

channel			function	type of control	effect	decimal		percentage		
3	6	13								
1	1	1	master dimmer	proportional	overall adjustment of the light output	0	- 255	0%	- 100%	
-	-	-	2	ring 1	proportional	adjust the light output of the first ring	0	- 255	0%	- 100%
			3	ring 2		adjust the light output of the second ring	0	- 255	0%	- 100%
			4	ring 3		adjust the light output of the third ring	0	- 255	0%	- 100%
			5	ring 4		adjustment the light output of the fourth ring	0	- 255	0%	- 100%
			6	ring 5		adjust the light output of the fifth ring	0	- 255	0%	- 100%
			7	ring 6		adjust light output of the sixth ring	0	- 255	0%	- 100%
			8	ring 7		adjustment the light output of the seventh ring	0	- 255	0%	- 100%
2	2	9	frequency	step	no effect	0	- 9	0%	- 4%	
				proportional	adjust the strobe frequency from minimum to maximum	10	- 255	4%	- 100%	
3	3	10	duration	proportional	adjust the percentage light time between the strobe flashes from 1% a 99%	0	- 250	0%	- 98%	
				step	blinder	251	- 255	98%	- 100%	
-	4	11	strobe effects	step	calssic strobe	0	- 9	0%	- 4%	
					fade in	10	- 72	4%	- 28%	
					fade out	73	- 133	29%	- 52%	
					random strobe frequency with synchronous fixtures	134	- 194	53%	- 76%	
					random strobe frequency with asynchronous fixtures	195	- 255	76%	- 100%	
-	5	12	games	step	no effect	0	- 9	0%	- 4%	
					game 1	10	- 40	4%	- 16%	
					game 2	41	- 71	16%	- 28%	
					game 3	72	- 102	28%	- 40%	
					game 4	103	- 133	40%	- 52%	
					game 5	134	- 164	53%	- 64%	
					game 6	165	- 195	65%	- 76%	
					random sequence execution	196	- 225	77%	- 88%	
ordered sequence execution	226	- 255	89%	- 100%						
-	6	13	game speed	proportional	linearly adjust the speed of the games from slow to fast	0	- 255	0%	- 100%	
NOTE 1: while using the 6 and 13 channel modes the games have the precedence over the stroboscopic effects. Setting any game through the game channel will immediately stop every other effect.										
Fixture: Parlite LED Strobe				Table name: DMX functions				Software version: 1.1 and following		
Table number: 323			Edition: 0			Date: 08/05/2015				