Quick DigiFX & NDI® Guide

JDC2 IP

Firmware V2.0.1

Document revision: 20260504-1
Fixture software version: **V2.0.1**
(New Canvas System & DMX Layout)

Document History

Revision Version	Note
20260504-1	FIRST VERSION

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Inhalt

1. IMPORTANT INFORMATION

With firmware version 2.0.1 or higher for the GLP JDC2 IP, GLP has been offering a revised firmware version since April 2026 that significantly simplifies the configuration and setup process of the devices. This update greatly facilitates device positioning and significantly optimizes the handling of DigiFX and NDI content. The introduction of a definable canvas area in V2 now allows for pixel-precise work and positionally accurate switching between NDI and DigiFX.

Due to the significant functional optimizations in firmware V2, a revision and change to the DMX channels and the DMX layout were necessary. Please note that the new firmware V2.0.1 and higher is not show- and patch-compatible with previous versions.
Please ensure the correct firmware version is installed on the devices during planning, pre-programming, and show execution!

The new firmware version V2.0.1 or higher mainly differs by the addition of further DMX channels (DMX channel quantity) and, in particular, by a revised control method for the DigiFX on the plate module. The standard base functions as well as the individual segment control of the Beam and Plate modules have not been significantly changed.
Therefore, a show file created on previous firmware can be adapted relatively easily for use with JDC2 V2.0.1 or higher.
To do this, the fixture patch must first be adjusted to match the increased DMX channel count. In the second step, the fixture itself must be replaced. Since the base channels (excluding DigiFX) retain the same functionality, a professional DMX console should automatically translate the channels correctly during the fixture replacement process. If DigiFX/NDI functions were used in the original show file, these will need to be reconfigured and adjusted accordingly.

1.1. Introduction

The JDC2 offers the unique possibility to display creative shader effects, so-called DigiFXs, in individual pixel resolution. These DigiFXs are programmed graphical mathematic shader effects such as e.g. fire, water, 3D scenes or abstract animations. Each pixel is calculated in real time in the graphics card (GPU) of the JDC2 and displayed on the color plate. This dramatically protects the internal processor performance and allows creative modification options of each DigiFX, as well as numerous parameters of presets, dual-color control, X,Y,Z positioning as well as scaling, rotation and speed adjustment.

1.2. Experimental DigiFXs

With the internal DigiFXs, the GLP JDC2 offers a completely new way to generate breathtaking effects in a short time. These DigiFX are elaborately developed by our development team. Since the development of DigiFX is very complex we select DigiFX very carefully. For extended creative use, in addition to the officially released DigiFX, further effects that are under development can also be unlocked.

- Disabled (Default) → Will hide all experimental DigiFX and shows only show proof released DigiFX, which offer reliable content for shows and pre-programming.

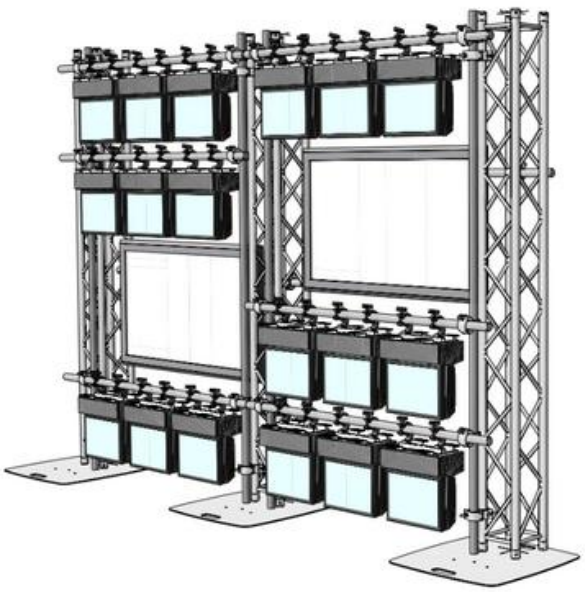
- Enabled → Will show all show proof released DigiFX but also all non-show proof “experimental” DigiFXs. “Experimental” DigiFXs will change with Firmware Update!

2. How to work with DigiFX

A selected DigiFX is displayed within a defined canvas area. This canvas area is by default canvas settings, exactly one single device (canvas size 62x44, device offset position X:0, Y:0). In this case, all devices display the same DigiFX synchronously on their screens.

To display a DigiFX across a larger area, such as the entire stage, in a position-compliant manner, the area to be covered (Canvas) and the device positions must be configured via the DMX controller.

The various DigiFXs can then be played back across this entire area (Canvas) without having to readjust the device positions.



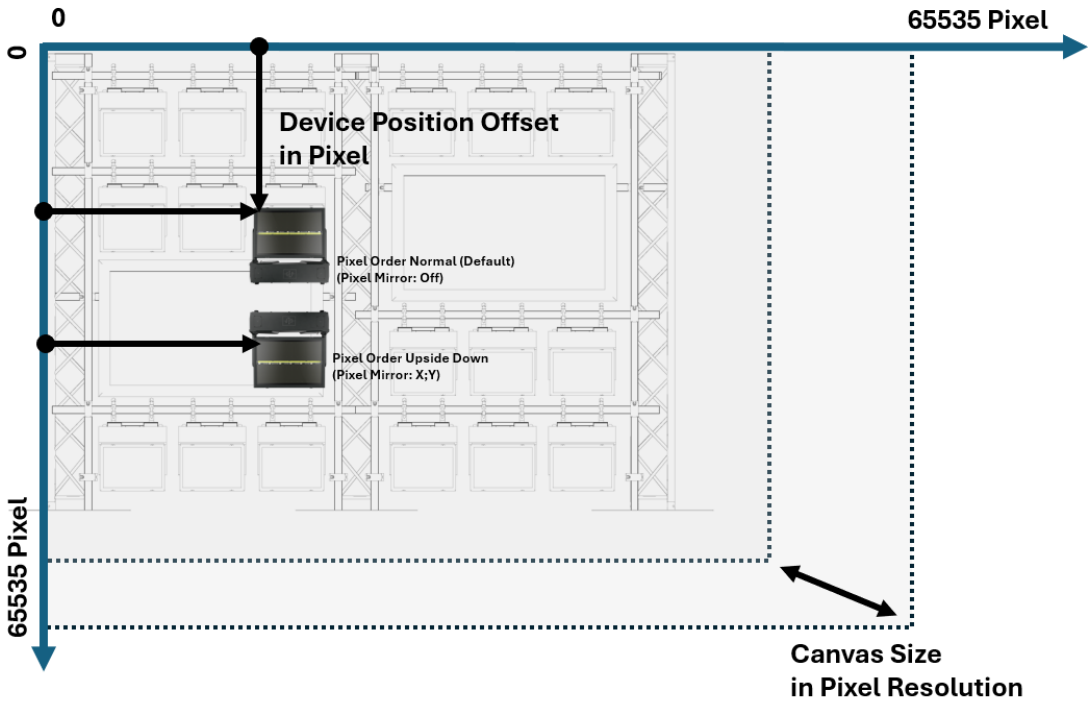
Before setting up the canvas, ensure that the pixel order matches the physical installation. If the fixture is installed upside down, enable pixel mirroring on both the X and Y axes before proceeding.

Here is a quick Step-by-Step guide on how to configure your setup.
For more detailed info read the user manual:

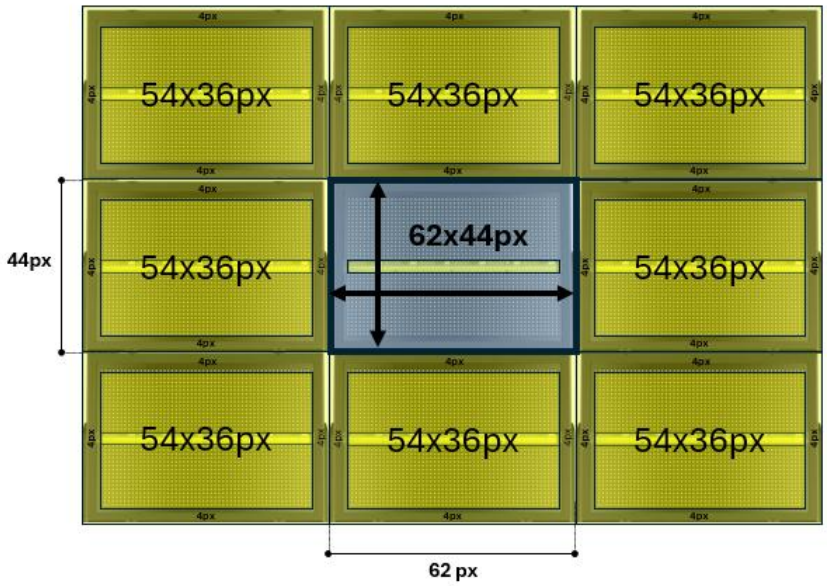
2.1. Set Canvas Unit

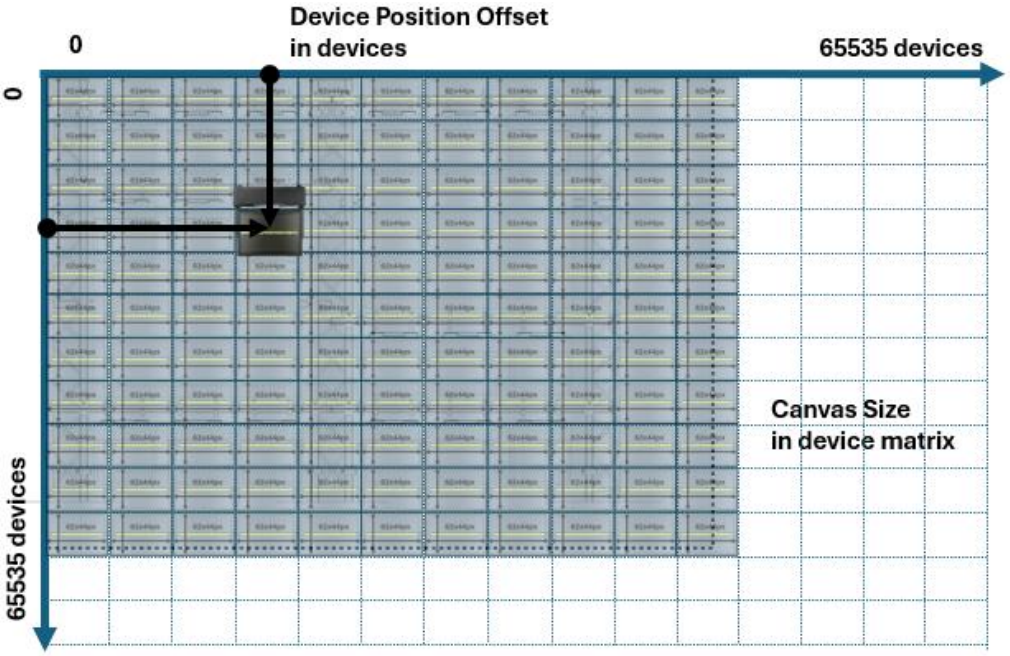
→ defines the unit of measurement in the canvas and set the DMX value in the DMX Controller.

- **Absolute** → pixel-precise canvas size (0..65,535 pixel horizontal (x) and 0..65,535 pixel vertical (y)). First pixel is at x:0 ; y:0.
  Device positioning is pixel offset to origin.

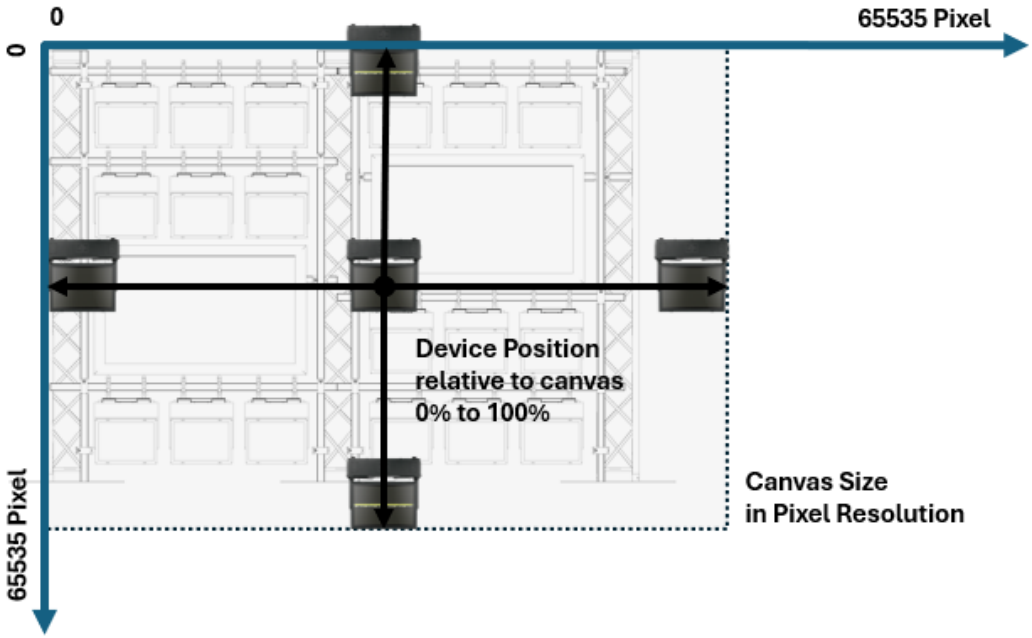


- **Segmented** → segment device matrix (0..65,535 segments horizontal (x) and 0..65,535 segments vertical (y)). Each device is 62x44 pixel (JDC2 incl. 4 pixel boarder). First segment is at x:0 ; y:0.
  Device positioning is segment offset to origin.





- **Relative** → pixel-precise canvas size (0..65,535 pixel horizontal (x) and 0..65,535 pixel vertical (y)). First pixel is at x:0 ; y:0.
  Device positioning is relative within this canvas area from 0% to 100%.



2.2. Set Canvas Coordinate System (Origin)

→ defines the origin of the canvas and set the DMX value in the DMX Controller.

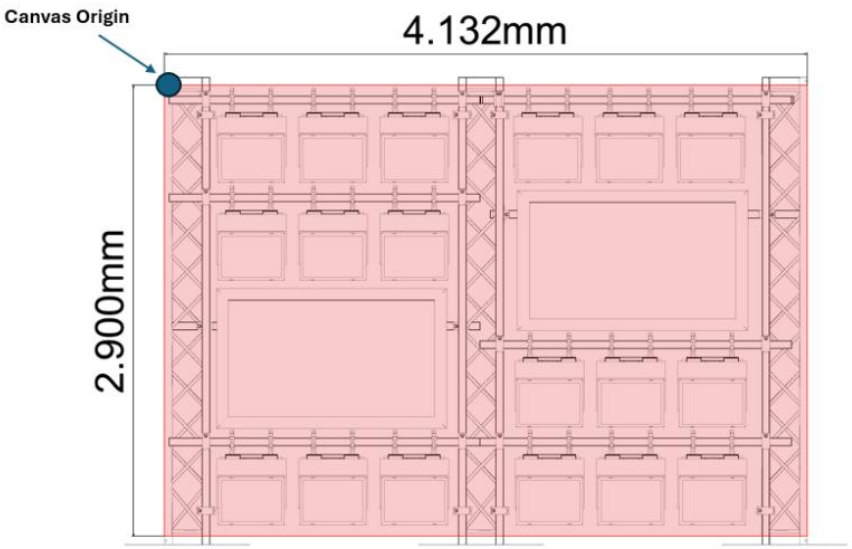
- **Top Left** → Canvas coordinate system origin is top left.
- **Bottom Left** → Canvas coordinate system origin is bottom left.
- **Top Right** → Canvas coordinate system origin is top right.
- **Bottom Right** → Canvas coordinate system origin is bottom right.

2.3. Set Canvas Size

→ defines the horizontal and vertical size of the canvas depends on the selected canvas unit and set the DMX value in the DMX Controller.

Example:

- Canvas Unit → “Absolute"
- Canvas Coordinate System (Origin) → “Top Left"
- Canvas size horizontal (x): 4132 mm : 7mm → 590px
- Canvas size vertical (y): 2900 mm : 7mm → 414px



The canvas origin is the pixel positions x:0 ; y:0

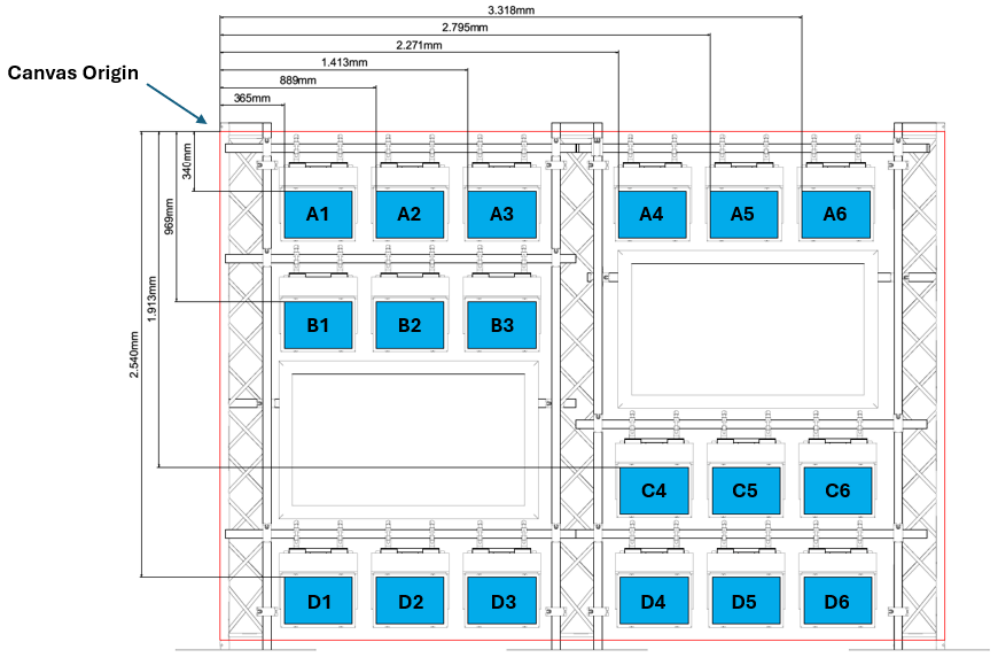
2.4. Defining device positions in canvas area

→ defines the horizontal and vertical offset of the fixtures depends on the selected canvas unit and set the DMX value in the DMX Controller.

Example:

- Fixture A1 horizontal offset (x): (365mm : 7mm) - 1px = 51px
  Fixture A1 vertical offset (y): (340mm : 7mm) - 1px = 48px
  ...
- Fixture B2 horizontal offset (x): (889mm : 7mm) - 1px = 126px
  Fixture B2 vertical offset (y): (969mm : 7mm) - 1px = 137px

...

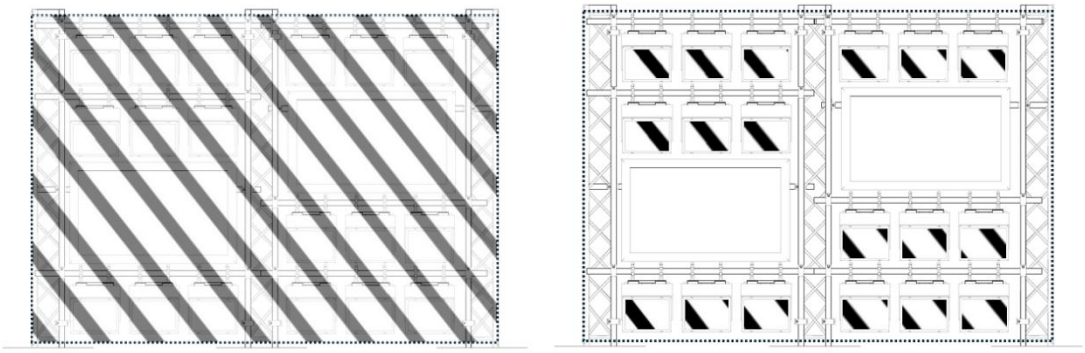


The absolute device pixel positions are reduced by 1 pixel as it is the offset to the canvas origin pixel x:0/y:0.

2.5. Content Selection

2.5.1. Work with internal DigiFX

→ Once the canvas and all devices have been configured, the desired content can now be selected via the DMX channel "**DigiFX/NDI Select**".



DigiFX parameters can be changed and adjusted for more creative flexibility.

In the DMX channel idle status, the DigiFX are shown with optimally configured parameters. These can be customized as desired for maximum creative results by overriding the parameter defaults.

The following DMX channels and corresponding parameters are available for modifying and adjusting the DigiFX:

DMX Channel	DigiFX performance
DigiFX / NDI Select	*→ select the DigiFX* *See DigiFX Selection at the end of the document*
DigiFX Color 1	*→ DigiFX main colormix (idle color is white)*
DigiFX Color 2	*→ DigiFX secondary colormix (idle color is black)*
DigiFX Speed	*→ DigiFX speed adjustment. (idle speed is medium)*
DigiFX / NDI Zoom	*→ DigiFX scale/size (idle scale is best fit to canvas size)*
DigiFX / NDI Orientation	*→ DigiFX rotation (idle is 0°)*
DigiFX Shape FX1 – FX4	*→ depending on the DigiFX each FX parameter will create stunning effects based on the basic effect*
DigiFX/NDI Transition	*→ allows smooth transitions between DigiFXs and NDI®*
DigiFX Presets	*→ offers a wide range of pre-programmed parameter settings for quick creative results.*

For a particularly fast parameter change of the DigiFX, a variety of **DigiFX Presets** are available for each DigiFX. These presets contain fix parameter settings for a variety of quick-access effect options. All **odd preset** have fix non-adjustable parameters. All **even presets** have most parameters fixed but allow individual adjustment of color, zoom and orientation.

User Tip
The DigiFX presets help you quickly understand the creative possibilities of the DigiFX. The presets are different for each DigiFX. Everything you see in the presets can be quickly recreated using the channels and then fine-tuned with custom fade times. It is not possible to fade between two DigiFX presets

2.5.2. Work with external NDI®

The JDC2 offers the possibility to receive up to 4 external NDI® streams in a resolution up to max. VGA (640x480px) via ethernet network (→ see external NDI® Network Configuration). To display the NDI® resolution completely in the canvas, it is a good idea to define the canvas resolution equal to the NDI® resolution.

NDI® Format

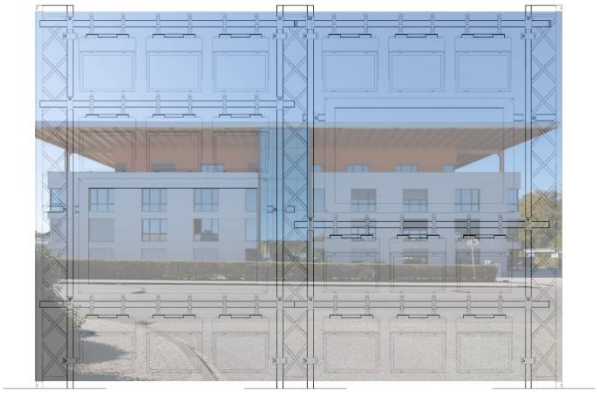
The system supports only full-bandwidth NDI® streams. Compressed NDI® formats (HX 1–3) are not supported.

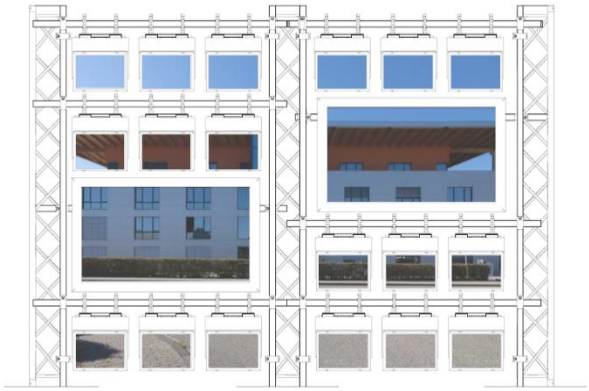
For a correct internal NDI® Stream routing it is by default necessary that each of the NDI® streams has a specific NDI® Name Tag. That allows the fixture to route the NDI® Signal to the related NDI® port 1 to 4. The NDI® Stream Name only needs to be part of the full NDI® Stream name. Here is the routing list:

NDI Stream	NDI Stream Label	Resolution
NDI Stream 1	GLP-JDC2-1	up to 640x480px (VGA)*
NDI Stream 2	GLP-JDC2-2	up to 640x480px (VGA)*
NDI Stream 3	GLP-JDC2-3	up to 640x480px (VGA)*
NDI Stream 4	GLP-JDC2-4	up to 640x480px (VGA)*

NDI® Stream Name and Routing
For a correct internal NDI® Stream routing the NDI® streams need to have a specific NDI® Name Tag: “GLP-JDC2-1”, “GLP-JDC2-2”, “GLP-JDC2-3” or “GLP-JDC2-4”. Some media servers do not allow individual naming of NDI® streams. In this case, we recommend using an NDI® routing tool that provides the option to rename NDI® streams.

If one of the 4 external NDI® sources in the “DigiFX/NDI Select” channel is selected, the received NDI® signal content will then be played back unscaled in the canvas.





The following DMX channels and corresponding parameters are available for modifying and adjusting the NDI® content:

DMX Channel	NDI content performance
DigiFX / NDI Select	→ select the NDI® Stream (or FVP)
DigiFX Color 1	→ works as a color saturation limiter (idle is no limits)
DigiFX Color 2	→ no function
DigiFX Speed	→ no function
DigiFX / NDI Zoom	→ NDI® scale (idle scale 1:1)
DigiFX / NDI Orientation	→ NDI® rotation (idle is 0°)
DigiFX Shape FX1 – FX4	→ no function
DigiFX/NDI Transition	→ allows smooth transitions between DigiFXs and NDI®
DigiFX Presets	→ no function

Toggle between NDI® Sources
By selecting a NDI® stream the fixture will continuously capture the data from the stream, even if the user changes back to a DigiFX. This allows you to toggle between DigiFX and the previously selected NDI® stream with minimal latency. Changing between different NDI® Streams can cause some latency due to re-capturing.

Fixture Video Protocol (FVP)
For high performance it is also possible to send higher resolutions with low latency performance via the innovative GLP Fixture Video Protocol (FVP). For more information contact your GLP Support

2.5.3. External NDI® Network Configuration

External NDI® streams can be used to display simple content, such as logos or graphics. The system supports only full-bandwidth NDI® streams. Compressed NDI® formats (HX 1–3) are not supported. However, always consider the network load generated by the resolution and motion of the NDI® signal.
When using many devices, high-resolution or highly dynamic content can quickly increase bandwidth usage, potentially leading to unsynchronized output or increased latency. For higher resolutions, very dynamic content, many devices, or when low latency is required, it is recommended to distribute NDI® content via FVP (Fixture Video Protocol). If you require further assistance, please contact your local GLP support.
For the JDC2 to receive an external NDI® signal via its two network ports, the following settings must be made:

Integration into the network
To receive an external NDI® Stream the JDC2 IP fixture needs to be connected to the same network as the NDI® source. Configure the fixture's primary Network IP Address to be in the same range and network mask as the NDI® source, for example IP 192.168.001.xxx and subnet mask 255.255.255.000.

Assignment of the NDI® stream to the NDI® port
For a correct internal NDI® Stream routing it is by default necessary that each of the
NDI® streams have a specific NDI® Name Tag. That allows the fixture to route the NDI® Signal to the related NDI® port 1 to 4. The NDI® Stream Name only needs to be part of the full NDI® Stream name. Here is the routing list:

NDI Stream	NDI Stream Label	Resolution
NDI Stream 1	GLP-JDC2-1	up to 640x480px (VGA)*
NDI Stream 2	GLP-JDC2-2	up to 640x480px (VGA)*
NDI Stream 3	GLP-JDC2-3	up to 640x480px (VGA)*
NDI Stream 4	GLP-JDC2-4	up to 640x480px (VGA)*

2.5.4. Important notes NDI® and JDC2 in the data network

Network Topology
Depending on the content being used, the bandwidth used by NDI® can be very high. With direct NDI® into the fixture, it is recommended to send data in a star topology to minimize latency as much as possible.
If daisy chain cabling is used max. 10 devices in line are recommended. This will aid with any troubleshooting and avoid large parts of the system going offline due to a faulty cable or connector.

Cabling recommendations and limitations
The maximum distance from the switch to the JDC2 is 75 m. Although Ethernet specifies up to 100 m, this is reduced due to the JDC2's internal switching and fail-safe hardware, which adds resistance.
Cat 6 cable is recommended, though Cat 5e can also be used. Note that some very high-quality cables may introduce additional capacitance, which can further reduce the maximum usable cable length.
EtherCON connectors are recommended for a more robust and reliable connection.

Switch Configuration
Proper switch configuration is critical for achieving optimal FVP performance. NDI® streams can generate significant network traffic, so the use of VLANs is strongly recommended.
Ensure that all network switches support and are configured to run IGMPv3. IGMPv3 must be properly configured on the network, with IGMP Snooping enabled on all switches. An IGMP querier must also be present on the network.

NDI format
The system supports only full-bandwidth NDI® streams. Compressed NDI® formats (HX 1–3) are not supported.

Fixture Video Protocol
Using higher NDI® resolutions with low latency performance, the JDC2 is ready to use the innovative GLP Fixture Video Protocol (FVP) (see Fixture Video Protocol FVP)

2.5.5. Fixture Video Protocol FVP (Work in progress)

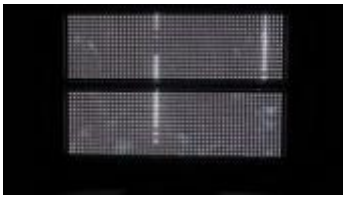
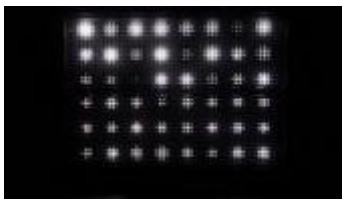
The GLP Fixture Video Protocol (FVP) is an innovative data protocol that receives the NDI® video streams and then sends only the required viewport (slice of video) to a specific fixture. The translation from standard NDI® to FVP significantly reduces the required bandwidth and allows synchronous content playback on many devices. This allows to send the specific information of a received NDI® video streams to 100s of JDC2s with no visible latency.

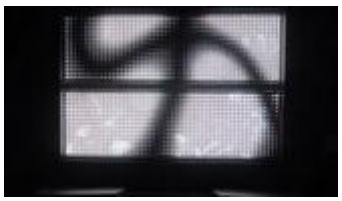
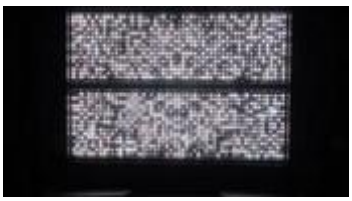
A smart FVP Software Tool (work in progress) will allow you to preview the device positions and monitor the NDI®/FVP performance on the devices. This software, which is run on a computer, simply connects to the JDC2 network.

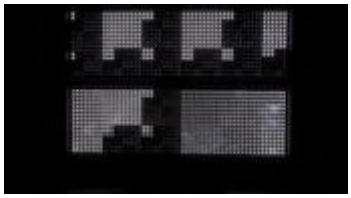
To use the FVP protocol provided by the software, select the FVP stream under "DigiFX/NDI Select". For more information contact your GLP support.

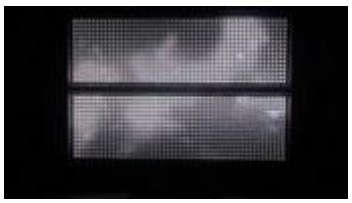
3. DigiFX Overview (V2.0.0)

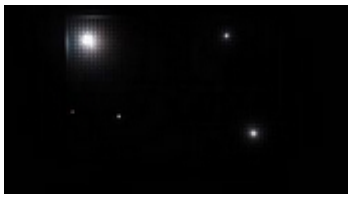
#	DMX		Thumbnail	DigiFX Name [Status]	Channel Options	Presets
00	0	9	Idle	--	RGB 1 → Color all pixel RGB 2 → no function FX1 → no function FX2 → no function FX3 → no function FX4 → no function	0
01	10	11		Strikes [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → N/A FX2 → N/A FX3 → N/A FX4 → N/A	48*
02	12	13		Spiral (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Rotation FX2 → Spirally FX3 → N/A FX4 → N/A	44*
03	14	15		Startfield 1 (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Pixelfy FX2 → N/A FX3 → N/A FX4 → N/A	40*
04	16	17		Matrix (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Shifty FX2 → N/A FX3 → N/A FX4 → N/A	82*
05	18	19		Hexagon Mesh (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Hollowfy FX2 → N/A FX3 → N/A FX4 → N/A	38*
06	20	21		Opening Rings (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Bounce FX2 → Fill FX3 → Sharp FX4 → N/A	42*
07	22	23		Plasma Strikes (2 Colors) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Shifty FX2 → N/A FX3 → N/A FX4 → N/A	52*

08	24	25		Truchet [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Solidify FX2 → N/A FX3 → N/A FX4 → N/A	68*
09	26	27		DC Clouds [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Fill FX2 → Yes, Rorsify FX3 → Faint Clouds FX4 → Contrast	40*
10	28	29		DC Fire [Released]	RGB 1 → Yes Foreground RGB 2 → Background FX1 → Ethereal FX2 → Yes, Airy FX3 → Yes, Mystical FX4 → N/A	44*
11	30	31		Box Zoomer [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → RGB 1 Thickness Lg to Sm FX2 → RGB 2 Thickness Sm to Lg FX3 → RGB 1 Contrast FX4 → Width	42*
12	32	33		Arrows [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Arrows FX2 → Even arrows RGB 2 FX3 → Highlighted Distance Arrow FX4 → Flashing Arrows	58*
13	34	35		Round Truchet [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → RGB 2 Fills Space FX2 → Snakify FX3 → Contrast FX4 → N/A	32*
14	36	37		Sparkle Down [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Square Sparkle Down FX2 → Square Pixels FX3 → Flip Flop Squares FX4 → Twinkle Sparkles	72*
15	38	39		Inverting Clouds [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Dissolving Pixels FX2 → Thin Clouds FX3 → Contrast FX4 → Pixel Cloud	32*

16	40	41		BW Fluid [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → RGB2 Small FX2 → RGB 2 Large FX3 → Slippery Fluid FX4 → Complex Fluid	38*
17	42	43		Mandala [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Mandala Spread FX2 → RGB 2 Large FX3 → RGB 1 Large FX4 → Mandala Shift	30*
18	44	45		Lightning [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → N/A FX2 → N/A FX3 → N/A FX4 → N/A	42*
19	46	47		Gestner Waves [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Ocean FX2 → Contrast FX3 → Fading Ripples FX4 → N/A	32*
20	48	49		Acid [Released]	RGB 1 → Foreground with Inverted color RGB 2 → Background with Inverted color FX1 → Iridescent FX2 → Metallic FX3 → N/A FX4 → N/A	82*
21	50	51		Hypnotic [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Circle Hypnotic FX2 → Hypnotic Inward FX3 → Hypnotic dissolve FX4 → Smooth Hypnotic	34*
22	52	53		Default Rainbow [Released]	RGB 1 → N/A RGB 2 → N/A FX1 → N/A FX2 → N/A FX3 → N/A FX4 → N/A	12*
23	54	55		Fire [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Fire Spread FX2 → Inward Fire FX3 → Faint Fire FX4 → Contrast	42*

24	56	57		Crosshairs [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → N/A FX2 → Square Crosshairs FX3 → Crossify FX4 → N/A	48*
25	58	59		Sonar [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Sonar Scale FX2 → N/A FX3 → Sonar Scale FX4 → Sonar Offset	80*
26	60	61		XOR [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Mini XOR FX2 → XOR Fade FX3 → Flip Flop XOR FX4 → Shifting XOR	42*
27	62	63		DC Plasma [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → N/A FX2 → RGB 2 Contrast FX3 → Soft Plasma FX4 → N/A	86*
28	64	65		Spiral [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Multi Spiral FX2 → Soften Spiral FX3 → Large Spiral FX4 → N/A	44*
29	66	67		Drops [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Multi Drops FX2 → Large to Small Drops FX3 → Soften Drops FX4 → Animated Drops	24*
30	68	69		Gerstner Waves [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Gerstner Ripples FX2 → Contrast FX3 → Faint Waves FX4 → N/A	34*
31	70	71		Circles [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Populated Circles FX2 → Softy Circles FX3 → Defined Circles FX4 → Square	46*

32	72	73		Clouds [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Flooded Clouds FX2 → Passing Clouds FX3 → Faint Clouds FX4 → Contrast	46*
33	74	75		Magma [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Magma Stripes FX2 → Contrast FX3 → Magma Ripples FX4 → N/A	50*
34	76	77		Plasma [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → N/A FX2 → N/A FX3 → N/A FX4 → N/A	142*
35	78	79		Heart [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Blurry Heart FX2 → Pulsing Heart FX3 → N/A FX4 → N/A	80*
36	80	81		Kilt [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Multi Kilt FX2 → Thick Kilt FX3 → Kilt Outline FX4 → Enlarge Kilt	64*
37	82	83		Ripple [Released]	RGB 1 → Background RGB 2 → Foreground FX1 → RGB 1 & 2 Contrast FX2 → RGB 1 & 2 FX3 → Ripple FX4 → RGB 2 Placement	44*
38	84	85		Bubbles [Released]	RGB 1 → Foreground RGB 2 → N/A FX1 → Enlarge Bubbles FX2 → Multi Bubbles FX3 → Minus Bubbles FX4 → Bubbles	44*
39	86	87		Fan [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Formats Fan FX2 → Fan Spiral FX3 → Rotation FX4 → Double Fan Spiral	46*
40	88	89		Toto07 [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Toto07 Rectangles FX2 → Toto07 Fade FX3 → N/A FX4 → Enlarged Toto	42*

41	90	91		Confetti [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Confetti Galaxy FX2 → N/A FX3 → N/A FX4 → N/A	42*
42	92	93		Cube [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Small Cube FX2 → Enlarge Cube FX3 → N/A FX4 → N/A	40*
43	94	95		Sine Wave [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Tight Sine FX2 → RGB 2 Outline FX3 → Sine Outline FX4 →	38*
44	96	97		Starfield 3 (Multicolor) [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Multi Starfield FX2 → N/A FX3 → N/A FX4 → N/A	44*
45	98	99		Flares [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Random Flares FX2 → Populated Flares FX3 → Square Flares FX4 → N/A	42*
46	100	101		Fireflies [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → N/A FX2 → Poppy Fireflies FX3 → Rapid Fireflies FX4 → N/A	42*
47	102	103		Galaxy [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → RGB 1 & 2 crossfade FX2 → RGB2 Iris closed to open FX3 → Hyperbolic Galaxy FX4 → Thin Galaxy	46*
48	104	105		Ellipses [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Zoom Ellipses FX2 → RGB 1 Contrast FX3 → RGB 2 Contrast FX4 → Angled Ellipses	44*

49	106	107		Liquid Paint [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Paint Expand FX2 → Pixel paint FX3 → Textured Paint shift FX4 → N/A	44*
50	108	109		Twister [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Mutli Clipse FX2 → Rotate FX3 → Sphere Clipse FX4 → Inner Clipse	42*
51	110	111		Warp Speed [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Light Rays FX2 → Contrast FX3 → Half Trickle FX4 →	44*
52	112	113		Polygon Grower [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Polygon Shaper FX2 → Strobe FX3 → Fill Polygon FX4 → RGB 2 Control	42*
53	114	115		Double Spiral [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Multi Spiral FX2 → N/A FX3 → Soft Edge FX4 → Sub Merge	42*
54	116	117		Magnetic Field [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Eternal Field FX2 → N/A FX3 → Soft Fields FX4 → Engulf Field	42*
55	118	119		Screensaver MF [Released]	RGB 1 → Foreground RGB 2 → Background FX1 → Shattered FX2 → Rotation FX3 → N/A FX4 → N/A	42*
56	120	121		Debug Positioning [Released]	RGB 1 → N/A RGB 2 → N/A FX1 → Debug Lg to Sm FX2 → Debug Random FX3 → N/A FX4 → N/A	0*
57	122	123		Calibration Grid [Released]	RGB 1 → N/A RGB 2 → N/A FX1 → Forever Grid FX2 → Grid Contrast FX3 → Gridify FX4 → Test Pattern	2*

58	124	125		X Axis Calibration Line [Released]	RGB 1 → Yes Foreground RGB 2 → N/A FX1 → Singular Swipe FX2 → Trail FX3 → Follow Trail FX4 → N/A	34*

* Odd preset → All parameter fixed
Even presets → Fix parameter but individual control of color, zoom and orientation