

# 19x15W BEE EYE MOVING HEAD



## User Manual

**KEEP THIS MANUAL FOR FUTURE NEEDS**

## Product technical parameters:

Voltage: AC90-240v

Power: 350w

Frequency: 50-60Hz

Lamp beads: 19 particle 15w 4 in 1 lamp beads

Channel: 21CH/35CH/78CH/92CH/97CH/112CH

Control mode: DMX/master-slave/voice control

Horizontal scan: 540 degrees

Vertical scan: 270 degrees

Strobe: 1-25 times/sec or random

Display: LCD/English WQERFWSFRF

Net weight: 30kg

Size: 38\*31\*46cm(carton 1in1).

### 1 DMX Settings (DMX address and channel settings).

This option is used to set the DMX communication address and channel mode, press the "Enter" key to enter the settings, the address press the "UP" key to increment the address number, the opposite "DOWN" key can be reduced by the address number, select the address and press "Enter." "Save exit, channel side with 21,35,78,92,97,112,channels mode options.

### 2 Run Mode (working mode setting).

This option is used to set the lamp body working mode, press the "Enter" key to enter the settings, press the "UP" key or "DOWN" key to select the working mode, the working mode is "DMX512", "Slow", "Slow", "Slow", "SLOW", "UP" Fast, Sound and manual, select the working mode and press "Enter" to save and exit.

DMX512: Console operation mode.

Slow: Slow self-propelled mode

Fast: Fast walk-by mode

Sound: voice-activated self-propelled mode

manual: Manual mode, scene setting, can be online

### 3. Invert PAN/TILT (PAN TILT reverse se $\underline{t}$ ting).

This option is to reverse the direction of the X/Y axis, press the "Enter" key to enter the se $\underline{t}$ ting, press the "UP" key or the "DOWN" key to select whether the X/Y axis is reversed, select "Yes." "Indicates that the X/Y axis is reversed, and selecting "NO" indicates that the X/Y axis is not reversed. After selecting the direction, press "Enter" to save and exit.

### 4. Display Setting

This option is to set the display board LCD font reverse, Chinese and English display and backlight, press the "Enter" key to enter the se $\underline{t}$ tings, the LCD backlight press the "UP" key or "DOWN" key to switch the selection, select "Yes" means that the LCD backlight has been on, do not turn off, select "NO" means that there is no key operation for 20 consecutive seconds after turning off, until there is a key operation to turn it back on. After selecting the se $\underline{t}$ tings, press "Enter" to save and exit.

Invert Word                      fonts are reversed

English/Chinese:                Chinese-English conversion

LCD Backlight on      LCD backlight on se $\underline{t}$ tings

### 5. Manual Setting

This option is to set the lamp body scene parameters, press the "Enter" key to enter the save, can be run online, the premise of the lamp body working mode (Run Mode) to be set to manual, that is, manual mode is effective, after the power off, the next boot can restore the previous boot state.

PAN

TILT

ROTATION

ZOOM

DIM

STROBE

DIM\_R

DIM\_G

DIM\_B

DIM\_W

## 6. Sound Sence

This option is to set the sound control sensitivity of the lamp body, press the "Enter" key to enter the setting, press the "UP" key or "DOWN" key to select the 0~ 100 degree sensitivity, select the sensitivity, and then press "Enter." "Save exits.

## 7. System Settings

### System Information:

The version: V1          software version number

Default Settings:          Factory reset

Code Settings:              Password channel

When passing through, the user needs to transfer the password to view and set the XY trimming and bead white balance parameters

The number of passwords is 4, press the "UP" key or the "DOWN" key to enter, the factory password is "DOWN DOWN UP UP." "

PAN\_INIT:                  pan fine-tuning

TILT\_INIT:                 tilt fine-tuning

ROTA\_INIT:                rota fine-tuning

ZOOM\_INIT:                zoom fine-tuning

SET\_R:                     Red current

SET\_G:                     Green current

SET\_B:                     Blue current

SET\_W:                     White current

## 8. Reset (lamp body reset).

After the user selects reset, wait 3 seconds, and the lamp body will be reset.

21CH (STANDARD)		35CH (SHAPES)		78CH (EXTENDED)	
CHANNEL	FUNCTION	CHANNEL	FUNCTION	CHANNEL	FUNCTION
1	Red	1	Red	1	Red
2	Red fin	2	Red fin	2	Red fin
3	Green	3	Green	3	Green
4	Green fine	4	Green fine	4	Green fine
5	Blue	5	Blue	5	Blue
6	Blue fine	6	Blue fine	6	Blue fine
7	White	7	White	7	White
8	White fine	8	White fine	8	White fine
9	Linear CTO	9	Linear CTO	9	Linear CTO
10	Macro color	10	Macro color	10	Macro color
11	Strobe	11	Strobe	11	Strobe
12	Dimmer	12	Dimmer	12	Dimmer
13	Dimmer fine	13	Dimmer fine	13	Dimmer fine
14	Pan	14	Pan	14	Pan
15	Pan fine	15	Pan fine	15	Pan fine
16	Tilt	16	Tilt	16	Tilt
17	Tilt fine	17	Tilt fine	17	Tilt fine
18	Function	18	Function	18	Function
19	Reset	19	Reset	19	Reset
20	Zoom	20	Zoom	20	Zoom
21	Zoom Rotation	21	Zoom Rotation	21	Zoom Rotation
		22	Shape Selection	22	LED1 R
		23	Shape Speed	23	LED1 G
		24	Shape Fade	24	LED1 B
		25	Shape R	...	... R
		26	Shape G	...	... G
		27	Shape B	...	... B
		28	Shape W	76	LED19 R
		29	Shape Dimmer	77	LED19 G
		30	Background Dimmer	78	LED19 B
		31	Shape Transition		
		32	Shape offset		
		33	Foreground Strobe		
		34	Background Strobe		
		35	Background Select		

## Simple Channel

97CH (EXTENDED RGBW)		92CH (FULL)	
CHANNEL	FUNCTION	CHANNEL	FUNCTION
1	Red	1	Red
2	Red fine	2	Red fine
3	Green	3	Green
4	Green fine	4	Green fine
5	Blue	5	Blue
6	Blue fine	6	Blue fine
7	White	7	White
8	White fine	8	White fine
9	Linear CTO	9	Linear CTO
10	Macro color	10	Macro color
11	Strobe	11	Strobe
12	Dimmer	12	Dimmer
13	Dimmer fine	13	Dimmer fine
14	Pan	14	Pan
15	Pan fine	15	Pan fine
16	Tilt	16	Tilt
17	Tilt fine	17	Tilt fine
18	Function	18	Function
19	Reset	19	Reset
20	Zoom	20	Zoom
21	Zoom Rotation	21	Zoom Rotation
22	LED1 R	22	Shape Selection
23	LED1 G	23	Shape Speed
24	LED1 B	24	Shape Fade
25	LED1 W	25	Shape R
...	... R	26	Shape G
...	... G	27	Shape B
...	... B	28	Shape W
...	... B	29	Shape Dimmer
94	LED19 R	30	Background Dimmer
95	LED19 G	31	Shape Transition
96	LED19 B	32	Shape offset
97	LED19 W	33	Foreground Strobe
		34	Background Strobe
		35	Background Select
		36	LED1 R
		37	LED1 G
		38	LED1 B
		...	... R
		...	... G
		...	... B
		90	LED19 R
		91	LED19 G
		92	LED19 B

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit ) all the others channels stay at 0 bit.

• RED  
GREEN  
BLUE  
WHITE



BIT	EFFECT
255	LED ON
0	LED OFF

• RED FINE  
GREEN FINE  
BLUE FINE  
WHITE FINE



BIT	EFFECT
255	UP
0	LOW

• LINEAR CTO

BIT	EFFECT
255	2500 K
...	...
224	3000 K
...	...
188	4000 K
...	...
144	5000 K
...	...
117	5600 K
...	...
99	6000 K
...	...
54	7000 K
...	...
10	8000 K
0-9	UNUSED RANGE

Note: If CTO channel is active, the WHITE channel is disabled.

• MACRO COLOUR

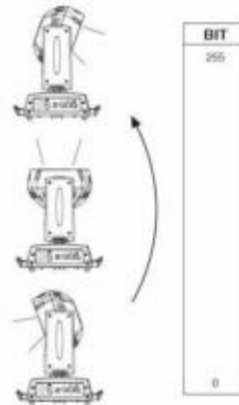
BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
209-255	-	White	255	235	66	255
208	-	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE

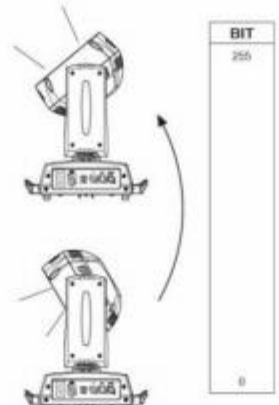


BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
206 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
209 - 212	OPEN
207	FAST PULSATION (25 flashes)
108	SLOW PULSATION (0.5 flashes)
104 - 107	OPEN
103	FAST STROBE (25 flashes)
4	SLOW STROBE (1 flashes)
0 - 3	CLOSED

• TILT

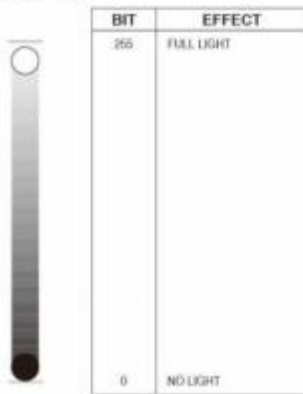


• TILT FINE

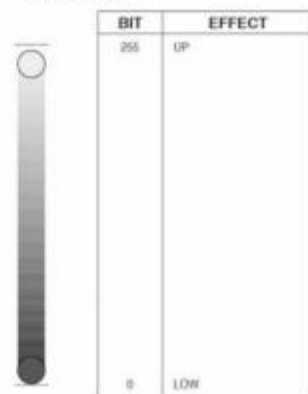


Operation with option InvertTilt  $\diamond$  Off

• DIMMER

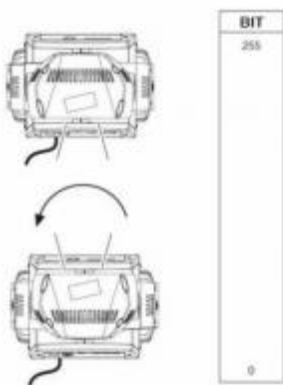


• DIMMER FINE

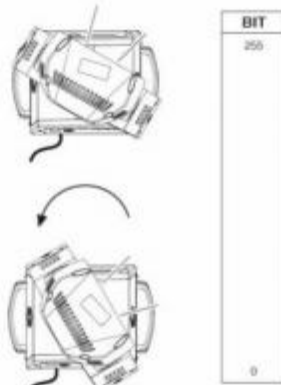


Operation with option InvertTilt  $\diamond$  On

• PAN



• PAN FINE



• FUNCTION

BIT	EFFECT
106 - 255	Reserved
103 - 105	Pixel map enabled
96 - 102	Helogen Lamp Simulation Linear CTO @ 0 bit
93 - 97	Helogen Lamp Simulation Linear CTO @ 0 bit
86 - 92	Helogen Lamp Simulation Linear CTO @ 0 bit
83 - 87	Helogen Lamp Simulation Linear CTO @ 0 bit
78 - 82	Helogen Lamp Simulation Linear CTO @ 0 bit
73 - 77	Helogen Lamp Simulation OFF (Default)
66 - 72	RGBW Gamma curve 3 - gamma = 2.0
63 - 67	RGBW Gamma curve 2 - gamma = 1.5
58 - 62	RGBW Gamma curve 1 - gamma = 1.0
52 - 57	Dimmer Curve 4
46 - 52	Dimmer Curve 3
43 - 47	Dimmer Curve 2
38 - 42	Dimmer Curve 1
24 - 37	Pan Tilt Normal
12 - 24	Pan Tilt Fast (Default)
0 - 11	Function off - reamed

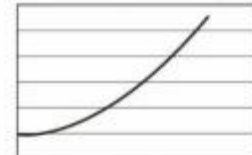
The functions are activated passing through the "unused range" and staying 5 seconds in necessary level.  
Last selected function still active. Enable setting a new function.

Operation with option InvertPan  $\diamond$  Off

DIMMER CURVE 1 - GAMMA 1 LINEAR



DIMMER CURVE 3 - GAMMA 2.0



DIMMER CURVE 2 - GAMMA 1.5



DIMMER CURVE 4 - S



Operation with option InvertPan  $\diamond$  On



• RESET

BIT	EFFECT
255	COMPLETE RESET Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels
128 127	COMPLETE RESET PAN / TILT RESET Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in Pan / Tilt reset levels
77 76	PAN / TILT RESET ZOOM RESET Effects reset is activated passing through the unused range and staying 5 seconds in Effects reset levels.
26 25	ZOOM RESET
0	UNUSED RANGE

• ZOOM



BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

• ZOOM ROTATION



BIT	EFFECT
255	FAST ROTATION
190	SLOW ROTATION
191 - 192	STOP
190	SLOW ROTATION
128	FAST ROTATION
127	
	LINEAR ROTATION
0	

• ZOOM ROTATION (available on zoom channel from 0 bit to 42 bit)

BIT	MACRO EFFECT
193-255	CCW Rotation, speed from 3 RPH to 10 RPM
191-192	Stop rotation
128-190	CW Rotation, speed from 10 RPM to 3 RPH
127	Indexed zone. Lens angle = 60.00
126	Indexed zone. Lens angle = 59.52
...	
3	Indexed zone. Lens angle = 1.42
2	Indexed zone. Lens angle = 0.94
1	Indexed zone. Lens angle = 0.47
0	Indexed zone. Lens angle = 0

• ZOOM ROTATION (available on zoom channel at 255 bit only)

BIT	MACRO EFFECT
128-255	Lens offset angle: 0.00 degree
127	Lens offset angle: +4.00 degree
126	Lens offset angle: +3.94 degree
125	Lens offset angle: +3.87 degree
...	
1	Lens offset angle: +0.06 degree
0	Lens offset angle: 0.00 degree

- RED LED 1 to...
- GREEN LED 1 to...
- BLUE LED 1 to...
- WHITE LED 1 to...



BIT	EFFECT
255	LED ON
0	LED OFF

SHAPE SPEED - SHAPE OFFSET - SHAPE FADE - BACKGROUND SELECT

Shape Selection	Shape Slot	Macro Name	On K10	On K20	Description	Random colors *1	SHAPE SPEED	SHAPE OFFSET	SHAPE FADE	BACKGROUND SELECT (*3)(*4)
0-7		Macro OFF	Yes	Yes		N.a.	N.a.	N.a.	N.a.	N.a.
8	1	Pixel 1	Yes	Yes	Static effects.  The ring or rings used by the macro are turned-on with the foreground colour.	N.a.	N.a.	N.a.	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-255 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash
9	2	Ring 1	Yes	Yes						
10	3	Ring 2	Yes	Yes						
11	4	Ring 3	No	Yes						
12	5	Pixel 1+Ring 1	Yes	Yes						
13	6	Pixel 1+Ring 2	Yes	Yes						
14	7	Pixel 1+Ring 3	No	Yes						
15	8	Single ring (Ramp +/-)	Yes	Yes		Yes	0-63 = Radius size, static. 64-158 = max to min speed, Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect	0-9 → continuous 10-255 → random distribution of flash	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-255 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash
16	9	Filled rings (ramp +/-)	Yes	Yes	Yes					
17	10	Open/Close 1	Yes	Yes	Yes					
18	11	Open/Close 2	Yes	Yes	Yes					
19	12	Random pixels 1	Yes	Yes		Yes	0-63 = Radius size, static. 64-158 = max to min speed, Closing effect 159-160 = STOP 161-255 = min to max speed, Opening effect	0-255 → select random distribution from 2 up to 20 fixtures	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-254 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-254 = wash  All Fixtures: 255 = Mirror Effect
20	13	Random pixels 2	Yes	Yes		Yes	0-63 = STOP 64-158 = max to min speed, Instant-on + fadeout. 159-160 = STOP. 161-255 = min to max speed, FadeIn + FadeOut.	0-255 → select pixel density		
21	14	Rainbow 1 (Variable speed)	Yes	Yes		N.a.	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c.cw rotation 159-160 = STOP 161-255 = min to max speed, cw rotation	0-255 → angle offset from 0 to 360°	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-255 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash
22	15	Rainbow 2 (Fixed speed with variable color offset)	Yes	Yes		N.a.	0-63 = STOP 64-158 = c.cw rotation 159-160 = STOP 161-255 = cw rotation  The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle).	N.a.	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-255 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash
23	16	Fan	Yes	Yes		N.a.	0-63 = angle offset, 0-360° 64-158 = max to min speed, c.cw rotation 159-160 = STOP 161-255 = min to max speed, cw rotation	0-255 → angle offset from 0 to 360°	0-15 = Snap effect 16-255 = Fade effect and gamma selection	For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-255 = wash  For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-255 = wash  For all fixtures: - Macro 25, 26 255 = Mirror Effect with bkgnd color - Macro 27, 28, 29 255 = Show Alternative Color
24	17	Bar 1	Yes	Yes						
25	18	Half moon	Yes	Yes						
26	19	Triangle	Yes	Yes						
27	20	Segment 1	Yes	Yes						
28	21	Arc 1	Yes	Yes						
29	22	Arc 2	Yes	Yes						

Shape Selection	Shape Slot	Macro Name	On K10	On K20	Description	Random colors *1	SHAPE SPEED	SHAPE OFFSET	SHAPE FADE	BACKGROUND SELECT (*3)(*4)
30	23	Bar 2 (Variable size)	Yes	Yes		N.a.		0-255 → select shape width	Linear fade	<p>For K10: 0-7 = wash 8-15 = Bkgnd rings selection 16-254 = wash 255 = Mirror effect with bkgnd color</p> <p>For K20: 0-7 = wash 8-23 = Bkgnd rings selection 24-254 = wash 255 = Mirror effect with bkgnd color</p> <p><b>Note:</b> Mirror effect unavailable for macro 31. Macro 67, 68, 69: the mirror effect is available only for options 1, 3, 9</p>
31	24	Random explosion	Yes	Yes		Yes		0-255 → select random distribution 0-255 → select shape width	Linear fade and wake length	
32	25	Segment 2	Yes	Yes				0-255 → select macro offset	Linear fade	
33	26	x Bump	No	Yes						
34	27	Image	No	Yes						
35	28	Bumping section	Yes	Yes						
36	29	Ramp by 6	Yes	Yes				0-255 → select shape width	Linear fade and wake length	
37	30	Ramp by 4	Yes	Yes						
38	31	Left/Right scrolling bar	Yes	Yes						
39	32	Up/Down scrolling bar	Yes	Yes						
40	33	Bar 3	Yes	Yes				0-255 → select macro offset	Linear fade	
41	34	Vertical arc 1	No	Yes						
42	35	Vertical arc 2	Yes	Yes						
43	36	Horizontal arc 1	No	Yes						
44	37	Horizontal arc 2	Yes	Yes						
45	38	Mirrored pixel	Yes	Yes				0-255 → select shape width	Linear fade and wake length	
46	39	Pixel animation 1	Yes	Yes						
47	40	Pixel animation 2	Yes	Yes		N.a.				
48	41	Pixel animation 3	Yes	Yes						
49	42	Pixel animation 4	Yes	Yes						
50	43	Pixel animation 5	Yes	Yes						
51	44	Semi arc (Ramp /+)	Yes	Yes			0-63 = STOP, indexed speed 64-158 = max to min speed, c.cw rotation. 159-160 = STOP 161-255 = min to max speed cc rotation.	0-255 → select macro offset	Linear fade	
52	45	Bumping arc section	Yes	Yes						
53	46	Pixel animation 6	Yes	Yes						
54	47	Vertical ramp by 2	Yes	Yes				0-255 → select shape width	Linear fade and wake length	
55	48	Following pixel by 2	Yes	Yes						
56	49	Syncopation	Yes	Yes				0-255 → select macro offset	Linear fade	
57	50	Bumping 1	Yes	Yes						
58	51	Bumping 2	Yes	Yes						
59	52	Bumping 3	Yes	Yes						
60	53	Vertical pixel scrolling	Yes	Yes				0-255 → select macro width	Linear fade and wake length	
61	54	Random vertical section	Yes	Yes						
62	55	Random central section	Yes	Yes		Yes		0-255 → select random distribution	Linear fade	
63	56	Random ring 2	Yes	Yes		Yes				
64	57	Random ring 3	No	Yes		Yes				
65	58	Random ring 1+3	Yes (*2)	Yes		Yes				
66	59	Random ring 2+3	Yes (*2)	Yes		Yes				
67	60	Single pixel ring 1	Yes	Yes				0-255 → select the number of rotating	Linear fade and wake length	
68	61	Single pixel ring 2	Yes	Yes						
69	62	Single pixel ring 3	No	Yes		N.a.				
70	63	Spiral	Yes	Yes				0-255 → select macro width	Linear fade and wake length	
71-255	64					N.a.	N.a.	N.a.	N.a.	

• SHAPE FADE

BIT	EFFECT
245-255	Smooth fading curve with automatic gamma *
246	Smooth fading curve gamma 2
243	Smooth fading curve gamma 1.989
244	Smooth fading curve gamma 1.993
.....	
18	Smooth fading curve gamma 0.513
17	Smooth fading curve gamma 0.506
16	Smooth fading curve gamma 0.5
0-15	Swap

• SHAPE TRANSITION

BIT	EFFECT
255	4 sec
.....	
218	3 sec
.....	
171	2 sec
.....	
113	1 sec
.....	
73	0.5 sec
.....	
5	100 ms
0-4	No fade

• SHAPE RGBW  
SHAPE DIMMER  
BACKGROUND DIMMER



BIT	EFFECT
255	LED ON
.....	
0	LED OFF

Background select

BIT	EFFECT
24-255	No selection
.....	
23	Pixel 1 + Ring 2 + Ring 4
22	Pixel 1 + Ring 3 + Ring 4
21	Ring 2 + Ring 4
20	Pixel 1 + Ring 3
19	Ring 2 + Ring 3
18	Pixel 1 + Ring 4
17	Ring 3 + Ring 4
16	Ring 2 + Ring 3 + Ring 4
15	Pixel 1 + Ring 2 + Ring 3 + Ring 4
14	Pixel 1 + Ring 2 + Ring 3
13	Pixel 1 + Ring 2
12	Ring 4
11	Ring 3
10	Ring 2
9	Pixel 1
8	No selection