

Storm 1000 RGBW DMX Chart (16-Channel Mode)

Ch.	Value	Function
1	000 <--> 255	Master Dimmer (0-100%)
2	000 <--> 255	Red segment Intensity (0-100%)
3	000 <--> 255	Green segment Intensity (0-100%)
4	000 <--> 255	Blue segment Intensity (0-100%)
5	000 <--> 255	Write segment Intensity(0-100%)
6	000 <--> 255	Flash duration (0-full on)
7	000 <--> 255	Strobe rate (0-30Hz)
8	000 <--> 005 006 <--> 042 043 <--> 085 086 <--> 128 129 <--> 171 172 <--> 214	Built-In Programs No function Ramp up effect (slow <--> fast) Ramp down effect (slow <--> fast) Ramp up-down effect (slow <--> fast) Random effect (slow <--> fast)
9	000 <--> 255	Red1/Segment 1 Intensity (0-100%)
10	000 <--> 255	Green1/Segment 2 Intensity (0-100%)
11	000 <--> 255	Blue1/Segment 3 Intensity (0-100%)
12	000 <--> 255	Write1/Segment 4 Intensity (0-100%)
13	000 <--> 255	Red2/Segment 5 Intensity (0-100%)
14	000 <--> 255	Green2/Segment 6 Intensity (0-100%)
15	000 <--> 255	Blue2/Segment 7 Intensity (0-100%)
16	000 <--> 255	Write2/Segment 8 Intensity (0-100%)

Storm 1000 RGBW DMX Chart (8-Channel Mode)

Ch.	Value	Function
1	000 <--> 255	Master Dimmer (0-100%)
2	000 <--> 255	Red segment Intensity (0-100%)
3	000 <--> 255	Green segment Intensity (0-100%)
4	000 <--> 255	Blue segment Intensity (0-100%)
5	000 <--> 255	Write segment Intensity(0-100%)
6	000 <--> 255	Flash duration (0-full on)
7	000 <--> 255	Strobe rate (0-30Hz)
8	000 <--> 005 006 <--> 042 043 <--> 085 086 <--> 128 129 <--> 171 172 <--> 214 215 <--> 255	Built-In Programs No function Ramp up effect (slow <--> fast) Ramp down effect (slow <--> fast) Ramp up-down effect (slow <--> fast) Random effect (slow <--> fast) Lightning effect (slow <--> fast) Spike effect

DMX Chart (7-Channel Mode)

Ch.	Value	Function
1	000 <--> 255	Master Dimmer (0-100%)
2	000 <--> 255	Red segment Intensity (0-100%)
3	000 <--> 255	Green segment Intensity (0-100%)
4	000 <--> 255	Blue segment Intensity (0-100%)
5	000 <--> 255	Write segment Intensity(0-100%)
6	000 <--> 255	Flash duration (0-full on)
7	000 <--> 255	Strobe rate (0-30Hz)