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|--|---|--|---|
|  | Light increases when in static mode, speed increases when in dynamic mode and IC number increases when in IC setting mode |  | Light decrease when in static mode, speed decrease when in dynamic mode and IC number decreases when in IC setting mode |
|  | W/WWW shift key   |  | ON/OFF key  |
|  | IC number setting   |  | flow to two terminals from centre (CS,C3,C7,C16)  |
|  | flow to centre from two terminals (CS,C3,C7,C16)  |  | Auto-cycle mode   |
|  | eight-color choice key in static model  |  | Trail into left ċ CS,C3,C7,C16 Ď  |
|  | Trail into right ċ CS,C3,C7,C16 Ď   |  | Trail from two directions in turn   |
|  | three-color choice key in static model  |  | Horse race to left direction (CS,C3,C7,C16)   |
|  | Horse race to right direction (CS,C3,C7,C16)  |  | Flash function key (CS,C3,C7,C16)   |
|  | seven-color choice key in static model  |  | spread to left (CS,C3,C7,C16)   |
|  | spread to right (CS,C3,C7,C16)  |  | Jump efficient key (CS,C3,C7,C16)   |
|  | sixteen-color choice key in static model  |  | Queued color running to left with a tag (CS,C3,C7,C16)  |
|  | Queued color running to right with a tag (CS,C3,C7,C16)   |  | Queued color running with a tag from two directions in turn   |

**On / Off**

**Dimm**

**Length setting**

**Speed**

**Light effects**

„Flow“  
 „Trail“  
 „Horse Race“  
 „Spread“  
 „Queued“

Choose color — CS  
3 color — C3  
7 color — C7  
16 color — C16

**Mix of all effects**

**Mix of >>>**

**Fade**

**Color jump**

**Mix of <<<**