

CH1	CH2	CH3	CH4
ZONE 1 Beam	ZONE 1 Red	ZONE 1 Green	ZONE 1 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH5	CH6	CH7	CH8
ZONE 2 Beam	ZONE 2 Red	ZONE 2 Green	ZONE 2 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH9	CH10	CH11	CH12
ZONE 3 Beam	ZONE 3 Red	ZONE 3 Green	ZONE 3 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH13	CH14	CH15	CH16
ZONE 4 Beam	ZONE 4 Red	ZONE 4 Green	ZONE 4 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH17	CH18	CH19	CH20
ZONE 5 Beam	ZONE 5 Red	ZONE 5 Green	ZONE 5 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH21	CH22	CH23	CH24
ZONE 6 Beam	ZONE 6 Red	ZONE 6 Green	ZONE 6 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH25	CH26	CH27	CH28
ZONE 7 Beam	ZONE 7 Red	ZONE 7 Green	ZONE 7 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH29	CH30	CH31	CH32
ZONE 8 Beam	ZONE 8 Red	ZONE 8 Green	ZONE 8 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH33	CH34	CH35	CH36
ZONE 9 Beam	ZONE 9 Red	ZONE 9 Green	ZONE 9 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH37	CH38	CH39	CH40
ZONE 10 Beam	ZONE 10 Red	ZONE 10 Green	ZONE 10 Blue
255 Slow ↑ 16 Fast 0-15: Steady ON	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright	255 high bright ↑ 0 low bright
CH41			
Audio Control			
255 Low Sensitivity ↑ 2 High Sensitivity 1:Flash 0: Steady ON			

NOTE:This channel/function only for the controller that come with audio control function.