Abstract XLite Duplicator 4 Pixeliser PTTP

| Channel | Attribute | Value |  |
| :---: | :---: | :---: | :---: |
| 1 | Level 1 Dimmer | 0-100\% |  |
| 2 | Red | 0-100\% |  |
| 3 | Green | 0-100\% |  |
| 4 | Blue | 0-100\% |  |
| 5 | White | 0-100\% |  |
| 6 | Speed | 0-100\% |  |
| 7 | Pattern | $\begin{aligned} & 0-15=\text { Wipe }> \\ & 16-31=\text { Wipe }< \\ & 32-47=\text { Curtain }> \\ & 48-63=\text { Curtain }< \\ & 64-79=\text { Comet }> \\ & 80-95=\text { Comet }< \\ & 96-111=\text { Bounce } \\ & 112-127=\text { Pulse } \\ & 128-143=\text { Trance } \\ & 144-159=\text { Dissolve } \\ & 160-175=\text { Flame } \\ & 176-191=\text { Candle } \\ & 192-207=\text { Rain } \\ & 208-223=\text { Expand } \\ & 224-239=\text { Sparkle } \\ & 240-255=\text { Strobe } \end{aligned}$ |  |
| 8 | Soft edge | 0-100\% |  |
| 9 | Duplicate | X1 > 16 |  |
| 10 | Length | 0-100\% |  |
| 11 | Colour speed | 0-100\% |  |
| 12 | Rainbow | 0-100\% |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| 13 | Level 2 Dimmer | 0-100\% |  |
| 14 | Red | 0-100\% |  |
| 15 | Green | 0-100\% |  |
| 16 | Blue | 0-100\% |  |
| 17 | White | 0-100\% |  |
| 18 | Speed | 0-100\% |  |


| $19$ | Pattern | $\begin{aligned} & 0-15=\text { Wipe }> \\ & 16-31=\text { Wipe }< \\ & 32-47=\text { Curtain }> \\ & 48-63=\text { Curtain }< \\ & 64-79=\text { Comet }> \\ & 80-95=\text { Comet }< \\ & 96-111=\text { Bounce } \\ & 112-127=\text { Pulse } \\ & 128-143=\text { Trance } \\ & 144-159=\text { Dissolve } \\ & 160-175=\text { Flame } \\ & 176-191=\text { Candle } \\ & 192-207=\text { Rain } \\ & 208-223=\text { Expand } \\ & 224-239=\text { Sparkle } \\ & 240-255=\text { Strobe } \end{aligned}$ |  |
| :---: | :---: | :---: | :---: |
| 20 | Soft edge | 0-100\% |  |
| 21 | Duplicate | X1 $>16$ |  |
| 22 | Length | 0-100\% |  |
| 23 | Colour speed | 0-100\% |  |
| 24 | Rainbow | 0-100\% |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| 25 | Level 3 Dimmer | 0-100\% |  |
| 26 | Red | 0-100\% |  |
| 27 | Green | 0-100\% |  |
| 28 | Blue | 0-100\% |  |
| 29 | White | 0-100\% |  |
| 30 | Speed | 0-100\% |  |


| 31 | Pattern | $\begin{aligned} & 0-15=\text { Wipe }> \\ & 16-31=\text { Wipe }< \\ & 32-47=\text { Curtain }> \\ & 48-63=\text { Curtain }< \\ & 64-79=\text { Comet }> \\ & 80-95=\text { Comet }< \\ & 96-111=\text { Bounce } \\ & 112-127=\text { Pulse } \\ & 128-143=\text { Trance } \\ & 144-159=\text { Dissolve } \\ & 160-175=\text { Flame } \\ & 176-191=\text { Candle } \\ & 192-207=\text { Rain } \\ & 208-223=\text { Expand } \\ & 224-239=\text { Sparkle } \\ & 240-255=\text { Strobe } \end{aligned}$ |  |
| :---: | :---: | :---: | :---: |
| 32 | Soft edge | 0-100\% |  |
| 33 | Duplicate | X1 $>16$ |  |
| 34 | Length | 0-100\% |  |
| 35 | Colour speed | 0-100\% |  |
| 36 | Rainbow | 0-100\% |  |
|  |  |  |  |

Note:
Highest level takes priority so expect blackout when raising level 2/3 dimmer with NO pattern or colour selected on those levels.

Tip:
Start on Level 3 to begin with, as selecting lower levels will NOT black out current selection as they command a lower priority.

Levels are used to allow overlay of multiple effects and colours.

## Beta:

Our software is currently being developed and we welcome all comments to make the product better. Contact the following:

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