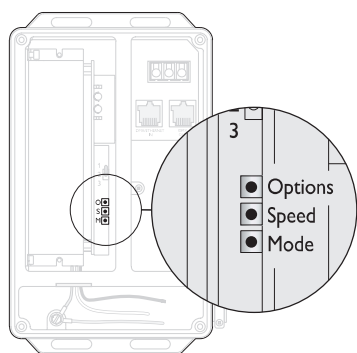


Effects toggle switch



















Effects buttons

PDS-60ca Pre-Programmed has four controls that are located inside the device's housing:

- The toggle switch selects the fixture type.
- The lowest button (farthest from the toggle switch) sets the Mode, which cycles through different available effects
- The middle button sets the Speed for most effects, and sets the color for Fixed Color effects (hold the button down to cycle through the color spectrum)
- The highest button (nearest to the toggle switch) sets the Options, which cycles through effect properties

Light Effect Settings (Pre-Programmed Only)

Switch Position	Mode Button	Description	Speed Button	Options Button
1 Linear RGB Effects (iColor Flex MX, iColor Flex LMx, iColor Cove EC, iColor Cove Qlx fixtures)	1. Rainbow 	Produces a smooth transition through the color spectrum. Colors appear to follow each other from fixture to fixture	Cycles through four effect speed settings	Cycles through four width settings, then reverses direction and decreases widths
	2. Random 	Produces a sequence of randomly generated solid colors simultaneously on all fixtures		Toggles between immediate and fade changes
	3. Colorwash 	Produces a smooth hue transition on all fixtures simultaneously, progressing through the color spectrum		Reverses effect direction
	4. Fixed Color 	A static display of one solid color, with a configured color and intensity level.	Press and hold the speed button to change the color	Not Applicable
2 Tile Effects (iColor Tile MX)	1. Burst 	Produces circles of concentric color originating in the center and moving towards the outer edge of a group	Cycles through four effect speed settings	Reverses effect direction
	2. Spiral 	The Spiral effect produces arcs of color originating in the center of a group and moving in a clockwise direction		Reverses effect direction
	3. Vertical Rainbow 	Produces a smooth transition through the color spectrum. Colors appear to follow each other from node to node from the top to the bottom of the tile.		Cycles through four width settings then reverses direction and decreases widths
	4. Horizontal Rainbow 	Produces a smooth transition through the color spectrum. Colors appear to follow each other from fixture to fixture from node to node from one side to the other.		Toggles between snap and fade changes
	5. Random 	Produces a sequence of randomly generated solid colors simultaneously on all fixtures in a group	Press and hold the speed button to change the color	Reverses effect direction
	6. Color Wash 	Produces a smooth hue transition on all fixtures simultaneously, progressing through the color spectrum		Not Applicable
	7. Fixed Color 	A static display of one solid color, with a configured color and intensity level.		Not Applicable
3 Monochromatic Effects (Best used with eV Flex)	1. Alternating On/Off 	A display of alternating on and off nodes, which appear to follow each other in a way similar to lights on a marquee	Cycles through four effect speed settings	Cycles through four width settings
	2. White Chasing Comet 	Displays a band of light that appears to move across a dark background		Cycles through five distinct comet width settings
	3. Dark Chasing Comet 	Displays a dark band that appears to move across a light background		Cycles through five distinct comet width settings
	4. Random Sparkle 	Produces a series of light flashes at regular intervals on random nodes	Not Applicable	Toggles between straight On/Off and dimmed sparkle
	5. White Fixed Color 	A static display of solid white color		Not Applicable