
-	-	34	42		**LAYER 4 STROBE FADE**	
				000 - 005	OFF	
				006 - 130	Fade change from fast to slow	
				131 - 255	Wake change from fast to slow	

Advanced	Bit Value	Function
1	000 - 255	**LAYER 1 RED** Linear 0 – 100%
2	000 - 255	**LAYER 1 GREEN** Linear 0 – 100%
3	000 - 255	**LAYER 1 BLUE** Linear 0 – 100%
4	000 - 255	**LAYER 1 WHITE** Linear 0 – 100%
5		**LAYER 1 CTO**
	000 - 009	Unused Range/CTO OFF
	010 - 255	from 8000K to 2700K
6		**LAYER 1 STROBE**
	000 - 003	Light OFF
	004 - 103	Strobe linear from slow (1Hz) to fast (25Hz).
	104 - 107	Light ON
	108 - 207	Pulsation from slow (0.5 Hz) to fast (25 Hz)
	208 - 212	Light ON
	213 - 225	Random Slow Strobe effect
	226 - 238	Random Medium Strobe effect
	239 - 251	Random Fast Strobe effect
	252 - 255	Light ON
7	000 - 255	**LAYER 1 DIMMER** Linear 0 – 100%
8		**MASTER STROBE**
	000 - 003	Light OFF
	004 - 103	Strobe frequency from slow (1Hz) to fast (25Hz).
	104 - 107	Light ON
	108 - 207	Pulsation from slow (0.5 Hz) to fast (25 Hz)
	208 - 212	Light ON
	213 - 225	Random Slow Strobe effect
	226 - 238	Random Medium Strobe effect
	239 - 251	Random Fast Strobe effect
	252 - 255	Light ON
9	000 - 255	**MASTER DIMMER**. Linear 0 – 100%
10	000 - 255	**MASTER DIMMER FINE (16 bit)**
11	000 - 255	**COLOR CROSSFADE** Fast to Slow
12	000 - 255	**ATTACK FADE** Fast to Slow
13	000 - 255	**RELEASE FADE** Fast to Slow
14		Same **FUNCTION** channel as the other DMX modes**.**
15		**LAYER 2 SELECTION**
	000 - 005	Normal
	006 - 130	Static
	131 - 255	Dynamic
16		**LAYER 2 EFFECT**
	000 - 015	Effect 1
	016 - 031	Effect 2
	032 - 047	Effect 3
	048 - 239	…..
	240 - 255	Effect 16

Advanced	Bit Value	Function	
17		**LAYER 2 INDEXING/SPEED**	
	000 - 255	Indexing	**If Static mode is selected on layer 2 selection**
	000 - 124	Speed from fast to slow, forward	**If Dynamic mode is selected on layer 2 selection**
	125 - 130	Stop	
	131 - 255	Speed from slow to fast, backward	
18		**LAYER 2 FADE**	
	000 - 005	OFF	
	006 - 130	Fade control on shape from fast to slow.	
	131 - 255	Wake linearly increase of pixel back and front on the selected shape.	
19		**LAYER 2 STROBE**	
	000 - 003	Light OFF	
	004 - 103	Strobe linear from slow (1Hz) to fast (25Hz).	
	104 - 107	Light ON	
	108 - 207	Pulsation linear from slow (0.5 Hz) to fast (25 Hz)	
	208 - 212	Light ON (Layer 2 Slave)	
	213 - 225	Random Slow Strobe effect	
	226 - 238	Random Medium Strobe effect	
	239 - 251	Random Fast Strobe effect	
	252 - 255	Light ON (Layer 2 Master)	
20	**000 - 255**	**LAYER 2 DIMMER** Linear 0 – 100%	
21	**000 - 255**	**LAYER 2 TRANSITION** Crossfade between shape.	
22	**000 - 255**	**LAYER 2 RED** Linear 0 – 100%	
23	**000 - 255**	**LAYER 2 GREEN** Linear 0 – 100%	
24	**000 - 255**	**LAYER 2 BLUE** Linear 0 – 100%	
25	**000 - 255**	**LAYER 2 WHITE** Linear 0 – 100%	
26		**LAYER 2 CTO**	
	000 - 009	Unused range/CTO OFF	
	010 - 255	CTO from 8000K to 2700K	
27		**LAYER 3 STROBE**	
	000 - 003	Light OFF	
	004 - 103	Strobe linear from slow (1Hz) to fast (25Hz)..	
	104 - 107	Light ON	
	108 - 207	Pulsation linear from slow (0.5 Hz) to fast (25 Hz)	
	208 - 212	Light ON (Layer 3 Slave)	
	213 - 225	Random Slow Strobe effect	
	226 - 238	Random Medium Strobe effect	
	239 - 251	Random Fast Strobe effect	
	252 - 255	Light ON (Layer 3 Master)	
28	**000 - 255**	**LAYER 3 DIMMER** Linear 0 – 100%.	

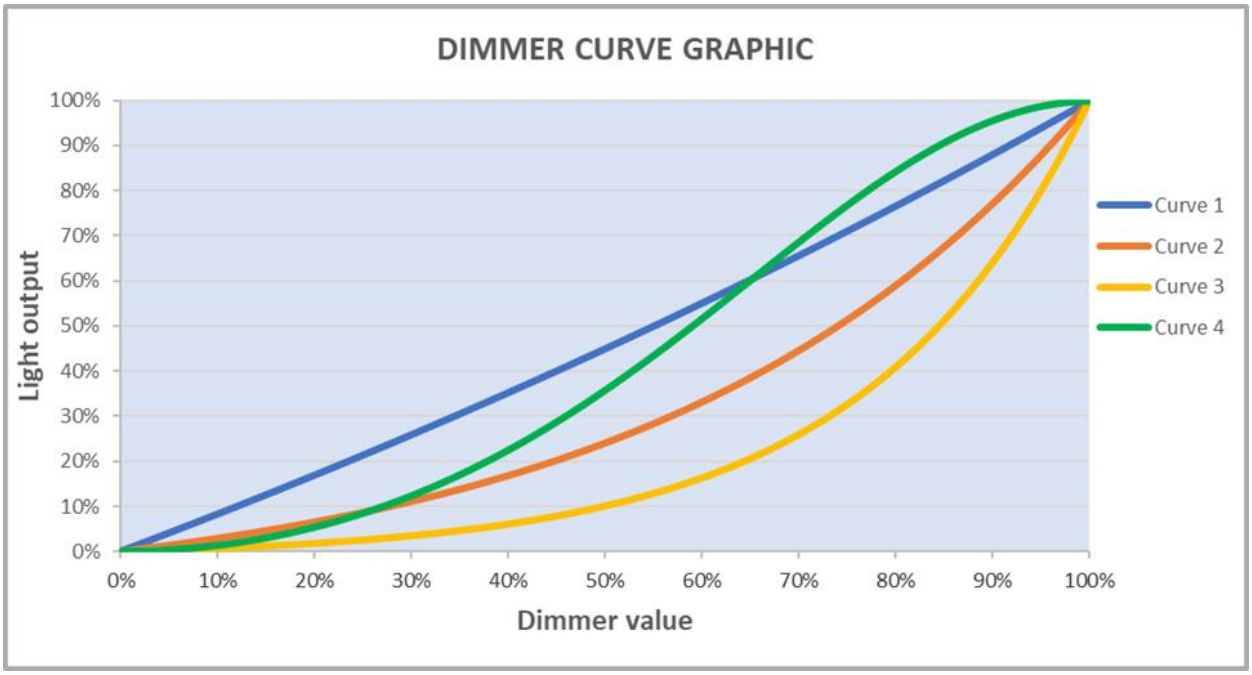
Advanced	Bit Value	Function	
29		**LAYER 4 STROBE ENGINE**	
	000 - 005	No Effect	
	006 - 042	Ramp Up	
	043 - 085	Ramp Down	
	086 - 128	Ramp Up to Down	
	129 - 171	Random	
	172 - 214	Lightning	
	215 - 255	Spikes (Flash over low light)	
30	**000 - 255**	**LAYER 4 STROBE ENGINE DIMMER** Linear 0 – 100%.	
31	**000 - 255**	**LAYER 4 STROBE ENGINE DURATION**	
32		**LAYER 4 STROBE ENGINE RATE**	
	000 - 005	No Effect	
	006 - 255	Pulsation from slow (0.3 Hz) to fast (25 Hz)	
33		**LAYER 4 STROBE EFFECT SELECTION**	
	000 - 005	Normal	
	006 - 130	Static	
	131 - 255	Dynamic	
34		**LAYER 4 STROBE EFFECT**	
	000 - 015	Effect 1	
	016 - 031	Effect 2	
	032 - 047	Effect 3	
	048 - 239	…..	
	240 - 255	Effect 16	
35		**LAYER 4 STROBE INDEXING SPEED**	
	000 - 255	Indexing	**If Static mode is selected on strobe effect selection**
	000 - 124	Speed from fast to slow, forward	**If Dynamic mode is selected on strobe effect selection**
	125 - 130	STOP	
	131 - 255	Speed from slow to fast, backward	
36		**LAYER 4 STROBE FADE**	
	000 - 005	OFF	
	006 - 130	Fade change from fast to slow	
	131 - 255	Wake change from fast to slow	

Function details – Pixels Engine

RGB	*RGBW*	*Bit Value*	*Function*
1	**1**	**000 - 255**	**RED LED 1** Linear 0 – 100%.
2	**2**	**000 - 255**	**GREEN LED 1** Linear 0 – 100%.
3	**3**	**000 - 255**	**BLUE LED 1** Linear 0 – 100%.
-	**4**	**000 - 255**	**WHITE LED 1** Linear 0 – 100%.
4	**5**	**000 - 255**	**RED LED 2** Linear 0 – 100%.
5	**6**	**000 - 255**	**GREEN LED 2** Linear 0 – 100%.
6	**7**	**000 - 255**	**BLUE LED 2** Linear 0 – 100%.
-	**8**	**000 - 255**	**WHITE LED 2** Linear 0 – 100%.
⋮	⋮	⋮	**Functionalities are the same for all the Led's**
10	**13**	**000 - 255**	**RED LED 4** Linear 0 – 100%.
11	**14**	**000 - 255**	**GREEN LED 4** Linear 0 – 100%.
12	**15**	**000 - 255**	**BLUE LED 4** Linear 0 – 100%.
-	**16**	**000 - 255**	**WHITE LED 4** Linear 0 – 100%.

Function details – Pixels Engine

STROBE	*Bit Value*	*Function*
1	**000 - 255**	**WHITE LED 1** Linear 0 – 100%
2	**000 - 255**	**WHITE LED 2** Linear 0 – 100%
3	**000 - 255**	**WHITE LED 3** Linear 0 – 100%
⋮	⋮	**Functionalities are the same for all the Led's**
14	**000 - 255**	**WHITE LED 14** Linear 0 – 100%
15	**000 - 255**	**WHITE LED 15** Linear 0 – 100%
16	**000 - 255**	**WHITE LED 16** Linear 0 – 100%



IMPORTANT NOTE: Dimmer Curve 5 has all the Leds synchronized, for balanced behavior in white.