

## EVO DMX Map changes over previous version

### 8 BIT MODES

- **Mode RGBWW (6 channels)** changed positions of channels 5 and 6, now Warm White is on channel 5 and Cold white is on channel 6.
- **Mode EFFECTS (12 channels)**
  - On channel 2 (Effect number) there is now a proper description, value and range of each of the seven available Effects.
  - There is a dedicated chart named "FX MODE PARAMETERS 8Bit" describing each effect parameter.
- **Mode CHANGING RGBWW (7 channels)** interchanged positions of channels 6 and 7, now Warm White is on channel 6 and Cold white is on channel 7.
- **Mode CHANGING mode EFFECTS (13 channels)**
  - On channel 3 (Effect number) there is now a proper description, value and range of each of the seven available Effects.
  - There is a dedicated chart named "FX MODE PARAMETERS 8Bit" describing each effect parameter.
- **Mode FULL MODE (90 channels)** this mode has now 90 channels with proper description, value and range of each of the 90 channels.



## 16 BIT MODES

- **Mode RGBWW (14 channels)** interchanged positions channels 9 and 10 with channels 11 and 12, now Warm White is on channels 9 and 10 and Cold white is on channels 11 and 12.
- **Mode EFFECTS (13 channels)**
  - On channel 3 (Effect number) there is now a proper description, value and range of each of the seven available Effects.
  - There is a dedicated chart named "FX MODE PARAMETERS 16Bit" describing each effect parameter.
- **Mode CHANGING RGBWW (15 channels)** interchanged positions of channels 10 and 11 with channels 12 and 13, now Warm White is on channels 10 and 11 and Cold white is on channels 12 and 13.
- **Mode CHANGING mode EFFECTS (14 channels)**
  - On channel 4 (Effect number) there is now a proper description, value and range of each of the seven available Effects.
  - There is a dedicated chart named "FX MODE PARAMETERS 16Bit" describing each effect parameter.
- **Mode FULL MODE (96 channels)** this mode has now 96 channels with a proper description, value and range of each of the 138 channels.