

Cosmic Color Ribbon™ (CCR) Macro Channel Summary

Set intensity of channel with desired value (intensity measured in percentage)

Channel	Description	Values	Comments	
1-150	Individual RGB pixel channels	0-100%	50 pixels – 1 channel each for Red, Green and Blue Order of RGB channels determined by CCR controller setup	
151	Logical resolution	1, 2, 5, 10, 16, 17, 25, or 50	Number of pixels to logically divide ribbon into	
152	Macro mode	1 – Fill from controller to end	Channel 153 1-49 pixels	Channel 154 0-99%
		2 – Fill from end to controller	Not used	0-99%
		3 – Fill from ends to center	1-24 pixels	0-99%
		4 – Fill from center to ends	Not used	0-99%
		5 – Chase away from controller	Pixels on/off	Speed of chase
		6 – chase towards controller	Pixels on/off	Speed of chase
		7 – Double arch fill away from controller	1-24 pixels	0-99%
		8 – Double arch fill towards controller	Note used	0-99%
		9 – Beat chase away from controller	Pixels on/off	Chase one pixel with each change
		10 – Beat chase towards controller	Pixels on/off	Chase one pixel with each change
153	Macro submode	<i>(see comments on modes above)</i>		
154	Macro effect	<i>(see comments on modes above)</i>		
155	Color effect mode	1 – Twinkle red	10 – Dazzle red	
		2 – Twinkle green	11 – Dazzle green	
		3 – Twinkle blue	12 – Dazzle blue	
		4 – Twinkle red and green	13 – Dazzle red and green	
		5 – Twinkle red and blue	14 – Dazzle red and blue	
		6 – Twinkle green and blue	15 – Dazzle green and blue	
		7 – Twinkle white	16 – Dazzle white	
		8 – Twinkle random (red, green, and blue using color-coordinated pixels)	17 – Dazzle random (red, green, and blue using color-coordinated pixels)	
		9 – Twinkle random (uncoordinated pixels for more colors)	18 – Dazzle random (uncoordinated pixels for more colors)	
		156	Speed	
157	Overall intensity			

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