



DMX TABLES FOR NYX BULB (item code: FP5)

This document has 2 Tables of Content. The first one is based on the Pixel Count and whether the Strobe is turned on or off. The second one is a numeric index where you can locate a DMX table by its number quickly.

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PIXEL = 1; STROBE = OFF

1: RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)

2: RGBW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)

3: RGBAW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 255	0 - 100	Intensity Amber (0% --> 100%)
5	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)

4: DIM RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)

5: DIM RGBW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
5	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)

6: DIM RGBAW (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
5	0 - 255	0 - 100	Intensity Amber (0% --> 100%)
6	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)

7: RGB CCT DIM IND (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 4 4 - 255	0 - 1.5 1.6-100	Color Temperature (CCT) No effect Display color temperature

			Formular: $CCT = 2000 + 20 * DMX-Value$ Example: 50 --> 3000K 100 --> 4000K 150 --> 5000K <i>*CCT overwrites the RGB setting</i>
5	0..255	0 - 100	Dimmer (closed --> open)
6	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors No effect Display Index Colors (full list at the end of this document) <i>*Index Colors overwrites both, RGB and CCT</i>

89: D CCT GM CRO RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
4	0 - 255	0 - 100	Crossfade (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	Intensity Red (0% --> 100%)
6	0 - 255	0 - 100	Intensity Green (0% --> 100%)
7	0 - 255	0 - 100	Intensity Blue (0% --> 100%)

90: D CCT GM HUE SAT (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
4	0 - 255	0 - 100	Hue (0° --> 360°)
5	0 - 255	0 - 100	Saturation (0% --> 100%)

91: D16 CCT GM C RGB (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 HI			Dimmer closed --> open
2 LO	0 - 65535	0 - 100	
3	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
5	0 - 255	0 - 100	Crossfade (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	Intensity Red (0% --> 100%)
7	0 - 255	0 - 100	Intensity Green (0% --> 100%)
8	0 - 255	0 - 100	Intensity Blue (0% --> 100%)

92: D16 CCT GM H SAT (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
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1 HI			Dimmer closed --> open
2 LO	0 - 65535	0 - 100	
3	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
5 HI			Hue 0° --> 360°
6 LO	0 - 65535	0 - 100	
7	0 - 255	0 - 100	Saturation (0% --> 100%)

93: D16 X Y (PIXEL = 1; STROBE = OFF)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 HI			Dimmer closed --> open
2 LO	0 - 65535	0 - 100	
3 HI			X
4 LO	0 - 65535	0 - 100	Formular: $x-Coordinate = 0.8 * DMX-Value / 65535$
5 HI			Y
6 LO	0 - 65535	0 - 100	Formular: $y-Coordinate = 0.8 * DMX-Value / 65535$

PIXEL= 1; STROBE = ON

8: RGBS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2,0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

9: RGBWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)
5	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2,0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

10: RGBAWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 255	0 - 100	Intensity Amber (0% --> 100%)
5	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)
6	0 - 3 4 5 6	0 - 1.2 1,6 2,0 2,4	Strobe Off Random Fast Random Medium Random Slow

	7 - 255	2.7 - 100	Variable Strobe (0.4Hz --> 25Hz)
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11: DIM RGBS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
5	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2,0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

12: DIM RGBWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
5	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)
6	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2,0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

13: DIM RGBAWS (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Intensity Red (0% --> 100%)
3	0 - 255	0 - 100	Intensity Green (0% --> 100%)
4	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
5	0 - 255	0 - 100	Intensity Amber (0% --> 100%)
6	0 - 255	0 - 100	Intensity Emulated White (0% --> 100%)
7	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2,0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

14: RGB CCT DIM IND S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Intensity Red (0% --> 100%)
2	0 - 255	0 - 100	Intensity Green (0% --> 100%)
3	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
4	0 - 4 4 - 255	0 - 1.5 1.6 - 100	Color Temperature (CCT) No effect Display color temperature Formula: CCT = 2000 + 20*DMX-Value Example: 50 --> 3000K 100 --> 4000K 150 --> 5000K <i>*CCT overwrites the RGB setting</i>
5	0..255	0 - 100	Dimmer (closed --> open)
6	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors No effect Display Index Colors (full list at the end of this document) <i>*Index Colors overwrites both, RGB and CCT</i>
7	0 - 3 4	0 - 1.2 1,6	Strobe Off Random Fast

	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz --> 25Hz)

94: D CCT GM CRO RGB S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
4	0 - 255	0 - 100	Crossfade (0 full CCT, 255 full RGB, smooth fade)
5	0 - 255	0 - 100	Intensity Red (0% --> 100%)
6	0 - 255	0 - 100	Intensity Green (0% --> 100%)
7	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
8	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2.0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

95: D CCT GM HUE SAT S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0 - 255	0 - 100	Dimmer (closed --> open)
2	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
3	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
4	0 - 255	0 - 100	Hue (0° --> 360°)
5	0 - 255	0 - 100	Saturation (0% --> 100%)
6	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2.0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

137: D16 CCT GM C RGB S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 HI	0 - 65535	0 - 100	Dimmer closed --> open
2 LO			
3	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
5	0 - 255	0 - 100	Crossfade (0 full CCT, 255 full RGB, smooth fade)
6	0 - 255	0 - 100	Intensity Red (0% --> 100%)
7	0 - 255	0 - 100	Intensity Green (0% --> 100%)
8	0 - 255	0 - 100	Intensity Blue (0% --> 100%)
9			Strobe

	0 - 3	0 - 1.2	Off
	4	1,6	Random Fast
	5	2.0	Random Medium
	6	2,4	Random Slow
	7 - 255	2.7 - 100	Variable Strobe (0.4Hz --> 25Hz)

96: D16 CCT GM H SAT S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 HI			Dimmer
2 LO	0 - 65535	0 - 100	closed --> open
3	0 - 255	0 - 100	Color Temperature (CCT) Formular: $CCT = 1750 + 32 * DMX-Value$ Example: 45 --> 3190K 70 --> 3990K 117 --> 5494K
4	0 - 4 5 - 255	0 - 1.5 2.0 - 100	Green / Magenta Point No effect -96.1% --> 100% Formular: $G/M = 100\% * (DMX-Value/128 - 1)$
5 HI			Hue
6 LO	0 - 65535	0 - 100	0° --> 360°
7	0 - 255	0 - 100	Saturation (0% --> 100%)
8	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2.0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

97: D16 X Y S (PIXEL = 1; STROBE = ON)

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1 HI			Dimmer
2 LO	0 - 65535	0 - 100	closed --> open
3 HI			X
4 LO	0 - 65535	0 - 100	Formular: $x-Coordinate = 0.8 * DMX-Value / 65535$
5 HI			Y
6 LO	0 - 65535	0 - 100	Formular: $y-Coordinate = 0.8 * DMX-Value / 65535$
7	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2.0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)

15: EFFECT MODE FIX

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	Dimmer of Pixel 1 (closed --> open)
2	0 - 3 4 5 6 7 - 255	0 - 1.2 1,6 2.0 2,4 2.7 - 100	Strobe Off Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)
3	0 - 7 8 - 15 16 - 23 24 - 31 32 - 39 40 - 47	0 - 2.7 3.1 - 5.9 6.3 - 9.0 9.4 - 12.2 12.5 - 15.3 15.7 - 18.4	Program One Color Static Two Color Static Three Color Static Four Color Static One Color Fade Two Color Fade

	48 - 55	18.8 - 21.6	Three Color Fade
	56 - 63	22.0 - 24.7	Four Color Fade
	64 - 71	25.1 - 27.8	Simple Running
	72 - 79	28.2 - 31.0	Double Running
	80 - 87	31.4 - 34.1	Two Col Running
	88 - 95	34.5 - 37.3	Flag Running
	96 - 101	37.6 - 39.6	Double Flag Running
	102 - 109	40.0 - 42.7	Spiral 4 Color
	110 - 117	43.1 - 45.9	Spiral 2 Color
	118 - 125	46.3 - 49.0	Rainbow
	126 - 133	49.4 - 52.2	Fire
	134 - 141	52.5 - 55.3	Rotor
	142 - 149	55.7 - 58.4	Rotor Split 2
	150 - 157	58.8 - 61.6	Rotor Split 4
4	0..255	0 - 100	Speed (slow --> fast)
5	0..255	0 - 100	Crossfade (no fade --> smooth fade)
6	0 - 63 64 - 127 128 - 190 191 - 255	0 - 24.7 25.1 - 49.8 50.2 - 74.5 74.9 - 100	Direction Forward with Loop Forward one time and stop Reverse one time and stop Reverse with Loop
7	0 - 63 64 - 127 128 - 190 191 - 255	0 - 24.7 25.1 - 49.8 50.2 - 74.5 74.9 - 100	Size <i>Defines the virtual size of the program in groups</i> <i>E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.</i> 1 Group 2 Groups 3 Groups 4 Groups
8	0..255	0 - 100	Offset <i>If SIZE is set to >1 group, the units pixels can be shifted within the virtually larger program.</i> <i>Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.</i>
9	0..255	0 - 100	Restart Program <i>If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).</i>
10	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors 1 No effect Display Index Colors (full list at the end of this document)
11	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors 2 No effect Display Index Colors (full list at the end of this document)
12	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors 3 No effect Display Index Colors (full list at the end of this document)
13	0..1 2..255	0 - 0.4 0.8 - 100	Index Colors 4 No effect Display Index Colors (full list at the end of this document)

16: EFFECT MODE RGB

CHANNEL	VALUE	PERCENTAGE	FUNCTION
1	0..255	0 - 100	Dimmer of Pixel 1 (closed --> open)
2	0 - 3	0 - 1.2	Strobe Off

	4 5 6 7 - 255	1,6 2.0 2,4 2.7 - 100	Random Fast Random Medium Random Slow Variable Strobe (0.4Hz --> 25Hz)
3	0 - 7 8 - 15 16 - 23 24 - 31 32 - 39 40 - 47 48 - 55 56 - 63 64 - 71 72 - 79 80 - 87 88 - 95 96 - 101 102 - 109 110 - 117 118 - 125 126 - 133 134 - 141 142 - 149 150 - 157	0 - 2.7 3.1 - 5.9 6.3 - 9.0 9.4 - 12.2 12.5 - 15.3 15.7 - 18.4 18.8 - 21.6 22.0 - 24.7 25.1 - 27.8 28.2 - 31.0 31.4 - 34.1 34.5 - 37.3 37.6 - 39.6 40.0 - 42.7 43.1 - 45.9 46.3 - 49.0 49.4 - 52.2 52.5 - 55.3 55.7 - 58.4 58.8 - 61.6	Program One Color Static Two Color Static Three Color Static Four Color Static One Color Fade Two Color Fade Three Color Fade Four Color Fade Simple Running Double Running Two Col Running Flag Running Double Flag Running Spiral 4 Color Spiral 2 Color Rainbow Fire Rotor Rotor Split 2 Rotor Split 4
4	0..255	0 - 100	Speed (slow --> fast)
5	0..255	0 - 100	Crossfade (no fade --> smooth fade)
6	0 - 63 64 - 127 128 - 190 191 - 255	0 - 24.7 25.1 - 49.8 50.2 - 74.5 74.9 - 100	Direction Forward with Loop Forward one time and stop Reverse one time and stop Reverse with Loop
7	0 - 63 64 - 127 128 - 190 191 - 255	0 - 24.7 25.1 - 49.8 50.2 - 74.5 74.9 - 100	Size <i>Defines the virtual size of the program in groups</i> <i>E.g. if SIZE is set to 2 groups only half of the program is shown on the unit.</i> 1 Group 2 Groups 3 Groups 4 Groups
8	0..255	0 - 100	Offset <i>If SIZE is set to >1 group, the units pixels can be shifted within the virtually larger program.</i> <i>Increasing the OFFSET parameter scrolls the position of the unit within the virtual large program.</i>
9	0..255	0 - 100	Restart Program <i>If value is changed, the program starts again from the beginning (useful if DIRECTION is not set to loop).</i>
10	0 - 255	0 - 100	Intensity Red of Color 1 (0% --> 100%)
11	0 - 255	0 - 100	Intensity Green of Color 1 (0% --> 100%)
12	0 - 255	0 - 100	Intensity Blue of Color 1 (0% --> 100%)
13	0 - 255	0 - 100	Intensity Red of Color 2 (0% --> 100%)
14	0 - 255	0 - 100	Intensity Green of Color 2 (0% --> 100%)
15	0 - 255	0 - 100	Intensity Blue of Color 2 (0% --> 100%)
16	0 - 255	0 - 100	Intensity Red of Color 3 (0% --> 100%)
17	0 - 255	0 - 100	Intensity Green of Color 3 (0% --> 100%)
18	0 - 255	0 - 100	Intensity Blue of Color 3 (0% --> 100%)
19	0 - 255	0 - 100	Intensity Red of Color 4 (0% --> 100%)
20	0 - 255	0 - 100	Intensity Green of Color 4 (0% --> 100%)
21	0 - 255	0 - 100	Intensity Blue of Color 4 (0% --> 100%)

Index Colors

CHANNEL	VALUE	PERCENTAGE	FUNCTION
	0..1	0 - 0.4	No effect
	2	0,8	Rose Pink
	3	1,2	Lavender Tint
	4	1,6	Medium Bastard Amber



7	2,7	Pale Yellow
8	3,1	Dark Salmon
9	3,5	Pale Amber Gold
10	3,9	Medium Yellow
13	5,1	Straw Tint
15	5,9	Deep Straw
17	6,7	Surprise Peach
19	7,5	Fire
20	7,8	Medium Amber
21	8,2	Gold Amber
22	8,6	Dark Amber
24	9,4	Scarlet
25	9,8	Sunset Red
26	10,2	Bright Red
27	10,6	Medium Red
29	11,4	Plasa Red
35	13,7	Light Pink
36	14,1	Medium Pink
46	18,0	Dark Magenta
48	18,8	Rose Purple
49	19,2	Medium Purple
52	20,4	Light Lavender
53	20,8	Paler Lavender
58	22,7	Lavender
61	23,9	Mist Blue
63	24,7	Pale Blue
68	26,7	Sky Blue
71	27,8	Tokyo Blue
75	29,4	Evening Blue
79	31,0	Just Blue
85	33,3	Deeper Blue
88	34,5	Lime Green
89	34,9	Moss Green
90	35,3	Dark Yellow Green
100	39,2	Spring Yellow
101	39,6	Yellow
102	40,0	Light Amber
103	40,4	Straw
104	40,8	Deep Amber
105	41,2	Orange
106	41,6	Primary Red
107	42,0	Light Rose
108	42,4	English Rose
109	42,7	Light Salmon
110	43,1	Middle Rose
111	43,5	Dark Pink
113	44,3	Magenta
115	45,1	Peacock Blue
116	45,5	Medium Blue-Green
117	45,9	Steel Blue
118	46,3	Light Blue
119	46,7	Dark Blue
120	47,1	Deep Blue
121	47,5	LEE Green
122	47,8	Fern Green
124	48,6	Dark Green
126	49,4	Mauve
127	49,8	Smokey Pink
128	50,2	Bright Pink
129	50,6	Heavy Frost
130	51,0	Clear
131	51,4	Marine Blue
132	51,8	Medium Blue
134	52,5	Golden Amber
135	52,9	Deep Golden Amber
136	53,3	Pale Lavender
137	53,7	Special Lavender
138	54,1	Pale Green
139	54,5	Primary Green
140	54,9	Summer Blue

141	55,3	Bright Blue
142	55,7	Pale Violet
143	56,1	Pale Navy Blue
144	56,5	No Colour Blue
147	57,6	Apricot
148	58,0	Bright Rose
151	59,2	Gold Tint
152	59,6	Pale Gold
153	60,0	Pale Salmon
154	60,4	Pale Rose
156	61,2	Chocolate
157	61,6	Pink
158	62,0	Deep Orange
159	62,4	No Colour Straw
161	63,1	Slate Blue
162	63,5	Bastard Amber
164	64,3	Flame Red
165	64,7	Daylight Blue
169	66,3	Lilac Tint
170	66,7	Deep Lavender
172	67,5	Lagoon Blue
174	68,2	Dark Steel Blue
176	69,0	Loving Amber
179	70,2	Chrome Orange
180	70,6	Dark Lavender
181	71,0	Congo Blue
182	71,4	Light Red
183	71,8	Moonlight Blue
184	72,2	Cosmetic Peach
186	72,9	Cosmetic Silver Rose
187	73,3	Cosmetic Rouge
188	73,7	Cosmetic Highlight
189	74,1	Cosmetic Silver Moss
191	74,9	Cosmetic Aqua Blue
192	75,3	Flesh Pink
194	76,1	Surprise Pink
195	76,5	Zenith Blue
196	76,9	True Blue
197	77,3	Alice Blue
198	77,6	Palace Blue
199	78,0	Regal Blue
200	78,4	Double CT Blue
201	78,8	Full CT Blue
202	79,2	1/2 CT Blue
203	79,6	1/4 CT Blue
204	80,0	Full CT Orange
205	80,4	1/2 CT Orange
206	80,8	1/4 CT Orange
207	81,2	Full CT Orange +
208	81,6	Full CT Orange +
209	82,0	0.3 Neutral Density
210	82,4	0.6 Neutral Density
211	82,7	0.9 Neutral Density
212	83,1	LCT Yellow
213	83,5	White Flame Green
216	84,7	White Diffusion
217	85,1	Blue Diffusion
218	85,5	1/8 CT Blue
219	85,9	LEE Fluorescent Green
220	86,3	White Frost
221	86,7	Blue Frost
223	87,5	1/8 CT Orange
224	87,8	Daylight Blue Frost
225	88,2	LEE N.D. Frost
226	88,6	LEE U.V.
228	89,4	Brushed Silk
229	89,8	1/4 Tough Spun
230	90,2	Super Correction
232	91,0	Super White Flame Green
236	92,5	H.M.I (To Tungsten)



	237	92,9	C.I.D. (To Tungsten)
	238	93,3	C.S.I. (To Tungsten)
	239	93,7	Polariser
	241	94,5	LEE Fluorescent 5700 K
	242	94,9	LEE Fluorescent 4300 K
	243	95,3	LEE Fluorescent 3600 K
	244	95,7	LEE Plus Green
	245	96,1	1/2 Plus Green
	246	96,5	1/4 Plus Green
	247	96,9	LEE Minus Green
	248	97,3	1/2 Minus Green
	249	97,6	1/4 Minus Green
	250	98,0	1/2 White Diffusion
	251	98,4	1/4 White Diffusion
	252	98,8	1/8 White Diffusion
	253	99,2	Hampshire Frost
	254	99,6	New Hampshire Frost
	255	100,0	Hollywood Frost