

5.1. “ArKaos Tiny” Fixture mode

5.1.1. Properties

- n layers are available, from 1 to 8
- A single layer is using 25 DMX channels
- When mapping a single layer, the channels are called C01 to C25

5.1.2. Channel functions

Channel C01

| | | | |
|------------------|--|--|--------------------|
| Function: | Dimmer Transparency of the layer when C08 is 0-31 If the copy mode is not Transparent, C01 is just triggering the layer. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-127 | Layer start when the value is different from 0 | 0 |

Channel C02

| | | | |
|------------------|----------------|-------------------------|--------------------|
| Function: | Type of Visual | | |
| Range: | Steps: | Description: | Def. Value: |
| | 0-31 | Visual is a picture | 0 |
| | 32-63 | Visual is a movie | |
| | 64-95 | Visual is a live camera | |
| | 96-127 | Visual is a Flash Text | |

Channel C03

| | | | |
|------------------|-----------------|---------------------|--------------------|
| Function: | Index of visual | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | No visual | 0 |
| | 1 | First visual | |
| | 2 | Second visual | |
| | ... | ... | |

Channel C04

| | | | |
|------------------|-----------------------|---------------------------------|--------------------|
| Function: | Effect category index | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-31 | 3D Effects | 0 |
| | 32-63 | Video | |
| | 64-95 | Transitions | |
| | 96-127 | Artistic | |
| | 128-159 | FreeFrame | |
| | ... | Reserved to future developments | |

Channel C05

| | | | |
|------------------|--------------------|----------------------|--------------------|
| Function: | Associated effect. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | No effect associated | 1 |
| | 1 | First effect | |
| | 2 | Second effect | |
| | ... | ... | |

Channel C06

| | | | |
|------------------|---------------|---------------------|--------------------|
| Function: | Copy mode. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-191 | 0-31 | Transparent | 0 |
| | 32-63 | Addition | |
| | 64-95 | Substraction | |
| | 96-127 | Multiplication | |
| | 128-159 | Minimum | |
| | 160-191 | Maximum | |

Channel C07

| | | | |
|------------------|---------------|---------------------------|--------------------|
| Function: | Mask mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-191 | 0-31 | None | 0 |
| | 32-63 | Luminance - Band Reject | |
| | 64-95 | Luminance - Band Pass | |
| | 96-127 | Chrominance - Band Reject | |
| | 128-159 | Chrominance - Band Pass | |
| | 160-191 | Alpha from source | |

Channel C08

| | | | |
|------------------|------------------------------|--|--------------------|
| Function: | Luminance/Chrominance center | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Center of the luminance/chrominance filter | 128 |

Channel C09

| | | | |
|------------------|-----------------------------|---|--------------------|
| Function: | Luminance/Chrominance width | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Width of the luminance/chrominance filter | 50 |

Channel C10

| | | | |
|------------------|------------------------------|--|--------------------|
| Function: | Luminance/Chrominance smooth | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Smooth parameter of the luminance/chrominance filter | 50 |

Channel C11

| | | | |
|------------------|---------------------|----------------------------------|--------------------|
| Function: | Movie speed control | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | Movie is stopped | 64 |
| | 64 | Movie is playing at normal speed | |
| | 128 | Movie is playing at 2X speed | |
| | 255 | Movie is playing at 4X speed | |

Channel C12

| | | | |
|------------------|---------------------|---------------------------------------|--------------------|
| Function: | Movie speed control | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-31 | C11 is speed control | 0 |
| | 32-63 | C11 is speed in forward backward mode | |
| | 64-95 | C11 is speed in Ping Pong motion | |

Channel C13-C14

| | | | |
|------------------|-------------------------------|------------------------------|--------------------|
| Function: | Position X as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Left position of the screen | 32768 |
| | 65535 | Right position of the screen | |

Channel C15-C16

| | | | |
|------------------|-------------------------------|-------------------------------|--------------------|
| Function: | Position Y as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Top position of the screen | 32768 |
| | 65535 | Bottom position of the screen | |

Channel C17

| | | | |
|------------------|-----------------|------------------------------------|--------------------|
| Function: | Horizontal Size | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | Size is 0 % of the output screen | 255 |
| | 255 | Size is 100 % of the output screen | |

Channel C18

| | | | |
|------------------|---------------|------------------------------------|--------------------|
| Function: | Vertical Size | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | Size is 0 % of the output screen | 255 |
| | 255 | Size is 100 % of the output screen | |

Channel C19

| | | | |
|------------------|---------------|---------------------------------------|--------------------|
| Function: | Text Index | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Text to associate to the flash effect | 0 |

Channel C20 to C25

| | | | |
|------------------|-----------------|---------------------------------|--------------------|
| Function: | E1, E2, ..., E6 | | |
| Range: | Steps: | Description: | Def. Value: |
| | | E1 = First parameter of effect | 0 |
| | | E2 = second parameter of effect | |
| | | ... | |
| | | E6 = sixth parameter of effect | |

5.2. “ArKaos Full” Fixture mode

5.2.1. Properties

- n layers are available, from 1 to 8
- A single layer is using 43 DMX channels
- When mapping a single layer, the channels are called C01 to C43

5.2.2. Channel functions

Channel C01

| | | | |
|------------------|--|--|--------------------|
| Function: | Dimmer Transparency of the layer when C08 is 0-31 If the copy mode is not Transparent, C01 is just triggering the layer. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-127 | Layer start when the value is different from 0 | 0 |

Channel C02

| | | | |
|------------------|----------------|-------------------------|--------------------|
| Function: | Type of Visual | | |
| Range: | Steps: | Description: | Def. Value: |
| | 0-31 | Visual is a picture | 0 |
| | 32-63 | Visual is a movie | |
| | 64-95 | Visual is a live camera | |
| | 96-127 | Visual is a Flash Text | |

Channel C03

| | | | |
|------------------|-----------------|---------------------|--------------------|
| Function: | Index of visual | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | No visual | 0 |
| | 1 | First visual | |
| | 2 | Second visual | |
| | ... | ... | |

Channel C04

| | | | |
|------------------|-----------------------|---------------------------------|--------------------|
| Function: | Effect category index | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-31 | 3D Effects | 0 |
| | 32-63 | Video | |
| | 64-95 | Transitions | |
| | 96-127 | Artistic | |
| | 128-159 | FreeFrame | |
| | ... | Reserved to future developments | |

Channel C05

| | | | |
|------------------|--------------------|---------------------|--------------------|
| Function: | Associated effect. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | No effect | 1 |
| | 1 | First effect | |
| | 2 | Second effect | |
| | ... | ... | |

Channel C06

| | | | |
|------------------|---------------|---------------------|--------------------|
| Function: | Copy mode. | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-191 | 0-31 | Transparent | 0 |
| | 32-63 | Addition | |
| | 64-95 | Substraction | |
| | 96-127 | Multiplication | |
| | 128-159 | Minimum | |
| | 160-191 | Maximum | |

Channel C07

| | | | |
|------------------|---------------|---------------------------|--------------------|
| Function: | Mask mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-191 | 0-31 | None | 0 |
| | 32-63 | Luminance - Band Reject | |
| | 64-95 | Luminance - Band Pass | |
| | 96-127 | Chrominance - Band Reject | |
| | 128-159 | Chrominance - Band Pass | |
| | 160-191 | Alpha from source | |

Channel C08

| | | | |
|------------------|------------------------------|--|--------------------|
| Function: | Luminance/Chrominance center | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Center of the luminance/chrominance filter | 128 |

Channel C09

| | | | |
|------------------|-----------------------------|---|--------------------|
| Function: | Luminance/Chrominance width | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Width of the luminance/chrominance filter | 50 |

Channel C10

| | | | |
|------------------|------------------------------|--|--------------------|
| Function: | Luminance/Chrominance smooth | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-255 | Smooth parameter of the luminance/chrominance filter | 50 |

Channel C11

| | | | |
|------------------|---------------------|----------------------------------|--------------------|
| Function: | Movie speed control | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0 | Movie is stopped | 64 |
| | 64 | Movie is playing at normal speed | |
| | 128 | Movie is playing at 2X speed | |
| | 255 | Movie is playing at 4X speed | |

Channel C12

| | | | |
|------------------|--------------------------|---------------------------------------|--------------------|
| Function: | Movie speed control mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | 0-31 | C11 is speed control | 0 |
| | 32-63 | C11 is speed in forward backward mode | |
| | 64-95 | C11 is speed in Ping Pong motion | |

Channel C13

| | | | |
|------------------|---------------|--|--------------------|
| Function: | Looping mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-127 | 0-31 | Play all frames | 0 |
| | 32-63 | Select Frames with C16-C17 and C18-C19 | |
| | 64-95 | Random Jumps 1 | |
| | 36-127 | Random Jumps 2 | |

Channel C14-C15

| | | | |
|------------------|---------------|-------------------------------|--------------------|
| Function: | Start of loop | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | First image of the video loop | 0 |
| | 65535 | Last image of the video loop | |

Channel C16-C17

| | | | |
|------------------|---------------|-------------------------------|--------------------|
| Function: | End of loop | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | First image of the video loop | 65535 |
| | 65535 | Last image of the video loop | |

Channel C18-C19

| | | | |
|------------------|-------------------------------------|------------------------------|--------------------|
| Function: | Pan (Position X) as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Left position of the screen | 32768 |
| | 65535 | Right position of the screen | |

Channel C20-C21

| | | | |
|------------------|--------------------------------------|-------------------------------|--------------------|
| Function: | Tilt (Position Y) as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Top position of the screen | 32768 |
| | 65535 | Bottom position of the screen | |

Channel C22-C23

| | | | |
|------------------|-------------------------------|---------------------|--------------------|
| Function: | Position Z as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Nearest position | 32768 |
| | 65535 | Farest position | |

Channel C24-C25

| | | | |
|------------------|------------------------------------|------------------------------------|--------------------|
| Function: | Horizontal Size as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Size is 0 % of the output screen | 65536 |
| | 65536 | Size is 100 % of the output screen | |

Channel C26-C27

| | | | |
|------------------|----------------------------------|------------------------------------|--------------------|
| Function: | Vertical Size as a 16 bits value | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-65536 | 0 | Size is 0 % of the output screen | 65536 |
| | 65536 | Size is 100 % of the output screen | |

Channel C28-C29

| | | | |
|------------------|-----------------------|---------------------|--------------------|
| Function: | Rotation X in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| | | | 32768 |

Channel C30-C31

| | | | |
|------------------|-----------------------|---------------------|--------------------|
| Function: | Rotation Y in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| | | | 32768 |

Channel C32-C33

| | | | |
|------------------|-----------------------|---------------------|--------------------|
| Function: | Rotation Z in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| | | | 32768 |

Channel C34

| | | | |
|------------------|----------------------|------------------------|--------------------|
| Function: | Red level in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | 255 for original level | 128 |

Channel C35

| | | | |
|------------------|------------------------|------------------------|--------------------|
| Function: | Green level in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | 255 for original level | 128 |

Channel C36

| | | | |
|------------------|-----------------------|------------------------|--------------------|
| Function: | Blue level in HW mode | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | 255 for original level | 128 |

Channel C37

| | | | |
|------------------|---------------|---------------------------------------|--------------------|
| Function: | Text Index | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Text to associate to the flash effect | 0 |

Channel C38 to C43

| | | | |
|------------------|-----------------|---------------------------------|--------------------|
| Function: | E1, E2, ..., E6 | | |
| Range: | Steps: | Description: | Def. Value: |
| | | E1 = First parameter of effect | 0 |
| | | E2 = second parameter of effect | |
| | | ... | |
| | | E6 = sixth parameter of effect | |

5.3. “ArKaos Maxi” Fixture mode

5.3.1. Properties

- n layers are available, from 1 to 8
- A single layer is using 51 DMX channels
- When mapping a single layer, the channels are called C01 to C51

5.3.2. Channel functions

Channel C01 to Channel C43

Same channels as in “ArKaos Full” fixture

Channel C44

| | | | |
|------------------|---------------|---|--------------------|
| Function: | Keystone X1 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Horizontal position for upper left corner | 0 |

Channel C45

| | | | |
|------------------|---------------|---|--------------------|
| Function: | Keystone X2 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Vertical position for upper left corner | 0 |

Channel C46

| | | | |
|------------------|---------------|--|--------------------|
| Function: | Keystone X3 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Horizontal position for upper right corner | 0 |

Channel C47

| | | | |
|------------------|---------------|--|--------------------|
| Function: | Keystone X4 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Vertical position for upper right corner | 0 |

Channel C48

| | | | |
|------------------|---------------|---|--------------------|
| Function: | Keystone X5 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Horizontal position for lower left corner | 0 |

Channel C49

| | | | |
|------------------|---------------|---|--------------------|
| Function: | Keystone X6 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Vertical position for lower left corner | 0 |

Channel C50

| | | | |
|------------------|---------------|--|--------------------|
| Function: | Keystone X7 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Horizontal position for lower right corner | 0 |

Channel C51

| | | | |
|------------------|---------------|--|--------------------|
| Function: | Keystone X8 | | |
| Range: | Steps: | Description: | Def. Value: |
| 0-255 | | Vertical position for lower right corner | 0 |

6. Effects presets & parameters

6.1. HW Mode vs Standard Mode

Since the effects set is different when ArKaos VJ runs in HW Mode, the effect presets available from your DMX console in Fixture mode will be different:

The effect category and index have not changed for all effects that are compatible with the new HW Mode. However it is possible that the programming you made in your DMX console will not give the same visual result in HW Mode if you have used incompatible effects since they have been removed from the effects set.

To keep the compatibility you should either edit your programming to remove incompatible effects, either deactivate the HW Mode and switch to Standard mode.

6.2. Standard Mode

6.2.1. 3D Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|-------------------------------|---------|-----------------|
| 1 | 3D Surface (Rotation) | E1 | Rotation X |
| | | E2 | Rotation Y |
| 2 | 3D Surface (Rotation and RGB) | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Red level |
| | | E4 | Green level |
| | | E5 | Blue level |
| 3 | Infinite Zoom | E1 | Rotation speed |
| | | E2 | Zoom speed |
| 4 | Plane | E1 | Speed |
| | | E2 | Curve |
| 5 | Plane far | E1 | Speed |
| | | E2 | Curve |
| 6 | Plane double | E1 | Speed |
| | | E2 | Distance |
| 7 | Plane 2 | E1 | Speed |
| | | E2 | Distance |
| 8 | Plane 3 | E1 | Speed |
| | | E2 | Distance |
| | | E3 | Angle |
| 9 | Tile scrolling | E1 | Scrolling speed |
| | | E2 | Tiling |
| 10 | Symetric Tile Scrolling | E1 | Scrolling speed |
| | | E2 | Tiling |
| 11 | Particles In / Out | E1 | Animation speed |
| | | E2 | Particle size |
| 12 | Particles Drop In Water | E1 | Animation speed |
| | | E2 | Particle size |
| 13 | Particles Aspheroids | E1 | Animation speed |
| | | E2 | Particle size |

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------------|---------|------------------|
| 14 | Particles Tunnel | E1 | Animation speed |
| | | E2 | Particle size |
| 15 | Aspheroids Warp | E1 | Orbital speed |
| | | E2 | Revolution speed |
| 16 | Aspheroids Symphony | E1 | Orbital speed |
| | | E2 | Revolution speed |
| 17 | PlanetWorks | E1 | Animation speed |
| 18 | Tunnel Simple (speed) | E1 | Animation speed |
| 19 | Tunnel Full Control | E1 | Speed |
| | | E2 | Direction |
| | | E3 | Opacity |
| 20 | 3D Box | E1 | Distance |
| | | E2 | Rotation 1 |
| | | E3 | Rotation 2 |
| 21 | Galactic Scrolling | | |
| 22 | WavingFlag | E1 | Speed |
| | | E2 | Distance |

6.2.2. Video Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------------------|---------|--------------|
| 1 | RGB Levels | E1 | Red |
| | | E2 | Green |
| | | E3 | Blue |
| 2 | RGB Shift | E1 | Red |
| | | E2 | Green |
| | | E3 | Blue |
| 3 | RGB Saturate | E1 | Red |
| | | E2 | Green |
| | | E3 | Blue |
| 4 | Hue Shift | E1 | Level |
| 5 | Invert | E1 | On / Off |
| 6 | Stroboscope | | |
| 7 | Irisation | E1 | Level |
| 8 | Old Film | E1 | Level |
| 9 | Solarization | E1 | Level |
| 10 | Solarization Inv | E1 | Level |
| 11 | Posterize | E1 | Level |
| 12 | Color FX | E1 | Level |
| 13 | Split 2X2 | | |
| 14 | Split 4X4 | | |
| 15 | Split 8X8 | | |
| 16 | Split 2X2 Subscreen Updates | E1 | Speed |
| 17 | Split 4X4 Subscreen Updates | E1 | Speed |

| Index: | Effect name: | Param.: | Description: |
|--------|----------------------------------|---------|----------------|
| 18 | Motion Blur | E1 | Level |
| 19 | Contrast (Luma) | E1 | Low levels |
| | | E2 | High levels |
| 20 | Contrast (RGB) | E1 | Low levels |
| | | E2 | High levels |
| 21 | Horizontal Blur | E1 | Level |
| 22 | Vertical Blur | E1 | Level |
| 23 | Ascii Art - Ascii Art Small | E1 | Transparency |
| 24 | Ascii Art - Ascii Art Medium | E1 | Transparency |
| 25 | Ascii Art - Ascii Art Big | E1 | Transparency |
| 26 | Ascii Art - Small Pixels | E1 | Transparency |
| 27 | Ascii Art - Medium Pixels | E1 | Transparency |
| 28 | Ascii Art - Big Pixels | E1 | Transparency |
| 29 | Ascii Art - Small Squares | E1 | Transparency |
| 30 | Ascii Art - Medium Squares | E1 | Transparency |
| 31 | Ascii Art - Big Squares | E1 | Transparency |
| 32 | Ascii Art - Small Japanese | E1 | Transparency |
| 33 | Ascii Art - Medium Japanese | E1 | Transparency |
| 34 | Ascii Art - Big Japanese | E1 | Transparency |
| 35 | Ascii Art - Small Color Pixels | E1 | Transparency |
| 36 | Ascii Art - Medium Color Pixels | E1 | Transparency |
| 37 | Ascii Art - Big Color Pixels | E1 | Transparency |
| 38 | Ascii Art - Small Color Squares | E1 | Transparency |
| 39 | Ascii Art - Medium Color Squares | E1 | Transparency |
| 40 | Ascii Art - Big Color Squares | E1 | Transparency |
| 41 | Mirror Stretch | E1 | X-Axis |
| | | E2 | Y-Axis |
| 42 | Mirror Cut | E1 | X-Axis |
| | | E2 | Y-Axis |
| 43 | Delirium Circular | E1 | H Displacement |
| | | E2 | V Displacement |
| 44 | Delirium Plasma | E1 | H Displacement |
| | | E2 | V Displacement |
| 45 | Delirium Ripple | E1 | H Displacement |
| | | E2 | V Displacement |
| 46 | Wave | | |
| 47 | Target Square (Position) | E1 | X Position |
| | | E2 | Y Position |
| 48 | Target Square (Position & Size) | E1 | X Position |
| | | E2 | Y Position |
| | | E3 | Width |
| | | E4 | Height |

| Index: | Effect name: | Param.: | Description: |
|--------|---------------------------------------|---------|--------------|
| 49 | Target Square Lines (Position) | E1 | X Position |
| | | E2 | Y Position |
| 50 | Target Square Lines (Position & Size) | E1 | X Position |
| | | E2 | Y Position |
| | | E3 | Width |
| | | E4 | Height |
| 51 | Target Circle (Position) | E1 | X Position |
| | | E2 | Y Position |
| 52 | Target Circle (Position & Size) | E1 | X Position |
| | | E2 | Y Position |
| | | E3 | Width |
| | | E4 | Height |

6.2.3. Transition Effects category

Transition effects does not have definable parameters

| Index: | Effect name: |
|--------|------------------------------|
| 1 | Transition Left |
| 3 | Transition Circle Smoother |
| 5 | Transition Circle 2 Smoother |
| 7 | Transition Cross |
| 9 | Scroller Up Fast |
| 11 | Scroller Left Fast |
| 13 | Shutter 1X1 Fast |
| 15 | Shutter 16X1 Fast |
| 17 | Shutter 1X16 Fast |
| 19 | Shutter Random 8X8 Fast |
| 21 | Shutter II |
| 23 | V Slide Slow |
| 25 | H Slide Slow |
| 27 | Turnix Long |

| Index: | Effect name: |
|--------|-------------------------|
| 2 | Transition Circle |
| 4 | Transition Circle 2 |
| 6 | Transition Star |
| 8 | Directional Cross 2X2 |
| 10 | Scroller Up Slow |
| 12 | Scroller Left Slow |
| 14 | Shutter 1X1 Slow |
| 16 | Shutter 16X1 Slow |
| 18 | Shutter 1X16 Slow |
| 20 | Shutter Random 8X8 Slow |
| 22 | V Slide Fast |
| 24 | H Slide Fast |
| 26 | Turnix Short |

6.2.4. Artistic Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|----------------------|---------|--------------|
| 1 | Kaleidoscope 1 | | |
| 2 | Kaleidoscope 2 | | |
| 3 | Kaleidoscope 3 | E1 | Rotation |
| 4 | Kaleidoscope 4 | E1 | Speed |
| 5 | Earthquake | E1 | Level |
| 6 | Spectrum Shape White | E1 | Translation |
| 7 | Spectrum Shape Black | E1 | Translation |
| 8 | Spectrum Shape Red | E1 | Translation |
| 9 | Spectrum Shape Green | E1 | Translation |

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------------|---------|--------------|
| 10 | Spectrum Shape Blue | E1 | Translation |
| 11 | Spectrum Polar White | | |
| 12 | Spectrum Polar Black | | |
| 13 | Spectrum Polar Red | | |
| 14 | Spectrum Polar Green | | |
| 15 | Spectrum Polar Blue | | |
| 16 | Spectrum Scaled White | E1 | Translation |
| | | E2 | Scaling |
| 17 | Spectrum Scaled Black | E1 | Translation |
| | | E2 | Scaling |
| 18 | Spectrum Scaled Red | E1 | Translation |
| | | E2 | Scaling |
| 19 | Spectrum Scaled Green | E1 | Translation |
| | | E2 | Scaling |
| 20 | Spectrum Scaled Blue | E1 | Translation |
| | | E2 | Scaling |
| 21 | Spectrum Mask | | |
| 22 | Spiral Tunnel | | |
| 23 | Spiral 60' | | |
| 24 | Filter Box | | |
| 25 | Filter Edges | | |
| 26 | Larsen Smooth | | |
| 27 | Larsen Edges | | |
| 28 | Larsen Expansion | | |
| 29 | Larsen Compression | | |
| 30 | Larsen Rotate | | |
| 31 | Larsen Control | E1 | X Distortion |
| | | E2 | Y Distortion |
| 32 | Diffuse - Dilute | | |
| 33 | Diffuse - Blow | | |

6.2.5. FreeFrame Effects

| Index: | Effect name: | Param.: | Description: |
|--------|---------------|---------|--------------|
| 1 | Spiral Blur | E1 | Angle |
| | | E2 | Scale |
| 2 | Bloom | E1 | Param 1 |
| | | E2 | Param 2 |
| 3 | Backlight | E1 | Param 1 |
| | | E2 | Param 2 |
| | | E3 | Param 3 |
| 4 | Gaussian Blur | E1 | Level |
| 5 | Radial Blur | E1 | Level |

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------|---------|--------------|
| 6 | Vectorize Color | E1 | Size |
| 7 | Vectorize B&W | E1 | Size |
| 8 | Colour Warp | E1 | Saturation |
| | | E2 | Hue |
| 9 | Posterize | E1 | Level |
| 10 | Burn | | |
| 11 | Chromium | E1 | Edge |
| | | E2 | Red |
| | | E3 | Green |
| | | E4 | Blue |
| 13 | Fisheye | E1 | Distortion |
| | | E2 | Radius |
| 14 | Glow | | |
| 15 | Halftone | E1 | Size |
| | | E2 | Style |
| 16 | Tile | E1 | Angle 1 |
| | | E2 | Angle 2 |
| | | E3 | Width |
| | | E4 | Height |
| 17 | Rec Distort | | |
| 18 | Time Slice | | |

6.3. HW Mode

6.3.1. 3D Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|---------------------|---------|----------------|
| 1 | Infinite Zoom | E1 | Rotation Speed |
| | | E2 | Zoom Speed |
| 2 | Tiling | E1 | Level |
| 3 | 3D Sphere-NoLight | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| 4 | 3D Cube-NoLight | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| 5 | 3D Cylinder-NoLight | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| 6 | 3D Donut-NoLight | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| 7 | 3D Plane-NoLight | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |

| Index: | Effect name: | Param.: | Description: |
|--------|---------------------|---------|----------------|
| 8 | 3D Sphere-Light | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| | | E4 | Light Position |
| 9 | 3D Cube-Light | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| | | E4 | Light Position |
| 10 | 3D Cylinder - Light | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| | | E4 | Light Position |
| 11 | 3D Donut - Light | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| | | E4 | Light Position |
| 12 | 3D Plane-Light | E1 | Rotation X |
| | | E2 | Rotation Y |
| | | E3 | Tiling |
| | | E4 | Light Position |
| 13 | Cube Inside | E1 | Rotation X |
| | | E2 | Rotation Y |
| 14 | Screens | E1 | Distance |
| | | E2 | Rotation X |
| | | E3 | Rotation Y |
| 15 | Tile Scrolling 1 | E1 | Scroll X |
| | | E2 | Scroll Y |
| 16 | Tile Scrolling 2 | E1 | Scroll X |
| | | E2 | Scroll Y |
| | | E3 | Altitude |
| 17 | Plane Simple | E1 | Speed |
| | | E2 | Rotation Speed |
| 18 | Plane Full | E1 | Speed |
| | | E2 | Rotation Speed |
| | | E3 | Tiling |
| 19 | Planes Rotation | E1 | Rotation Speed |
| | | E2 | Tiling |
| 20 | Ripple | E1 | Size |
| | | E2 | Speed |
| 21 | Tunnel 1 | E1 | Speed |
| 22 | Tunnel 2 | E1 | Speed |
| | | E2 | Tiling |
| | | E3 | Curve |

| Index: | Effect name: | Param.: | Description: |
|--------|--------------|---------|--------------|
| 23 | Tunnel Full | E1 | Speed |
| | | E2 | Tiling |
| | | E3 | Curve |
| | | E4 | Orientation |
| | | E5 | Transparency |

6.3.2. Video Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------------------|---------|--------------|
| 1 | Gaussian Blur | E1 | Level |
| 2 | RGB Shift | E1 | Red Shift |
| | | E2 | Green Shift |
| | | E3 | Blue shift |
| 3 | RGB Saturate | E1 | Red Level |
| | | E2 | Green Level |
| | | E3 | Blue Level |
| 4 | Grayscale | | |
| 5 | Invert | | |
| 6 | Stroboscope | | |
| 7 | Irisation | E1 | Offset |
| | | E2 | Rotation |
| 8 | Old Film | | |
| 9 | Solarization | E1 | Level |
| 10 | Solarization Inv | E1 | Level |
| 11 | Posterize | E1 | Level |
| 12 | Color FX | E1 | Mevem |
| 13 | Split 2x2 | | |
| 14 | Split 4x4 | | |
| 15 | Split 8x8 | | |
| 16 | Split 2x2 Subscreen Updates | E1 | Speed |
| 17 | Split 4x4 Subscreen Updates | E1 | Speed |
| 18 | Motion Blur | E1 | Level |
| 19 | Contrast Luma | E1 | Low Levels |
| | | E2 | High Levels |
| 20 | Contrast RGB | E1 | Low Levels |
| | | E2 | High Levels |
| 21 | Horizontal Blur | E1 | Level |
| 22 | Vertical blur | E1 | Level |
| 23 | Directional Blur | E1 | Level |
| | | E2 | Direction |
| 24 | Hue Effect | E1 | Hue |
| | | E2 | Saturation |

| Index: | Effect name: | Param.: | Description: |
|--------|-------------------------|---------|--------------|
| 25 | Mirror | E1 | Center X |
| | | E2 | Center Y |
| 26 | Sepiatone | | |
| 27 | AsciiArt Ascii-BW | E1 | Texture Size |
| | | E2 | Transparency |
| 28 | AsciiArt Square-BW | E1 | Texture Size |
| | | E2 | Transparency |
| 29 | AsciiArt Pixels-BW | E1 | Texture Size |
| | | E2 | Transparency |
| 30 | AsciiArt Bubbles-BW | E1 | Texture Size |
| | | E2 | Transparency |
| 31 | AsciiArt Bubbles-Color | E1 | Texture Size |
| | | E2 | Transparency |
| 32 | AsciiArt Squares-Color | E1 | Texture Size |
| | | E2 | Transparency |
| 33 | AsciiArt BubblesHand-BW | E1 | Texture Size |
| | | E2 | Transparency |
| 34 | AsciiArt Japanese | E1 | Texture Size |
| | | E2 | Transparency |
| 35 | HalfTone Bubbles | E1 | Resolution X |
| | | E2 | Resolution Y |
| 36 | HalfTone Cross | E1 | Resolution X |
| | | E2 | Resolution Y |
| 37 | HalfTone Squares | E1 | Resolution X |
| | | E2 | Resolution Y |
| 38 | PopArt 1 | E1 | Offset |
| | | E2 | Texture Size |
| 39 | PopArt 2 | E1 | Offset |
| | | E2 | Texture Size |
| 40 | Cartoon | E1 | Level |

6.3.3. Transition Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|--------------------|---------|--------------|
| 1 | Iris | E1 | Radius |
| | | E2 | Fade |
| 2 | D-Transition Right | E1 | Radius |
| 3 | D-Transition Left | E1 | Radius |
| 4 | D-Transition Tri | E1 | Radius |
| | | E2 | Rotation |
| 5 | D-Transition Star | E1 | Radius |
| | | E2 | Rotation |
| 6 | Shutter Slow | | |
| 7 | Shutter Fast | | |

| Index: | Effect name: | Param.: | Description: |
|--------|---------------------|---------|--------------|
| 8 | Scroller Left Fast | | |
| 9 | Scroller Left Slow | | |
| 10 | Scroller Right Slow | | |
| 11 | Scroller Right Fast | | |
| 12 | Scroller Top Slow | | |
| 13 | Scroller Top Fast | | |
| 14 | H Slide Slow | | |
| 15 | H Slide Fast | | |
| 16 | V Slide Slow | | |
| 17 | V Slide Fast | | |
| 18 | Turnix 1s | | |
| 19 | Turnix 2s | | |
| 20 | Turnix 5s | | |

6.3.4. Artistic Effects category

| Index: | Effect name: | Param.: | Description: |
|--------|-----------------------|---------|--------------|
| 1 | Kaleido 1 | | |
| 2 | Kaleido 2 | | |
| 3 | Kaleido 3 | E1 | Rotation |
| 4 | Kaleido 4 | E1 | Speed |
| 5 | Larsen | E1 | Size |
| | | E2 | Rotation |
| 6 | Larsen Presets | E1 | Preset |
| | | E2 | Size |
| 7 | Larsen Full | E1 | Size X |
| | | E2 | Size Y |
| | | E3 | Rotation |
| | | E4 | Transparence |
| 8 | Edge Detect | E1 | Edge Size |
| | | E2 | Threshold |
| 9 | Filter Smooth | | |
| 10 | Filter Edge | | |
| 11 | Strobo Black-Sin | E1 | Speed |
| 12 | Strobo Black-Sq | E1 | Speed |
| 13 | Strobo White-Sin | E1 | Speed |
| 14 | Strobo White-Sq | E1 | Speed |
| 15 | Strobo Invert-Sin | E1 | Speed |
| 16 | Strobo Invert-Sq | E1 | Speed |
| 17 | Strobo Background-Sin | E1 | Speed |
| 18 | Strobo Background-Sq | E1 | Speed |
| 19 | Waveform Draw | E1 | Width |
| 20 | Waveform Fill | E1 | Width |

| Index: | Effect name: | Param.: | Description: |
|--------|---------------|---------|----------------|
| 21 | Bumpy Surface | E1 | Position X |
| | | E2 | Position Y |
| 22 | Neon | E1 | Blur Level |
| | | E2 | Edge Highlight |
| 23 | Neon Invert | E1 | Blur Level |
| | | E2 | Edge Highlight |
| 24 | Noiz Color | E1 | Preset |
| 25 | Noiz BW | E1 | Preset |

6.3.5. FreeFrame Effects

| Index: | Effect name: | Param.: | Description: |
|--------|----------------------|---------|--------------|
| 1 | FF Spiral Blur | E1 | Angle |
| | | E2 | Scale |
| 2 | FF Bloom | E1 | Param 1 |
| | | E2 | Param 2 |
| 3 | FF BackLight | E1 | Param 1 |
| | | E2 | Param 2 |
| | | E3 | Param 3 |
| 4 | FF Gaussian Blur | E1 | Blur Level |
| 5 | FF Radial Blur | E1 | Level |
| 6 | FF Vectorize Color | E1 | Filter Size |
| 7 | FF Vectorize BW | E1 | Filter Size |
| 8 | FF Colour Warp | E1 | Saturation |
| | | E2 | Hue |
| 9 | FF Posterize | E1 | Level |
| 10 | FF Burn | | |
| 11 | FF Chromium | E1 | Edge |
| | | E2 | Red |
| | | E3 | Green |
| | | E4 | Blue |
| 12 | FF Directionnal Blur | | |
| 13 | FF FishEye | E1 | Radius |
| | | E2 | Distortion |
| 14 | FF Glow | | |
| 15 | FF HalfTone | E1 | Size |
| | | E2 | Style |
| 16 | FF Tile | E1 | Angle 1 |
| | | E2 | Angle 2 |
| | | E3 | Width |
| | | E4 | Height |
| 17 | FF Rect Distort | | |
| 18 | FF Time Slice | | |