

Pers #	DMX Personality	Ladder2	QII	LB800 10Zone	QuantumStudio 2Zone	Channel Functions
1	HSIK 8-bit				4	D, K, S, H
2	RGBK 8-bit				4	R, G, B, K
3	HSIK 16-bit				8	2D, 2K, 2S, 2H
4	RGBK 16-bit				8	2R, 2G, 2B, 2K
5	HSIK+G 8-bit				5	D, K, S, H, G
6	RGBK+G 8-bit				5	R, G, B, K, G
7	HSIK+G 16-bit				10	2D, 2K, 2S, 2H, 2G
8	RGBK+G 16-bit				10	2R, 2G, 2B, 2K, 2G
9	HSIK Zones 8-bit	NA	NA	40	8	D, K, S, H repeat for each Zone
10	RGBK Zones 8-bit	NA	NA	40	8	R, G, B, K repeat for each Zone
11	HSIK Zones 16-bit	NA	NA	80	16	2D, 2K, 2S, 2H repeat for each Zone
12	RGBK Zones 16-bit	NA	NA	80	16	2R, 2G, 2B, 2K repeat for each Zone
13	HSIK+G Zones 8-bit	NA	NA	50	10	D, K, S, H, G repeat for each Zone
14	RGBK+G Zones 8-bit	NA	NA	50	10	R, G, B, K, G repeat for each Zone
15	HSIK+G Zones 16-bit	NA	NA	100	20	2D, 2K, 2S, 2H, 2G repeat for each Zone
16	RGBK+G Zones 16-bit	NA	NA	100	20	2R, 2G, 2B, 2K, 2G repeat for each Zone
17	M HSIK Zones 8-bit	NA	NA	41	9	M, plus D, K, S, H repeat for each Zone
18	M RGBK Zones 8-bit	NA	NA	41	9	M, plus R, G, B, K repeat for each Zone
19	M HSIK Zones 16-bit	NA	NA	82	18	2M, plus 2D, 2K, 2S, 2H repeat for each Zone
20	M RGBK Zones 16-bit	NA	NA	82	18	2M, plus 2R, 2G, 2B, 2K repeat for each Zone
21	M HSIK+G Zones 8-bit	NA	NA	51	11	M, plus D, K, S, H, G repeat for each Zone
22	M RGBK+G Zones 8-bit	NA	NA	51	11	M, plus R, G, B, K, G repeat for each Zone
23	M HSIK+G Zones 16-bit	NA	NA	102	22	2M, plus 2D, 2K, 2S, 2H, 2G repeat for each Zone
24	M RGBK+G Zones 16-bit	NA	NA	102	22	2M, plus 2R, 2G, 2B, 2K, 2G repeat for each Zone
Channel Legend		Min	Max	Description		
M	Master	0	100%	For Zone modes ONLY. Adjusts Dim levels of ALL Zones, scaled.		
Mk	Master CCT (Kelvin)	0	100%	For Zone modes ONLY. Adjusts Master K value (CCT) for ALL Zones.		
D	Dim	0	100%	Linear intensity value in percent		
K	CCT in Kelvin	2700	6500	Default cLUT matches orig Cineo CCTs, 2K to 10K cLUT also available		
A	Beam Angle	0	75	Beam angle in degrees, 0 to 75, specific to Reflex.		
S	Saturation	0	100%	Linear Color Saturation value in percent		
H	Hue	0	360	0 to 360 degree color wheel: R = 0 and 360, G = 120, B = 240		
R	Red	0	100	Linear intensity value in percent		
G	Green	0	100	Linear intensity value in percent		
B	Blue	0	100	Linear intensity value in percent		
+G	+ and - Green	-1.00	1.00	127 = 0 no change. -1 = max -G (plus Red), +1 = max +G in Gel units		
2*	16 bit, 2 channels	NA	NA	Means this channel uses 16 bits, 2 channel addresses		

Pers #	DMX Personality	Reflex15	Channel Functions
1	R15 Basic 8-bit	3	D, K, A
2	R15 Basic 16-bit	6	2D, 2K, 2A
3	R15 Beam 8-bit	11	M, Mk, plus D for 9 Zones
4	R15 Beam 16-bit	22	2M, 2Mk, plus 2D for 9 Zones
5	R15 Beam K 8-bit	19	M, plus D, K for 9 Zones
6	R15 Beam K 16-bit	38	2M, plus 2D, 2K for 9 Zones

Pers #	DMX Personality	LightBlades	Channel Functions
1	HSI 8-BIT	4	D, K, S, H
2	RGB 8-BIT	4	R, G, B, K
3	HSI 16-BIT	8	2D, 2K, 2S, 2H
4	RGB 16-BIT	8	2R, 2G, 2B, 2K
5 thru 8	<i>Factory service - ONLY</i>		<i>Do not use these personalities</i>