

Ch	Subch	Category	Function	Description	Notes		
1	Master	X/Y controls happen in analog domain, affect all output	Enable	Disable / Internal playback / External input	External input mode allows the laser to accept and manipulate an external analog input		
2			Intensity	0% 100%			
3			X Scale	100% 0% -100%			
4			Y Scale	100% 0% -100%			
5			X Offset	Center / Full Left Center Full Right	By default (channel at 0) the output is centered, above that we have continuous control over position from left to right and bottom to top		
6			Y Offset	Center / Full Down Center Full Up			
7	Builder 1 (may be duplicated up to four times)	1	Builder main	Mode Control	Disabled / Enabled		
8		2		Pattern Page	0-255 by steps select up to 256 pages		
9		3		Pattern	0-255 by steps select up to 256 patterns within each page		
10		4		Overall Intensity	0% 100%		
11		5		Scan Rate	0: Default (100%), 1: 20%255: 150%		
12		6		Reserved	Will be used for future shape control functions		
13		7		Reserved			
14		8		Reserved			
15		9	Color	Effect	None / Color override / Various color effects	Many color effects are available in pre and post variants, referring to whether they are applied before or after the prism effect	
16		10		Param 1	Control parameters for various effects (gradient angle, position offset, crossfade rate, etc)		
17		11		Param 2			
18		12		Param 3			
19		13		Param 4			
20		14		Param 5			
21		15		Param 6			
22		16		Param 7	Color 1 - Red		
23		17		Param 8	Color 1 - Green		
24		18		Param 9	Color 1 - Blue		
25		19		Param 10	Color 2 - Red		
26		20		Param 11	Color 2 - Green		
27		21	Param 12	Color 2 - Blue			
28		22	Intensity	Effect	None/ linear bands / radial bands, etc	Intensity effects are available before or after prism, but always after color	
29		23		Intensity 1	First effect intensity		
30		24		Intensity 2	second effect intensity		
31		25		Param 1	Size		
32		26		Param 2	Speed		
33		27		Param 3	Angle		
34		28	Param 4	Asymmetry			
35		29	Geo Pre Applied before prism	X Scale	100% 0% -100%		
36		30		Y Scale	100% 0% -100%		
37		31		X Position (16 Bit)	Center / Full Left Center Full Right		
38		32		Y Position (16 Bit)	Center / Full Down Center Full Up		
39		33		Z Rotation	0° 360°		
40		34		Z Spin	Stopped / Slow CW . . . Fast CW / Slow CCW . . . Fast CCW		
41		35	Prism	Mode	None / 1x4 / 2x2 / Hex		
42		36		X Spacing	100% 0% -100%		
43		37		Y Spacing	100% 0% -100%		
44		38		Inner Rotation	0° 360°	How much rotation is applied from one element to the next	
45		39	Geo Post Applied after prism	X Scale	100% 0% -100%		
46		40		Y Scale	100% 0% -100%		
47		41		X Position (16 bit)	Center / Full Left Center Full Right		
48		42		Y Position (16 bit)	Center / Full Down Center Full Up		
49		43		Z Rotation	0° 360°		
50		44		Z Spin	Stopped / Slow CW . . . Fast CW / Slow CCW . . . Fast CCW		
51		45	Wave modulation 1	Function	None / Linear Sine / Linear Ramp / Radial Sine / etc		
52		46		Param 1	Axis Angle		
53		47		Param 2	Wavelength		
54		48		Param 3	Amplitude		
55		49		Param 4	Phase		
56		50	Param 5	Traverse speed			
57		51	Wave modulation 2	Function	None / Linear Sine / Linear Ramp / Radial Sine / etc		
58		52		Param 1	Axis Angle		
59		53		Param 2	Wavelength		
60		54		Param 3	Amplitude		
61		55		Param 4	Phase		
62		56	Param 5	Traverse speed			
63		57	Effect 1	Function	Linear osc/scroll/orbit		
64		58		Param 1	Size		
65		59		Param 2	Speed		
66		60		Param 3	Angle		
67		61		Param 4	Symmetry / ellipticity		
68		62		Param 5	reserved		
69		63	Effect 2	Param 6	reserved		
70		64		Function	Linear osc/scroll/orbit		
71		65		Param 1	Size		
72		66		Param 2	Speed		
73		67		Param 3	Angle		
74		68		Param 4	Symmetry / ellipticity		
75		69	Preset	Param 5	reserved		
76		70		Param 6	reserved		
77		71		Control	Recall preset / program preset		
78		72		Select	None / Preset 1 / 2 / 3 /4 / 5 / 6 / 7		
79		73		Geometric correction	Control	Locked / Editable	
80		74			Top Left - X	Each X/Y pair refers to the corner of a rectangle that serves as a freeform correction mesh. When an X/Y channel pair is at 0, the corresponding corner of the rectangle is at the corresponding corner of the overall projection area. Increasing the X and Y channels towards 50% moves the control point towards the center of the projection area. Moving the X and Y channels towards 100% moves the control point towards the opposite corner of the projection area	
81		75	Top Left - Y				
82		76	Top Right - X				
83		77	Top Right - Y				
84		78	Bottom Right - X				
85		79	Bottom Right - Y				
86		80	Bottom Left - X				
87		81	Bottom Left - Y				
88		82					
89		83					
90		84					
91		85					
92-176	Builder 2	1-85	Duplicates Builder 1 Above				