

Layer Light (3.2)

3.2 Layer Light				31 Channels	
Function	DMX	DMX (16 bit)	Default	Range	Notes
Level	1		0	0-255	
Mixer mode	2		120	0	Additive Dissolve
				10	Subtractive Dissolve
				20	Darken
				30	Lighten
				40	Softlight
				50	Softlight Inverse
				60	Hardlight
				70	Overlay
				80	Difference
				90	Multiply
				100	Screen
				110	Opaque
				120	Sprite
				130	Luminance Key
				140	Matte
Red	3		128	0-255	
Green	4		128	0-255	
Blue	5		128	0-255	
Brightness	6		128	0-255	
Contrast	7		128	0-255	
Hue	8		128	0-255	
Saturation	9		128	0-255	
Invert	10		0	0-127	Disable
				128-255	Enable
Position X	11	12	32768	0-65535	
Position Y	13	14	32768	0-65535	
Zoom	15	16	32768	0-65535	
Rotation	17	18	16384	0-32768	Index Position
				32769-49151	Continuous rotation CW
				49152	Stop
				49153 - 65535	Continuous rotation CCW

Bank	19		0	0-255	
Clip	20		0	0-255	
Play mode	21		15	0	Forward
				15	Forward Loop
				25	Backward
				35	Backward Loop
				45	Ping Pong
				55	Random
				65	In
				75	Out
Pause	22			0-127	Disabled
				128-255	Enable
Speed	23		64	0-255	
Aspect mode	24		0	0	Auto Scale
				15	Pixel 1:1
				25	Fill
				35	4:3
				45	16:9
				55	16.10
				65	1:1
FX Select A	25		0	0-255	Effect select (see separate list)
Effect Level	26		0	0-255	
FX Param 1	27		0	0-255	Depends On EffectSelected
FX Param 2	28		0	0-255	Depends On EffectSelected
FX Param 3	29		0	0-255	Depends On EffectSelected
FX Param 4	30		0	0-255	Depends On EffectSelected
FX Param 5	31		0	0-255	Depends On EffectSelected