## Guide for Understanding and Building MAME Files V8.00

This guide is for those who want to create or edit their own MAME files, or at the very least better understand how they work. Ultimately if you just want to use DOFLinx with MAME you don't really need to use this guide.

A core part of MAME files for DOFLinx is getting the live score so that both score changes and score milestones can be used as triggers for actions.

MAME includes a plugin to save and restore high scores. This is done by identifying the memory region that holds the high score, and normally the high score table as well. The plugin then saves this area of memory to a data file on exit and then restores it on start up again. The plugin does not attempt to interpret the information, it merely saves to raw RAM contents and restores it later.

DOFLinx builds on this logic by reading, not the high score memory location, but the current score memory location. In addition to this DOFLinx needs to be able to interpret the data into a score.

## MAMF File Load Order

MAME files are very similar to FX3 files if you are familiar with them. If not don't worry. A series of files are loaded to build the setup for the game being played. The Load order is;

- 1. ALL PRE.MAME
- 2. Game file
  - a. GAMENAME.MAME, or;
  - b. If the GAMENAME.MAME does not exist DEFAULT.MAME
- 3. ALL POST.MAME

In ALL\_PRE you have things that apply to all games. For example loading the ROM you want from DOF (generally for addressable LED effects), and for common outputs [COMMANDS] such as the pause key being turned on and off.

ALL\_POST loads after the game so you can globally modify things in many game files if you wanted to. You can add an overriding [COMMAND] for something that resets the parameter like BUTTONS\_ON=, or you can remove commands in the [CLEAR COMMANDS] section, just name the trigger such as led0.

The MAME file with the game's (ROM) name contains the individual stuff for that game.

A GAMENAME.MAME file can contain a single line being USES=NAME where NAME is another MAME file. This allows games that have multiple ROMs with the same detail to only have one MAME file with all the details in it. You can not "chain" MAME files with the USES command, so a MAME file with a USES= must refere a GAMENAME.MAME with details in it.

For example, I have built an invaders.MAME for Space Invaders. There is also a ROM called invaders4 that has the same memory locations, so the invaders4.MAME file has a single line USES=invaders

## MAME file structure and sections

### Here is my MAME file for Galaga

```
##################
 # MAME configuration for galaga
 # DOFLinx force feedback configuration file v1
 ##################
BUTTONS_ON=BUT CN
COLOUR PALETTE=White, Red, Blue, Green
 [SHUTDOWN]
 BUTTONS ON
BUTTONS ON COLOUR=
 [COMMANDS]
led0|ON|FF_Button BUT_P1,BA_ON,0,0|FF_DOF E51,-1
led0|OFF|FF_Button_BUT_P1,BA_OFF,0,0
led1|ON|FF_Button_BUT_P2,BA_ON,0,0|FF_DOF_E51,-1
led1|OFF|FF Button BUT P2,BA OFF,0,0
[SCORE]
S1=:maincpu|main|program|83f8|8
M1=,,24,1,NUMBER,REVERSE
S2=:maincpu|main|program|83e3|8
M2=,,24,1,NUMBER,REVERSE
DELAY=2000
# A single ship stationary or in flight
SC=50:160:FF Flasher DV FLCN,FL ON,1,100,100,Random|FF DOF E223,-1
 # Boss Ship in flight
SC=400:400:FF_Flasher DV_FLOL,FL_ON,1,250,100,Orange|FF_Flasher
DV FLOR, FL ON, 1, 250, 100, Orange | FF DOF E514, -1 | FF DOF E518, -1
# Boss ship in flight 1 wingman SC=800:800:FF_Flasher DV_FLOL,FL_ON,1,350,100,Cyan|FF_Flasher
DV FLOR, FL ON, 1, 350, 100, Cyan | FF DOF E510, -1 | FF DOF E512, -1
# Boss ship in flight 2 wingman
SC=1600:1600:FF_Flasher DV_FLCN,FL_ON,1,350,100,Green|FF_Flasher
DV_FLIL,FL_ON,1,350,100,Green|FF_Flasher DV_FLIR,FL_ON,1,350,100,Green|FF_DOF E695,-1|FF_DOF
E701,-1|FF_DOF E697,-1|FF_DOF E703,-1|FF_DOF E699,-1
# A challenge stage not perfect
SC=2000:9500:FF_Colour Blue,RGB_TT,1500|FF_Flasher DV_FLOL,FL_TT,1,250,100,Blue|FF_Flasher DV_FLIL,FL_TT,1,250,100,Blue|FF_Flasher DV_FLCN,FL_TT,1,250,100,Blue|FF_Flasher
DV FLIR, FL TT, 1, 250, 100, Blue | FF Flasher DV FLOR, FL TT, 1, 250, 100, Blue | FF DOF E620, -1 | FF DOF
E607,-1|FF_DOF E619,-1
 # Challenge Stage Perfect
Total Color of the Color of the
DV_FLOR,FL_TT,1,250,100,White|FF_DOF_E148,-1|FF_DOF_E162,-1|FF_DOF_E170,-1
# First New Ship
ST=30000:FF_Dev DV_MC,-1|FF_Flasher DV_FLOL,FL_FL,6,750,100,Random|FF_Flasher
DV_FLOR,FL_FL,6,750,100,Random|FF_Flasher_DV_FLIL,FL_FL,6,750,100,Random|FF_Flasher_DV_FLIR,FL_FL,6,750,100,Random|FF_Flasher_DV_FLCN,FL_FL,6,750,100,Random|FF_DOF_E115,-1
 # Subsequent New Ships
ST=80000:FF_Dev DV_MC,-1|FF_Flasher DV_FLOL,FL_FL,6,750,100,Random|FF_Flasher
DV_FLOR,FL_FL,6,750,100,Random|FF_Flasher DV_FLIL,FL_FL,6,750,100,Random|FF_Flasher
 DV_FLIR,FL_FL,6,750,100,Random|FF_Flasher DV_FLCN,FL_FL,6,750,100,Random|FF_DOF E112,-1
```

Let's pull it apart a piece at a time. I've coloured different parts to help with the explanation.

The Red section is the header, what is this why is it here. It is just a bunch of comments. Any line throughout the MAME file that begins with # is a comment line.

The Orange [STARTUP] section contains parameters for DOFLinx that are run as this file is loaded. This allows for specific setups for this game. In the sample file it turns on the Coin button LED, sets the Exit button RGB LED to dodger\_blue and limits the colour palette for this game which impacts the "RANDOM" option for colours.

The Blue [SHUTDOWN] section also contains parameters for DOFLinx. However these are run when the game changes or MAME closes. This allows the resetting of various items, usually those set in the [STARTUP] section.

The Green [COMMANDS] section is for triggers unique to this game. The trigger name, in the example above "led0" and "led1" comes from the MAME ROM and represents triggers built into the original game. In this section you can set and valid action. In the example the "ledX" triggers are turning on and off the Player 1 and Player 2 buttons just as the original game did. According to Google about 1600 MAME games have triggers.

DOFLinx can be set to save all triggers found by setting you MAME\_TRIGGER\_OUTPUT\_PATH= . Check the guide for details on this.

Finally the Purple {SCORE] section. This section has no parallel in FX2 / FX3 files. This is where you can setup to read scores from the MAME game in real time. Let's walk through the line types.

## Sx=cpu|region type|region|address|length

Sx, where x is 1 to 4 being the player number

cpu, is the cpu to target, you will see this in the debugger memory window when you find the score memory address. It will mostly be ":maincpu"

region type, is the region type of RAM to read. If you are reading "program" ram this is set to "main", if you are reading a shared memory region then set it to "shared"

region, the memory region with the score, again, you will see this in the debugger memory window.

Address, the address in hexadecimal to start reading at

Length, the length in hexadecimal to read from the above starting address

## Mx=region start,region end,filler string,multiplier,data type,order

Mx, where x is 1 to 4 being the player number

The "M" or score mask line is critical so that DOFLinx knows how to decrypt the score. The score is held in different games in different ways.

You can optionally grab a region of RAM with start and end fixed byte. If you set the region start and region end then after the memory is read the first step will be to trim out the bytes in between the markers. So if you read 8 bytes of RAM and got 0C 00 02 04 01 33 4A 4A with start region and end region fixed bytes set to 0C and 33 respectively, then the score section of that will be cut out leaving 00 02 04 01

In many score areas there are "filler" bytes because the score isn't yet that large. So a score of 10 might take 2 bytes whereas a score of 10,000 will take 5 bytes in same machine. So in RAM you might read the score location of 6 bytes being 4A 01 00 00 00 for a score 10,000 and 4A 4A 4A 01 00 for a score of 10. If you set the filler to 4A then this will simply be removed leaving the score.

Some games don't store the actual score they store the score divided by 10, 100 or even 1000. This is because when you score in multiples of say 100, the last two digits are irrelevant as they are always "00" so a score of 1,000 might be stored as 10. By having a multiplier you can get the right score. In this example it would be 100.

Scores are not stored in MAME games in the same way, so the "data type" instruction helps DOFLinx decrypt the score. The current valid options are:

NUMBER – each bye represents a number, ie 01 03 01 00 05 is 13,105. You will note that each byte must be in the range of 0 to 9. Galaga is like this.

STRING – The bytes make a simple string of the score, ie 05 34 10 is a score of 53,410. Space Invaders is like this, but only two bytes long.

HEX – A straight hexadecimal conversion, ie a string of A7 71 is a score of 42,865

If you find a machine that doesn't do either of these then let me know and I'll add a new one along with the appropriate decryption.

The "Data order" again is required for score decryption. The valid options are currently:

FORWARD – The bytes are in forward order, ie a NUMERIC score of 130 is represented as 01 03 00

REVERSE – The bytes are in reverse order, ie a NUMBERIC score of 130 is represented as 00 03 01. Both Galaga and Space Invaders are like this

REVERSE4 – This is for 16 bit words that are in reverse order. Ie a STRING score of 11200 is represented as 1200 0001 0000. RType is like this.

While areas of memory have been saved and restored in MAME for save / restoring high scores, the decrypting of scores is something new. The order of events is;

- 1. Read the number of bytes specified by legth starting from the address supplied
- 2. If a start and end region byte are specified then trim the result
- 3. Remove any filler bytes if that is specified
- 4. Change the order as per the parameter
- 5. Determine the score based on the specified storage mechanism ie NUMERIC, STRING

#### DELAY=xxxxx

Where xxxx is a number of milliseconds. This is the time from MAME starting until when DOFLinx starts to poll the memory address. It needs to be long enough for MAME to load and setup the game, some load quickly others no so much given their in game initialisation. If this is too short its possible that you can cause MAME to crash (due to my poor MAME programming for the memory polling no error catching properly), too long of course and you will miss scores when you star the game. Realistically though it takes you a few moments to press a coin button and select player 1 or 2, so the range is pretty forgiving.

## SC=From:To:Actions

This drive Actions when a "Score Change" (SC) is >=From and <=To. So SC=50:100:Actions will trigger the Actions when the score changes in one reading (default being every 250Ms) from 50 to 100. Something like a single ship being hit. Actions are the same as all other actions in DOFLinx, read the guide for these.

Note the ":" separator that then changes to a "|" separator between the string of actions

#### ST=Total:Actions

This drives Actions when a "Score Total" (ST) reaches the set amount. So ST=10000:Actions will trigger the Actions when the score equals of passes 10,000. Any SC amount can only be triggered once by each player during a single game.

### SE=From Score:Every Score:Iterations:Actions

This allows you to add a repeating Score Total using "Score Every" (SE). If you wanted set Actions to occur every 200,000 starting from 300,000 onwards for 10 times, so at 300k, 500k, 700k, 900k, etc, you would have

SE=200000:300000:10:Action 1 | Action 2 | Action 3

# Finding RAM address

- 1. Work out the game (ROM) you are going to work on. Make sure its not already done, no point doing it twice!
- 2. Have a look in \MAME\plugins\hiscore\hiscore.dat
- 3. Find the ROM name you are playing, ie galaga

```
galaga:
galaga84: ; missing
galagab2: ; missing
galagads: ; missing
galagamf:
galagamk:
galagamw:
galagamw:
galagao:
gallag:
@:maincpu,program,8a20,2d,00,18
@:maincpu,program,83ed,6,00,24
```

The above means that the RAM addresses work for all of the ROM names above the memory lines. These addresses are not the ones we want as they are the high score, but using these gives us a good starting point.

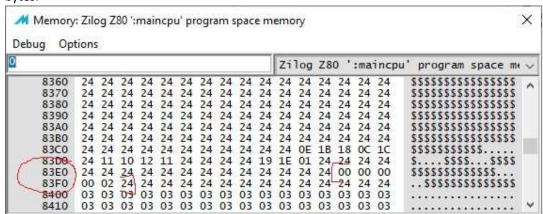
The address(es) in hiscore.dat are, to state the obvious, for high scores. We can however use them to help locate the live score address.

The line with the small block (length 0x6) is likely the high score at the top of the screen, whereas the line with the larger block (length 0x2D) is likely the high score table.

4. Start up the game you are working on in a windowed mode with the debugger. Ie Mame64 galaga -window -debug



5. Look up or dump out the address range for the single high score. In this case 0x83ED for 6 bytes.



You can see the six bytes are 00 00 00 00 02 24

From the line in the high score file, hiscore.dat, you can see that the starting byte is 00 and the ending byte 24, this makes the high score bytes 00 00 00 00.

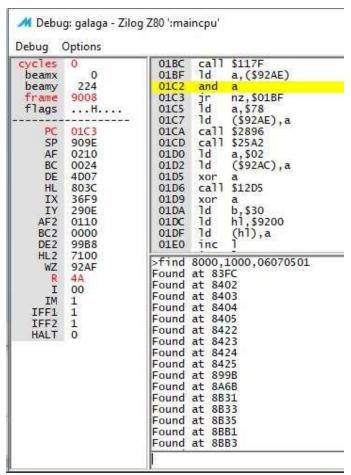
So in this case we can see that the on screen high score of 20,000 is displayed backwards.

6. Now that we have deduced the storage format lets play the game and get a score. I play a little the simply pause the game.



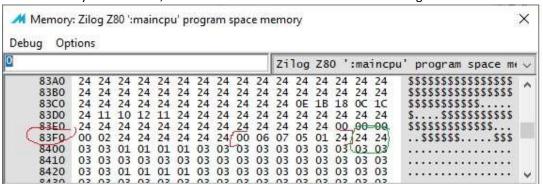
You can see my score is 15760, when reversed it will be 00 06 07 05 01 in RAM

7. Now search the current score, probably wise not to break the high score and make them the same otherwise you might get the wrong address.



You will a number of possible addresses. It may take a couple of searches, even restarts of the game to be sure. I lucked in and started with the address closed to the high score address being 0x83FC

8. If we examine the RAM at this address we can see the score being 06 07 05 01 with 24 at the end. The 24 byte is a "filler", it's what is there when the score isn't that big.



The extra couple of "blank" bytes (0x24) will allow for score expansion, if you play on you will see this.

So from this you can deduce that 0x83F8 (starting byte) for a length of 8 bytes is the current score area of RAM.

9. Now we need to combine this information to make the required memory string for reading player 1 score in galaga. The format of the lines required in the \*.MAME file is Sx=cpu|memory type|memory name|start address|length

Mx=start byte marker|end byte marker|multiplier|Data type|order x=player number
So it becomes

S1=:maincpu|main|program|83f8|6

M1=,,24,1,NUMBER,REVERSE

- 10. Put that into the appropriately named MAME file, galaga.MAME in the [SCORE] section and give it whirl.
- 11. Start up DOFLinx with DEBUG=1
- 12. Start up MAME in window mode
- 13. Play the MAME game and see if the score comes through. If you've got it horribly wrong MAME will crash, don't worry, go again!
- 14. Now do the same again in two player mode, or when you get the hang of just do the whole thing in 2 player mode.

WORDS, Generic - Back MX				
BEGIN	PF Back Effects MX	E51	"BEGIN" letters flash	MULTI
START	PF Back Effects MX	E52	"START" letters flash	MULTI
CREDIT	PF Back Effects MX	E53	"CREDIT" letters flash	MULTI
COIN	PF Back Effects MX	_	"COIN" letters flash	MULTI
STARS - Back MX				
Stars in Space -				
Back MX - White	PF Back Effects MX	E110	Stars	White
Stars in Space -				
Back MX - Red	PF Back Effects MX	E111	Stars	Red
Stars in Space -				
Back MX - Green	PF Back Effects MX	E112	Stars	Green
Stars in Space -				
Back MX - Blue	PF Back Effects MX	E113	Stars	Blue
Stars in Space -				
Back MX - Yellow	PF Back Effects MX	E114	Stars	Yellow
Stars in Space -				_
Back MX - Cyan	PF Back Effects MX	E115	Stars	Cyan
Stars in Space -	DE Deel, Effects MAY	F11C	Sta	NA
Back MX - Magenta	PF Back Effects MX	F110	Stars	Magenta
Stars in Space - Back MX -				
Orange_red	PF Back Effects MX	F117	Stars	Orange_red
STARS - Left MX	TI Back Effects WIX	LII/	Stars	Orange_red
Stars in Space - Left				
MX	PF Left Effects MX	E118	Stars	White
Stars in Space - Left				
MX	PF Left Effects MX	E119	Stars	Red
Stars in Space - Left				
MX	PF Left Effects MX	E120	Stars	Green
Stars in Space - Left				
MX	PF Left Effects MX	E121	Stars	Blue
Stars in Space - Left				
MX	PF Left Effects MX	E122	Stars	Yellow
Stars in Space - Left				
MX	PF Left Effects MX	E123	Stars	Cyan
Stars in Space - Left	DE 1 (1 E(5 ) 1 (1)	-40:	<b>.</b>	
MX	PF Left Effects MX	£124	Stars	Magenta
Stars in Space - Left	DE Loft Efft- NAV	F43F	Ctoro	Overes ve d
MX	PF Left Effects MX	E125	Stars	Orange_red
STARS - Right MX	DE Diabt Effects			
Stars in Space -	PF Right Effects	E110	Starc	White
Right MX Stars in Space -	MX PF Right Effects	CTTQ	Stars	vviiite
Right MX	MX	F110	Stars	Red
IVIRIIT IVIA	IVIA	гттэ	Jiais	neu

Ctare in Chase	DE Dight Efforts			
Stars in Space -	PF Right Effects MX	E120	Stars	Croon
Right MX		E120	Stars	Green
Stars in Space -	PF Right Effects	E4 24	Chaus	Dive
Right MX	MX	E121	Stars	Blue
Stars in Space -	PF Right Effects	E4 22	CI	Wall a
Right MX	MX	E122	Stars	Yellow
Stars in Space -	PF Right Effects			_
Right MX	MX	E123	Stars	Cyan
Stars in Space -	PF Right Effects			
Right MX	MX	E124	Stars	Magenta
Stars in Space -	PF Right Effects			
Right MX	MX	E125	Stars	Orange_red
Electrical Arcing				
Effects				
Electrical Effects -				
Back MX - Red	PF Back Effects MX	E135	Electrical Arcing Effects	Red
Electrical Effects -				
Left MX - Red	PF Left Effects MX	E135	Electrical Arcing Effects	Red
Electrical Effects -	PF Right Effects			
Right MX - Red	MX	E135	Electrical Arcing Effects	Red
Electrical Effects -				
Back MX - Green	PF Back Effects MX	E136	Electrical Arcing Effects	Green
Electrical Effects -				
Left MX - Green	PF Left Effects MX	E136	Electrical Arcing Effects	Green
Electrical Effects -	PF Right Effects			
Right MX - Green	MX	E136	Electrical Arcing Effects	Green
Electrical Effects -			, , , , , , , , , , , , , , , , , , ,	
Back MX - Blue	PF Back Effects MX	E137	Electrical Arcing Effects	Blue
Electrical Effects -				
Left MX - Blue	PF Left Effects MX	F137	Electrical Arcing Effects	Blue
Electrical Effects -	PF Right Effects		2.000.7.00.7.00.08	2.0.0
Right MX - Blue	MX	F137	Electrical Arcing Effects	Blue
Electrical Effects -			Licetifical / II cirilg Lifects	Dide:
Back MX - Yellow	PF Back Effects MX	F138	Electrical Arcing Effects	Yellow
Electrical Effects -	TT Back Effects WIX	L130	Licetrical Areing Effects	Tellow
Left MX - Yellow	PF Left Effects MX	F138	Electrical Arcing Effects	Yellow
Electrical Effects -	PF Right Effects	L130	Licetifical Areing Lifetts	Tellow
Right MX - Yellow	MX	E120	Electrical Arcing Effects	Yellow
Electrical Effects -	IVIX	L136	Liectrical Archig Lifects	Tellow
Back MX - Cyan	DE Back Effocts MV	E120	Electrical Arcing Effects	Cyan
Electrical Effects -	FF Back Lifects IVIA	L133	Liectrical Archig Lifects	Cyan
Left MX - Cyan	PF Left Effects MX	E120	Floatrical Arcing Effocts	Cyan
		E133	Electrical Arcing Effects	Cyan
Electrical Effects -	PF Right Effects	E120	Floatrical Arcing Efforts	Cyan
Right MX - Cyan	MX	E139	Electrical Arcing Effects	Cyan
Electrical Effects -	DE Dook Efforts MAY	E140	Floatrical Arcing Effects	Maganta
Back MX - Magenta	Pr Dack Ellects IVIX	C14U	Electrical Arcing Effects	Magenta
Electrical Effects -	DE Laft Effect AV	F4 40	Floatwicel Ausine Effects	NA
Left MX - Magenta	PF Left Effects MX	E140	Electrical Arcing Effects	Magenta
Electrical Effects -	PF Right Effects	F4 40	Floatrical Austra Effect	Manage
Right MX - Magenta	IVIX	E140	Electrical Arcing Effects	Magenta

Floatrical Efforts				
Electrical Effects - Back MX - Orange	DE Back Effects MV	E1/11	Electrical Arcing Effects	Orange_red
Electrical Effects -	FF Back Lifects IVIX	L141	Liectrical Archig Lifects	Orange_reu
Left MX - Orange	PF Left Effects MX	F141	Electrical Arcing Effects	Orange_red
Electrical Effects -	PF Right Effects		Licetifical / tiering Lifetts	Orange_rea
Right MX - Orange	MX	F141	Electrical Arcing Effects	Orange_red
Machine Gun -			Licetificativitiening Effects	orange_rea
Sides				
Machine Gun - Left				
- Bottom to Top	PF Left Effects MX	E182	Streak bottom to top on Left MX	Yellow
Machine Gun -				
Right - Bottom to	PF Right Effects			
Тор	MX	E183	Streak bottom to top on Left MX	Yellow
Machine Gun - Left				
- Top to Bottom	PF Left Effects MX	E184	Streak bottom to top on Left MX	Yellow
Machine Gun -				
Right - Top to	PF Right Effects			
Bottom	MX	E185	Streak bottom to top on Left MX	Yellow
Lazer Blast - Sides -				
Bottom to Top				
Left Laser Blast	PF Left Effects MX	E186	Streak bottom to top on Left MX	White
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E187		White
Left Laser Blast	PF Left Effects MX	E188	Streak bottom to top on Left MX	Red
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E189		Red
Left Laser Blast	PF Left Effects MX	E190	Streak bottom to top on Left MX	Green
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E191		Green
Left Laser Blast	PF Left Effects MX	E192	Streak bottom to top on Left MX	Blue
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E193		Blue
Left Laser Blast	PF Left Effects MX	E194	Streak bottom to top on Left MX	Yellow
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E195		Yellow
Left Laser Blast	PF Left Effects MX	E196	Streak bottom to top on Left MX	Cyan
	PF Right Effects		Streak bottom to top on Right	_
Right Laser Blast	MX	E197		Cyan
Left Laser Blast	PF Left Effects MX	E198	Streak bottom to top on Left MX	Magenta
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E199		Magenta
Left Laser Blast	PF Left Effects MX	E200	Streak bottom to top on Left MX	Orange_red
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E201	MX	Orange_red
Lazer Blast - Sides - Top to Bottom				
Left Laser Blast	PF Left Effects MX	F202	Streak bottom to top on Left MX	White
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E203		White
3 = 2.2. 2.000				******

Left Laser Blast	PF Left Effects MX	F204	Streak bottom to top on Left MX	Red
Leit Laser Blast	PF Right Effects	LZU4	Streak bottom to top on Right	neu
Right Laser Blast	MX	E205		Red
Left Laser Blast	PF Left Effects MX		Streak bottom to top on Left MX	Green
Left Laser Blast		LZUU	·	Green
Right Laser Blast	PF Right Effects MX	E207	Streak bottom to top on Right	Green
Left Laser Blast	PF Left Effects MX	E208	Streak bottom to top on Left MX	Blue
Diabt Lagar Dlagt	PF Right Effects	F200	Streak bottom to top on Right	Dive
Right Laser Blast	MX	E209		Blue
Left Laser Blast	PF Left Effects MX	E210	Streak bottom to top on Left MX	Yellow
D'alat I a a a Dla al	PF Right Effects	F244	Streak bottom to top on Right	V - II -
Right Laser Blast	MX	E211		Yellow
Left Laser Blast	PF Left Effects MX	E212	Streak bottom to top on Left MX	Cyan
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E213		Cyan
Left Laser Blast	PF Left Effects MX	E214	Streak bottom to top on Left MX	Magenta
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E215	MX	Magenta
Left Laser Blast	PF Left Effects MX	E216	Streak bottom to top on Left MX	Orange_red
	PF Right Effects		Streak bottom to top on Right	
Right Laser Blast	MX	E217	MX	Orange_red
Bumper Blast				
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E218	Bottom - Center to Edge	White
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E219	Bottom - Center to Edge	Red
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E220	Bottom - Center to Edge	Green
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E221	Bottom - Center to Edge	Blue
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E222	Bottom - Center to Edge	Yellow
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E223	Bottom - Center to Edge	Cyan
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E224	Bottom - Center to Edge	Magenta
			Fast horizontal Dashes - Top &	
Bumper Blast	PF Back Effects MX	E225	Bottom - Center to Edge	Orange_red
Strobes				
			Strobes on Back MX using User's	
Strobes	PF Back Strobe MX	E226	Strobe "Shape"	White
Beacon				
			Beacon - Two Dashes - Top &	
Beacon	PF Back Effects MX	E227		White
			Beacon - Two Dashes - Top &	
Beacon	PF Back Effects MX	E228		Red
			Beacon - Two Dashes - Top &	
Beacon	PF Back Effects MX	E229	-	Green

			Donner Two Donner Ton 9	
Beacon	PF Back Effects MX	E230		Blue
Beacon	PF Back Effects MX	E231	Beacon - Two Dashes - Top & Bottom	Yellow
Beacon	PF Back Effects MX	E232	Beacon - Two Dashes - Top & Bottom	Cyan
Beacon	PF Back Effects MX	E233	Beacon - Two Dashes - Top & Bottom	Magenta
Beacon	PF Back Effects MX	E234	Beacon - Two Dashes - Top & Bottom	Orange_red
Circle Pulse - Animated Shape				
Circle Pulse - Outer Left	PF Back Effects MX	ΕΛΛΛ	Circle Pulse	White
Circle Pulse - Inner				
Left Circle Pulse - Center	PF Back Effects MX PF Back Effects MX	_		White White
Circle Pulse - Inner Right	PF Back Effects MX			White
Circle Pulse - Outer Right	PF Back Effects MX	E448	Circle Pulse	White
Circle Pulse - Outer Left	PF Back Effects MX	E449	Circle Pulse	Red
Circle Pulse - Inner Left	PF Back Effects MX	E450	Circle Pulse	Red
Circle Pulse - Center	PF Back Effects MX	E451	Circle Pulse	Red
Circle Pulse - Inner Right	PF Back Effects MX	E452	Circle Pulse	Red
Circle Pulse - Outer Right	PF Back Effects MX	E453	Circle Pulse	Red
Circle Pulse - Outer Left	PF Back Effects MX	E454	Circle Pulse	Green
Circle Pulse - Inner Left	PF Back Effects MX			Green
Circle Pulse - Center				Green
Circle Pulse - Inner Right	PF Back Effects MX	E457	Circle Pulse	Green
Circle Pulse - Outer Right	PF Back Effects MX	E458	Circle Pulse	Green
Circle Pulse - Outer	DE Deal Effects MAY	E 4 E O	C'ada Balan	DI :
Left Circle Pulse - Inner	PF Back Effects MX	E459	Circle Pulse	Blue
Left	PF Back Effects MX			Blue
Circle Pulse - Center	PF Back Effects MX	E461	Circle Pulse	Blue
Circle Pulse - Inner Right	PF Back Effects MX	E462	Circle Pulse	Blue
Circle Pulse - Outer Right	PF Back Effects MX	E463	Circle Pulse	Blue
Circle Pulse - Outer Left	PF Back Effects MX			Yellow

Circle Pulse - Inner				
Left	PF Back Effects MX	E/165	Circle Pulse	Yellow
Circle Pulse - Center				Yellow
Circle Pulse - Inner	PP Dack Lifects IVIX	L400	Circle ruise	renow
Right	PF Back Effects MX	E/167	Circle Bulse	Yellow
Circle Pulse - Outer	FF Back Lifects IVIX	L407	Circle ruise	renow
Right	PF Back Effects MX	E160	Circle Bulse	Yellow
Circle Pulse - Outer	FI Dack Lifects WIX	L400	Circle Fuise	Tellow
Left	PF Back Effects MX	F/169	Circle Pulse	Cyan
Circle Pulse - Inner	TT Back Lifects Wix	L-103	Circle r disc	Cyan
Left	PF Back Effects MX	F470	Circle Pulse	Cyan
Circle Pulse - Center				Cyan
Circle Pulse - Inner	PP Dack Lifects IVIX	L4/1	Circle ruise	Cyan
Right	PF Back Effects MX	E472	Circle Pulse	Cyan
Circle Pulse - Outer	FI Dack Lifects WIX	L4/2	Circle Fuise	Cyan
Right	PF Back Effects MX	F/173	Circle Pulse	Cyan
Circle Pulse - Outer	TT Back Lifects Wix	L4/3	Circle r disc	Cyan
Left	PF Back Effects MX	F/17/1	Circle Pulse	Magenta
Circle Pulse - Inner	TT Back Lifects Wix	L7/7	Circle r disc	Wagerita
Left	PF Back Effects MX	F475	Circle Pulse	Magenta
Circle Pulse - Center				Magenta
Circle Pulse - Inner	FI Dack Lifects WIX	L470	Circle Fuise	iviagenta
Right	PF Back Effects MX	F/177	Circle Pulse	Magenta
Circle Pulse - Outer	TT Back Lifects Wix	L4//	Circle r disc	Wagerita
Right	PF Back Effects MX	F478	Circle Pulse	Magenta
Circle Pulse - Outer	TT Back Lifects Wix	L470	Circle r disc	Wagerita
Left	PF Back Effects MX	F479	Circle Pulse	Orange_Red
Circle Pulse - Inner	TT Buck Effects WIX		circle raise	orunge_rred
Left	PF Back Effects MX	F480	Circle Pulse	Orange_Red
Circle Pulse - Center				Orange_Red
Circle Pulse - Inner	TT Back Effects WIX	L-101	Circle Fulse	Orunge_rea
Right	PF Back Effects MX	F482	Circle Pulse	Orange_Red
Circle Pulse - Outer	TT Buck Effects WIX	L 102	circle raise	orunge_rea
Right	PF Back Effects MX	F483	Circle Pulse	Orange_Red
Cross Pulse -			0.1.0.0 7 0.100	0. ugou
Animated Shape				
Cross Pulse - Outer				
Left	PF Back Effects MX	E484	Cross Pulse	White
Cross Pulse - Inner				
Left	PF Back Effects MX	E485	Cross Pulse	White
Cross Pulse - Center				White
Cross Pulse - Inner	2	55		
Right	PF Back Effects MX	E487	Cross Pulse	White
Cross Pulse - Outer				
Right	PF Back Effects MX	E488	Cross Pulse	White
Cross Pulse - Outer				
Left	PF Back Effects MX	E489	Cross Pulse	Red
Cross Pulse - Inner				
Left	PF Back Effects MX	E490	Cross Pulse	Red
			1	

Cross Pulse - Center	PF Back Effects MX	E491	Cross Pulse	Red
Cross Pulse - Inner				
Right	PF Back Effects MX	E492	Cross Pulse	Red
Cross Pulse - Outer				
Right	PF Back Effects MX	E493	Cross Pulse	Red
Cross Pulse - Outer				
Left	PF Back Effects MX	E494	Cross Pulse	Green
Cross Pulse - Inner				
Left	PF Back Effects MX	E495	Cross Pulse	Green
Cross Pulse - Center	PF Back Effects MX	E496	Cross Pulse	Green
Cross Pulse - Inner				
Right	PF Back Effects MX	E497	Cross Pulse	Green
Cross Pulse - Outer				
Right	PF Back Effects MX	E498	Cross Pulse	Green
Cross Pulse - Outer				
Left	PF Back Effects MX	E499	Cross Pulse	Blue
Cross Pulse - Inner				
Left	PF Back Effects MX	E500	Cross Pulse	Blue
Cross Pulse - Center	PF Back Effects MX	E501	Cross Pulse	Blue
Cross Pulse - Inner				
Right	PF Back Effects MX	E502	Cross Pulse	Blue
Cross Pulse - Outer				
Right	PF Back Effects MX	E503	Cross Pulse	Blue
Cross Pulse - Outer				
Left	PF Back Effects MX	E504	Cross Pulse	Yellow
Cross Pulse - Inner				
Left	PF Back Effects MX	E505	Cross Pulse	Yellow
Cross Pulse - Center	PF Back Effects MX	E506	Cross Pulse	Yellow
Cross Pulse - Inner				
Right	PF Back Effects MX	E507	Cross Pulse	Yellow
Cross Pulse - Outer				
Right	PF Back Effects MX	E508	Cross Pulse	Yellow
Cross Pulse - Outer				
Left	PF Back Effects MX	E509	Cross Pulse	Cyan
Cross Pulse - Inner				
Left	PF Back Effects MX			Cyan
Cross Pulse - Center	PF Back Effects MX	E511	Cross Pulse	Cyan
Cross Pulse - Inner				
Right	PF Back Effects MX	E512	Cross Pulse	Cyan
Cross Pulse - Outer				
Right	PF Back Effects MX	E513	Cross Pulse	Cyan
Cross Pulse - Outer				
Left	PF Back Effects MX	E514	Cross Pulse	Magenta
Cross Pulse - Inner				
Left	PF Back Effects MX			Magenta
Cross Pulse - Center	PF Back Effects MX	E516	Cross Pulse	Magenta
Cross Pulse - Inner				
Right	PF Back Effects MX	E517	Cross Pulse	Magenta

Cross Pulse - Outer				
Right	PF Back Effects MX	F510	Cross Pulso	Magenta
Cross Pulse - Outer	FI Dack Lifects WIX	LJ10	CI 033 F UISE	iviagenta
Left	PF Back Effects MX	F510	Cross Pulsa	Orange_Red
Cross Pulse - Inner	FI Dack Lifects WIX	LJ13	CI OSS F UISE	Orange_ited
Left	PF Back Effects MX	F520	Cross Pulse	Orange_Red
Cross Pulse - Center				
	PF Back Effects IVIX	ESZI	Cross Puise	Orange_Red
Cross Pulse - Inner	PF Back Effects MX	EE33	Cross Bulso	Orango Rod
Right	PF Back Effects IVIX	ESZZ	Cross Puise	Orange_Red
Cross Pulse - Outer Right	PF Back Effects MX	EE 22	Cross Bulso	Orango Pod
Diamond Box Pulse	FF Back Lifects IVIX	LJZJ	CIOSS Fuise	Orange_Red
- Animated Shape				
Diamond Box Pulse				
- Outer Left	DE Back Effocts MV	EE 2/	Diamond Box Pulse	White
Diamond Box Pulse	PF Back Effects IVIA	E324	Diamond Box Puise	vviiite
- Inner Left	DE Back Effocts MV	EE 2 E	Diamond Box Pulse	White
Diamond Box Pulse	FF Back Lifects IVIX	LJZJ	Diamond Box Fuise	vviiite
- Center	PF Back Effects MX	EE26	Diamond Box Pulso	White
Diamond Box Pulse	FF Back Lifects IVIX	LJZU	Diamond Box Fuise	vviiice
- Inner Right	DE Back Effects MY	F527	Diamond Box Pulse	White
Diamond Box Pulse	FI Dack Lifects WIX	LJZ1	Diamond Box Fuise	vviiice
- Outer Right	PF Back Effects MX	F528	Diamond Boy Pulse	White
Diamond Box Pulse	FI Dack Lifects WIX	LJZO	Diamond Box Fuise	vviiice
- Outer Left	PF Back Effects MX	F529	Diamond Boy Pulse	Red
Diamond Box Pulse	TT Back Litects Wix	LJZJ	Diamond Box 1 disc	Neu
- Inner Left	PF Back Effects MX	F530	Diamond Box Pulse	Red
Diamond Box Pulse	TT BUCK Effects WIX		Diamona Box Faise	ned
- Center	PF Rack Effects MX	F531	Diamond Box Pulse	Red
Diamond Box Pulse	TT BUCK ETTECES WIX	L331	Diditiona Box Faise	Neu
- Inner Right	PF Back Effects MX	F532	Diamond Box Pulse	Red
Diamond Box Pulse	TT BUCK Effects WIX	LJJZ	Diditiona Box Faise	ned
- Outer Right	PF Back Effects MX	F533	Diamond Box Pulse	Red
Diamond Box Pulse	THE BUOK EFFECTS WIX		Diamona Box Faise	ned
- Outer Left	PF Back Fffects MX	F534	Diamond Box Pulse	Green
Diamond Box Pulse				
- Inner Left	PF Back Effects MX	E535	Diamond Box Pulse	Green
Diamond Box Pulse				
- Center	PF Back Effects MX	E536	Diamond Box Pulse	Green
Diamond Box Pulse				
- Inner Right	PF Back Effects MX	E537	Diamond Box Pulse	Green
Diamond Box Pulse				
- Outer Right	PF Back Effects MX	E538	Diamond Box Pulse	Green
Diamond Box Pulse				
- Outer Left	PF Back Effects MX	E539	Diamond Box Pulse	Blue
Diamond Box Pulse				
- Inner Left	PF Back Effects MX	E540	Diamond Box Pulse	Blue
Diamond Box Pulse				
- Center	PF Back Effects MX	E541	Diamond Box Pulse	Blue
1				

Diamond Box Pulse				
- Inner Right	DE Back Effects MY	F5/12	Diamond Box Pulse	Blue
Diamond Box Pulse	FI Dack Lifects WIX	LJ4Z	Diamona Box Faise	Bide
- Outer Right	DE Back Effects MY	E5/12	Diamond Box Pulse	Blue
Diamond Box Pulse	FI Dack Lifects WIX	LJ43	Diamond Box F dise	Bide
- Outer Left	DE Back Effocts MV	EE 11	Diamond Box Pulse	Yellow
	FF Back Lifects IVIX	L344	Diamond Box Fuise	renow
Diamond Box Pulse	DE Dools Efforts MAY	FF 4F	Diamond Day Dulas	Valleur
- Inner Left	PF Back Effects IVIX	E545	Diamond Box Pulse	Yellow
Diamond Box Pulse	DE Dools Efforts MAY	FF 4.C	Diamond Day Dulas	Valleur
- Center	PF Back Effects IVIX	E546	Diamond Box Pulse	Yellow
Diamond Box Pulse	DE Deal Effects MAY		D'avand Day D. La	Malla.
- Inner Right	PF Back Effects IVIX	E54/	Diamond Box Pulse	Yellow
Diamond Box Pulse	DE D. 1 =55			
- Outer Right	PF Back Effects MX	E548	Diamond Box Pulse	Yellow
Diamond Box Pulse				_
- Outer Left	PF Back Effects MX	E549	Diamond Box Pulse	Cyan
Diamond Box Pulse				
- Inner Left	PF Back Effects MX	E550	Diamond Box Pulse	Cyan
Diamond Box Pulse				
- Center	PF Back Effects MX	E551	Diamond Box Pulse	Cyan
Diamond Box Pulse				
- Inner Right	PF Back Effects MX	E552	Diamond Box Pulse	Cyan
Diamond Box Pulse				
- Outer Right	PF Back Effects MX	E553	Diamond Box Pulse	Cyan
Diamond Box Pulse				
- Outer Left	PF Back Effects MX	E554	Diamond Box Pulse	Magenta
Diamond Box Pulse				
- Inner Left	PF Back Effects MX	E555	Diamond Box Pulse	Magenta
Diamond Box Pulse				
- Center	PF Back Effects MX	E556	Diamond Box Pulse	Magenta
Diamond Box Pulse				
- Inner Right	PF Back Effects MX	E557	Diamond Box Pulse	Magenta
Diamond Box Pulse				
- Outer Right	PF Back Effects MX	E558	Diamond Box Pulse	Magenta
Diamond Box Pulse				
- Outer Left	PF Back Effects MX	E559	Diamond Box Pulse	Orange_Red
Diamond Box Pulse				
- Inner Left	PF Back Effects MX	E560	Diamond Box Pulse	Orange_Red
Diamond Box Pulse				
- Center	PF Back Effects MX	E561	Diamond Box Pulse	Orange_Red
Diamond Box Pulse				
- Inner Right	PF Back Effects MX	E562	Diamond Box Pulse	Orange_Red
Diamond Box Pulse				
- Outer Right	PF Back Effects MX	E563	Diamond Box Pulse	Orange_Red
Point Plop -				<u> </u>
Animated Shape				
Point Plop - Outer				
Left	PF Back Effects MX	E564	Point Plop	White
Point Plop - Inner			· - r	
Left	PF Back Effects MX	E565	Point Plop	White
			- xl-	

	I I			
Point Plop - Center	PF Back Effects MX	E566	Point Plop	White
Point Plop - Inner				
Right	PF Back Effects MX	E56/	Point Plop	White
Point Plop - Outer				
Right	PF Back Effects MX	E568	Point Plop	White
Point Plop - Outer	<b></b>			
Left	PF Back Effects MX	E569	Point Plop	Red
Point Plop - Inner				
Left	PF Back Effects MX			Red
Point Plop - Center	PF Back Effects MX	E571	Point Plop	Red
Point Plop - Inner				
Right	PF Back Effects MX	E572	Point Plop	Red
Point Plop - Outer				
Right	PF Back Effects MX	E573	Point Plop	Red
Point Plop - Outer				
Left	PF Back Effects MX	E574	Point Plop	Green
Point Plop - Inner				
Left	PF Back Effects MX	E575	Point Plop	Green
Point Plop - Center	PF Back Effects MX	E576	Point Plop	Green
Point Plop - Inner				
Right	PF Back Effects MX	E577	Point Plop	Green
Point Plop - Outer				
Right	PF Back Effects MX	E578	Point Plop	Green
Point Plop - Outer				
Left	PF Back Effects MX	E579	Point Plop	Blue
Point Plop - Inner				
Left	PF Back Effects MX	E580	Point Plop	Blue
Point Plop - Center	PF Back Effects MX	E581	Point Plop	Blue
Point Plop - Inner				
Right	PF Back Effects MX	E582	Point Plop	Blue
Point Plop - Outer				
Right	PF Back Effects MX	E583	Point Plop	Blue
Point Plop - Outer				
Left	PF Back Effects MX	E584	Point Plop	Yellow
Point Plop - Inner				
Left	PF Back Effects MX	E585	Point Plop	Yellow
Point Plop - Center	PF Back Effects MX		·	Yellow
Point Plop - Inner	200. 2110000 1417.			. 55
Right	PF Back Effects MX	E587	Point Plop	Yellow
Point Plop - Outer	200. 2110000 1417.			. 55
Right	PF Back Effects MX	F588	Point Plon	Yellow
Point Plop - Outer	Duck Effects WIX	2300	. cer	
Left	PF Back Effects MX	F589	Point Plon	Cyan
Point Plop - Inner	. A DUCK ETTECTS WIX		. Sairer iop	Cyan
Left	PF Back Effects MX	F590	Point Plon	Cyan
Point Plop - Center	PF Back Effects MX		·	Cyan
Point Plop - Inner	I I Dack LITECTS INIX	LJJI	Τοπιτειορ	Cyaii
· ·	DE Back Effocts MAY	EEO2	Point Plon	Cyan
Right	PF Back Effects MX	E392	POINT PIOP	Cyan

Outer Left PF Back Effects MX E605 Round And Round White Round And Round - Inner Left PF Back Effects MX E606 Round And Round White Round And Round - Center PF Back Effects MX E607 Round And Round White Round And Round - Inner Right PF Back Effects MX E608 Round And Round White Round And Round - Outer Right PF Back Effects MX E609 Round And Round White Round And Round - Outer Left PF Back Effects MX E610 Round And Round Red Round And Round - PF Back Effects MX E611 Round And Round Red Round And Round - Inner Left PF Back Effects MX E612 Round And Round Red Round And Round - Inner Right PF Back Effects MX E613 Round And Round Red Round And Round - Outer Right PF Back Effects MX E614 Round And Round Red Round And Round - Outer Right PF Back Effects MX E615 Round And Round Red Round And Round - Outer Left PF Back Effects MX E615 Round And Round Green Round And Round - PF Back Effects MX E616 Round And Round Green Round And Round - Outer Left PF Back Effects MX E616 Round And Round Green Round And Round - Outer Left PF Back Effects MX E616 Round And Round Green Round And Round - Outer Right PF Back Effects MX E616 Round And Round Green PF Back Effects MX E616 Round And Round Green Round And Round - Outer Left PF Back Effects MX E616 Round And Round Green PF Back Effects MX E617 Round And Round Green PF Back Effects MX E618 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round Green PF Back Effects MX E619 Round And Round					
Point Plop - Outer Left PF Back Effects MX E594 Point Plop Magenta Point Plop - Center Point Plop - Center Point Plop - Uter Right PF Back Effects MX E595 Point Plop Magenta Point Plop - Outer Right PF Back Effects MX E597 Point Plop Magenta Point Plop - Outer Left PF Back Effects MX E598 Point Plop Magenta Point Plop - Outer Left PF Back Effects MX E598 Point Plop Magenta Point Plop - Outer Left PF Back Effects MX E599 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E600 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E601 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E601 Point Plop Orange_Red Point Plop - Outer Point Plop - Outer Right PF Back Effects MX E601 Point Plop Orange_Red Point Plop - Outer Right PF Back Effects MX E603 Point Plop Orange_Red Point Plop - Outer Right PF Back Effects MX E604 Point Plop Orange_Red Point Plop - Outer Right PF Back Effects MX E605 Round And Round Outer Left PF Back Effects MX E605 Round And Round White Round And Round - Inner Right PF Back Effects MX E607 Round And Round White Round And Round - Outer Left PF Back Effects MX E608 Round And Round White Round And Round - Outer Left PF Back Effects MX E608 Round And Round Red Outer Left PF Back Effects MX E609 Round And Round Red Outer Left PF Back Effects MX E611 Round And Round Red Round And Round - Center PF Back Effects MX E612 Round And Round Red Round And Round - Center PF Back Effects MX E613 Round And Round Red Round And Round - Center PF Back Effects MX E614 Round And Round Red Round And Round - Center PF Back Effects MX E615 Round And Round Red Round And Round - Center PF Back Effects MX E616 Round And Round Green Round And Round - Center PF Back Effects MX E616 Round And Round Green Round And Round - Center PF Back Effects MX E616 Round And Round Green Round And Round - Center PF Back Effects MX E616 Round And Round Green Round And Round - Center PF Back Effects MX E616 Round And Round Green Round And Round - Center PF Back Effects MX E616 Round And Round Gre	•	DE Daal, Effects MAY		Deint Dlan	Const
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Left PF Back Effects MX E595 Point Plop Magenta PF Back Effects MX E596 Point Plop Magenta PF Back Effects MX E596 Point Plop Magenta Point Plop - Inner Right PF Back Effects MX E598 Point Plop Magenta Point Plop Outer Right PF Back Effects MX E598 Point Plop Magenta Print Plop - Outer Right PF Back Effects MX E598 Point Plop Magenta Print Plop - Outer Print Plop - Inner Right PF Back Effects MX E598 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E599 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E600 Point Plop Orange_Red Point Plop - Inner Right PF Back Effects MX E603 Point Plop Orange_Red		PF Back Effects IVIX	E594	Point Piop	Magenta
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Round And Round - Outer Right	PF Back Effects MX	E619	Round And Round	Green
Round And Round -			The district state of the state	0.00
Outer Left	PF Back Effects MX	E620	Round And Round	Blue
Round And Round -				
Inner Left	PF Back Effects MX	E621	Round And Round	Blue
Round And Round -				
Center	PF Back Effects MX	E622	Round And Round	Blue
Round And Round -				-100
Inner Right	PF Back Effects MX	E623	Round And Round	Blue
Round And Round -				
Outer Right	PF Back Effects MX	E624	Round And Round	Blue
Round And Round -				
Outer Left	PF Back Effects MX	E625	Round And Round	Yellow
Round And Round -				
Inner Left	PF Back Effects MX	E626	Round And Round	Yellow
Round And Round -				. 22
Center	PF Back Effects MX	E627	Round And Round	Yellow
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Inner Right	PF Back Effects MX	E628	Round And Round	Yellow
Round And Round -		2020	neand / ma neand	Tellow
Outer Right	PF Back Effects MX	F629	Round And Round	Yellow
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Outer Left	PF Back Effects MX	F630	Round And Round	Cyan
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Inner Left	PF Back Effects MX	F631	Round And Round	Cyan
Round And Round -	TT Back Lifects Wix	L031	Nouna Ana Nouna	Cyan
Center	PF Back Effects MX	F632	Round And Round	Cyan
Round And Round -		LUJZ	Nouria Aria Nouria	Cyan
Inner Right	PF Back Effects MX	E622	Pound And Pound	Cyan
Round And Round -		L033	Nouria Aria Nouria	Cyan
Outer Right	PF Back Effects MX	E634	Pound And Pound	Cyan
Round And Round -	FT Dack Lifects WIX	LU34	Round And Round	Cyan
Outer Left	PF Back Effects MX	F635	Pound And Pound	Magenta
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Round And Round -				
Outer Right	PF Back Effects MX	E644	Round And Round	Orange_Red
Square Plop -				
Animated Shape				
Square Plop - Outer				
Left	PF Back Effects MX	E645	Square Plop	White
Square Plop - Inner				
Left	PF Back Effects MX	E646	Square Plop	White
Square Plop -				
Center	PF Back Effects MX	E647	Square Plop	White
Square Plop - Inner				
Right	PF Back Effects MX	E648	Square Plop	White
Square Plop - Outer				
Right	PF Back Effects MX	E649	Square Plop	White
Square Plop - Outer				
Left	PF Back Effects MX	E650	Square Plop	Red
Square Plop - Inner				
Left	PF Back Effects MX	E651	Square Plop	Red
Square Plop -				
Center	PF Back Effects MX	E652	Square Plop	Red
Square Plop - Inner				
Right	PF Back Effects MX	E653	Square Plop	Red
Square Plop - Outer				
Right	PF Back Effects MX	E654	Square Plop	Red
Square Plop - Outer				
Left	PF Back Effects MX	E655	Square Plop	Green
Square Plop - Inner				
Left	PF Back Effects MX	E656	Square Plop	Green
Square Plop -				
Center	PF Back Effects MX	E657	Square Plop	Green
Square Plop - Inner				
Right	PF Back Effects MX	E658	Square Plop	Green
Square Plop - Outer				
Right	PF Back Effects MX	E659	Square Plop	Green
Square Plop - Outer				
Left	PF Back Effects MX	E660	Square Plop	Blue
Square Plop - Inner				
Left	PF Back Effects MX	E661	Square Plop	Blue
Square Plop -				
Center	PF Back Effects MX	E662	Square Plop	Blue
Square Plop - Inner				
Right	PF Back Effects MX	E663	Square Plop	Blue
Square Plop - Outer				
Right	PF Back Effects MX	E664	Square Plop	Blue
Square Plop - Outer				
Left	PF Back Effects MX	E665	Square Plop	Yellow
Square Plop - Inner				
Left	PF Back Effects MX	E666	Square Plop	Yellow
Square Plop -				
Center	PF Back Effects MX	E667	Square Plop	Yellow

Right	PF Back Effects MX	E668	Square Plop	Yellow
Square Plop - Outer				
Right	PF Back Effects MX	E669	Square Plop	Yellow
Square Plop - Outer				
Left	PF Back Effects MX	E670	Square Plop	Cyan
Square Plop - Inner				
Left	PF Back Effects MX	E671	Square Plop	Cyan
Square Plop -				
Center	PF Back Effects MX	E672	Square Plop	Cyan
Square Plop - Inner				
Right	PF Back Effects MX	E673	Square Plop	Cyan
Square Plop - Outer				
Right	PF Back Effects MX	E674	Square Plop	Cyan
Square Plop - Outer				
Left	PF Back Effects MX	E675	Square Plop	Magenta
Square Plop - Inner				
Left	PF Back Effects MX	E676	Square Plop	Magenta
Square Plop -				
Center	PF Back Effects MX	E677	Square Plop	Magenta
Square Plop - Inner				
Right	PF Back Effects MX	E678	Square Plop	Magenta
Square Plop - Outer				
Right	PF Back Effects MX	E679	Square Plop	Magenta
Square Plop - Outer				
Left	PF Back Effects MX	E680	Square Plop	Orange_Red
Square Plop - Inner				
Left	PF Back Effects MX	E681	Square Plop	Orange_Red
Square Plop -				
Center	PF Back Effects MX	E682	Square Plop	Orange_Red
Square Plop - Inner				
Right	PF Back Effects MX	E683	Square Plop	Orange_Red
Square Plop - Outer				
Right	PF Back Effects MX	E684	Square Plop	Orange_Red
Up Down -				
Animated Shape				
Up Down - Outer				
Left	PF Back Effects MX	E685	Up Down	White
Up Down - Inner				
Left	PF Back Effects MX	E686	Up Down	White
Up Down - Center	PF Back Effects MX	E687	Up Down	White
Up Down - Inner				
Right	PF Back Effects MX	E688	Up Down	White
Up Down - Outer				
Right	PF Back Effects MX	E689	Up Down	White
Up Down - Outer				
Left	PF Back Effects MX	E690	Up Down	Red
Up Down - Inner				
Left	PF Back Effects MX	E691	Up Down	Red
Up Down - Center	PF Back Effects MX	E692	Up Down	Red
Square Plop - Outer Left Square Plop - Inner Left Square Plop - Center Square Plop - Inner Right Square Plop - Outer Right Up Down - Outer Left Up Down - Inner Left Up Down - Center Up Down - Inner Right Up Down - Outer Left Up Down - Outer Left Up Down - Outer Left Up Down - Inner Right Up Down - Outer Right Up Down - Outer Left Up Down - Outer Left Up Down - Inner Left Up Down - Inner Left	PF Back Effects MX	E680 E681 E682 E683 E684 E685 E686 E687 E688 E689 E690 E691	Square Plop  Square Plop  Square Plop  Square Plop  Square Plop  Up Down  Up Down	Orange_Red Orange_Red Orange_Red Orange_Red Orange_Red White White White White White Red Red

Un Douin Innor				
Up Down - Inner Right	PF Back Effects MX	E602	Lin Down	Red
-	PF Dack Effects IVIA	E033	Op Down	Neu
Up Down - Outer Right	PF Back Effects MX	E604	Lin Down	Red
	PF Dack Effects IVIA	E094	Op Down	Reu
Up Down - Outer Left	DE Dack Effocts MAY	EEOE	Lin Down	Green
	PF Back Effects MX	E093	Op Down	Green
Up Down - Inner Left	PF Back Effects MX	EGOG	Lin Dougn	Green
			•	
Up Down - Center	PF Back Effects MX	E697	op bown	Green
Up Down - Inner	DE Back Efforts MAY	ECOO	Lin Dougn	Croon
Right	PF Back Effects MX	E098	Op Down	Green
Up Down - Outer	DE Dool: Efforts MAY	FC00	Ha Davin	Croon
Right	PF Back Effects MX	E699	op bown	Green
Up Down - Outer Left	DE Back Efforts MAY	E700	Lin Dougn	Plue
Up Down - Inner	PF Back Effects MX	E/00	Op Down	Blue
Left	DE Dack Effocts MAY	E701	Lin Down	Blue
	PF Back Effects MX			
Up Down - Center	PF Back Effects MX	E/U2	Up Down	Blue
Up Down - Inner	DE Dool: Efforts MAY	F702	Ha Davin	Dive
Right	PF Back Effects MX	E/U3	op bown	Blue
Up Down - Outer	DE Back Efforts MAY	E704	Lin Dougn	Blue
Right	PF Back Effects MX	E/U4	Op Down	ыие
Up Down - Outer Left	DE Back Efforts MAY	E70E	Lin Dougn	Yellow
	PF Back Effects MX	E/U5	Op Down	renow
Up Down - Inner Left	PF Back Effects MX	E706	Lin Down	Yellow
			·	Yellow
Up Down - Center	PF Back Effects MX	E/U/	Op Down	renow
Up Down - Inner	DE Back Efforts MAY	E700	Lin Dougn	Yellow
Right	PF Back Effects MX	E/U8	Op Down	renow
Up Down - Outer Right	DE Dack Effocts MAY	E700	Lin Down	Yellow
	PF Back Effects MX	E709	Op Down	renow
Up Down - Outer Left	PF Back Effects MX	E710	Lin Down	Cyan
Up Down - Inner	PF Dack Effects IVIA	E/10	Op Down	Cyan
Left	PF Back Effects MX	E711	Lin Down	Cyan
			·	
Up Down - Center	PF Back Effects MX	c/12	OP DOWII	Cyan
Up Down - Inner	PF Back Effects MX	E712	Un Down	Cyan
Right Up Down - Outer	FF DACK ETTECTS IVIX	E/13	OP DOWII	Cyan
Right	PF Back Effects MX	E71/	Un Down	Cyan
Up Down - Outer	TI Dack LITECTS INIX	L/14	OP DOWII	Cyan
Left	PF Back Effects MX	F715	Un Down	Magenta
Up Down - Inner	I I Dack LITECTS IVIX	۲/13	OP DOWII	iviageiita
Left	PF Back Effects MX	F716	Un Down	Magenta
			•	
Up Down - Center	PF Back Effects MX	C/1/	OP DOWII	Magenta
Up Down - Inner	DE Back Efforts MAY	E710	Hn Down	Maganta
Right	PF Back Effects MX	E/18	OP DOWII	Magenta
Up Down - Outer	PF Back Effects MX	E710	Un Down	Magenta
Right	FF Dack ETTECTS IVIX	€/19	op Dowii	Magenta

Un Down Outer				
Up Down - Outer Left	PF Back Effects MX	F720	Un Down	Orange_Red
Up Down - Inner	TT Back Effects WIX	L720	Op Bown	orange_nea
Left	PF Back Effects MX	E721	Up Down	Orange_Red
Up Down - Center	PF Back Effects MX			Orange_Red
Up Down - Inner	TT Buck Effects Wix		op bown	erunge_neu
Right	PF Back Effects MX	E723	Up Down	Orange_Red
Up Down - Outer				8-2
Right	PF Back Effects MX	E724	Up Down	Orange_Red
Left Right -				
Animated Shape				
Left Right - Outer				
Left	PF Back Effects MX	E725	Left Right	White
Left Right - Inner				
Left	PF Back Effects MX			White
Left Right - Center	PF Back Effects MX	E727	Left Right	White
Left Right - Inner				
Right	PF Back Effects MX	E728	Left Right	White
Left Right - Outer				
Right	PF Back Effects MX	E729	Left Right	White
Left Right - Outer	55 5 1 500 · ANV			
Left	PF Back Effects MX	E/30	Left Right	Red
Left Right - Inner	DE Deel Effects MAY	F724	I G D: I	D. d.
Left	PF Back Effects MX			Red
Left Right - Center	PF Back Effects MX	E/32	Left Right	Red
Left Right - Inner	DE Back Effocts MV	E722	Loft Diabt	Dod
Right Outer	PF Back Effects MX	E/33	Leit Right	Red
Left Right - Outer Right	PF Back Effects MX	E721	Loft Dight	Red
Left Right - Outer	FI Dack Lifects WIX	L/34	Leit Right	ned
Left	PF Back Effects MX	F735	Left Right	Green
Left Right - Inner	TT BUCK Effects WIX	L/33	Dert rught	Green
Left	PF Back Effects MX	E736	Left Right	Green
Left Right - Center	PF Back Effects MX		_	Green
Left Right - Inner			Dere rugite	
Right	PF Back Effects MX	E738	Left Right	Green
Left Right - Outer				
Right	PF Back Effects MX	E739	Left Right	Green
Left Right - Outer				
Left	PF Back Effects MX	E740	Left Right	Blue
Left Right - Inner				
Left	PF Back Effects MX	E741	Left Right	Blue
Left Right - Center	PF Back Effects MX	E742	Left Right	Blue
Left Right - Inner				
Right	PF Back Effects MX	E743	Left Right	Blue
Left Right - Outer				
Right	PF Back Effects MX	E744	Left Right	Blue
Left Right - Outer	DE D.   E''			V II
Left	PF Back Effects MX	E/45	Left Right	Yellow

Laft Bisky Laws					
Left Right - Inner	DE Dook Efforts MV	F74C	La G. Diala	Valleur	
Left	PF Back Effects MX			Yellow	
Left Right - Center	PF Back Effects MX	E/4/	Left Right	Yellow	
Left Right - Inner	55 5 1 500 · ANV			N 11	
Right	PF Back Effects MX	E748	Left Right	Yellow	
Left Right - Outer	<b></b>				
Right	PF Back Effects MX	E749	Left Right	Yellow	
Left Right - Outer					
Left	PF Back Effects MX	E750	Left Right	Cyan	
Left Right - Inner				_	
Left	PF Back Effects MX			Cyan	
Left Right - Center	PF Back Effects MX	E752	Left Right	Cyan	
Left Right - Inner					
Right	PF Back Effects MX	E753	Left Right	Cyan	
Left Right - Outer					
Right	PF Back Effects MX	E754	Left Right	Cyan	
Left Right - Outer					
Left	PF Back Effects MX	E755	Left Right	Magenta	
Left Right - Inner					
Left	PF Back Effects MX	E756	Left Right	Magenta	
Left Right - Center	PF Back Effects MX	E757	Left Right	Magenta	
Left Right - Inner					
Right	PF Back Effects MX	E758	Left Right	Magenta	
Left Right - Outer					
Right	PF Back Effects MX	E759	Left Right	Magenta	
Left Right - Outer					
Left	PF Back Effects MX	E760	Left Right	Orange_Red	
Left Right - Inner					
Left	PF Back Effects MX	E761	Left Right	Orange_Red	
Left Right - Center	PF Back Effects MX	E762	Left Right	Orange_Red	
Left Right - Inner					
Right	PF Back Effects MX	E763	Left Right	Orange_Red	
Left Right - Outer					
Right	PF Back Effects MX	E764	Left Right	Orange_Red	
Animated Effects					
and Shapes					
Horizontaly Moving					
Dashes Side to side					
-2 Colours, and			Horizontaly Moving Dashes Side		
Stars	PF Back Effects MX	E765	to side -2 Colours, and Stars	Red	Blue
Horizontaly Moving					
Dashes Side to side					
-2 Colours, and			Horizontaly Moving Dashes Side		
Stars	PF Back Effects MX	E766	to side -2 Colours, and Stars	Purple	White
Pulsing Diamonds,					
Squares	PF Back Effects MX	E767	Pulsing Diamonds, Squares	Yellow	Red
Horizontaly Moving					
Dashes Side to					
Center-2 Colours,			Horizontaly Moving Dashes Side		_
and Stars	PF Back Effects MX	E768	to Center-2 Colours, and Stars	Blue	Cyan

Horizontaly Moving Dashes Side to side -2 Colours PF Back Effects MX E769 to side -2 Colours Pulsing Circles, Pulsing Point Plop PF Back Effects MX E770 Plop Pulsing Squares, Bottom Up Side to Side, Bottom Up PF Back Effects MX E771 Pulsing Squares, Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Ora Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Bl Square Plop, Up Down PF Back Effects MX E775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Circle 4, Round Plop Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh Cross, Round and	ite
-2 Colours PF Back Effects MX E769 to side -2 Colours Yellow When Pulsing Circles, Pulsing Circles, Pulsing Point Plop PF Back Effects MX E770 Plop Pulsing Squares, Bottom Up PF Back Effects MX E771 Pulsing Squares, Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Oral Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right PF Back Effects MX E774 Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds PF Back Effects MX E775 Plasma Sideways - 2 Colours PF Back Effects MX E775 Plasma Sideways - 2 Colours PF Back Effects MX E776 Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue When PI Blue When PI Blue PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue When PI Blue PI Blue PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue When PI Blue PI Bl	ite
Pulsing Circles, Pulsing Point Plop PF Back Effects MX Pulsing Squares, Bottom Up PF Back Effects MX PF Back	1110
Pulsing Point Plop PF Back Effects MX E770 Plop Purple BI Pulsing Squares, Bottom Up PF Back Effects MX E771 Pulsing Squares, Bottom Up Red BI Side to Side, Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Ora Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green BI Square Plop, Up Down PF Back Effects MX E775 Plasma Sideways - 2 colours Red BI Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Green Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	
Pulsing Squares, Bottom Up PF Back Effects MX E771 Pulsing Squares, Bottom Up Red Bl Side to Side, Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Ora Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Bl Plasma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Circle 4, Round Plop Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	IE.
Bottom Up PF Back Effects MX E771 Pulsing Squares, Bottom Up Red BI Side to Side, Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Ora Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green BI Square Plop, Up Down PF Back Effects MX E775 Plasma Sideways - 2 colours Red BI Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Green Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Blue Wh	10
Side to Side, Bottom Up PF Back Effects MX F772 Side to Side, Bottom Up Red Ora Top Bottom, Arrow Shift Right PF Back Effects MX F773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX F774 Right Left, Pulsing Diamonds Green Bl Plasma Sideways - 2 colours PF Back Effects MX F775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX F776 Square Plop, Up Down Circle 4, Round Plop Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX F778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX F779 Diamond Pulse, Cross Pulse Blue Wh	IE.
Bottom Up PF Back Effects MX E772 Side to Side, Bottom Up Red Oral Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Blusma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Blusmare Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Green Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	-
Top Bottom, Arrow Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Bl Plasma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Green Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	nge
Shift Right PF Back Effects MX E773 Top Bottom, Arrow Shift Right White Pur Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Blue Plasma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Green Blue Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Green Blue Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Green Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Green Blue PF Back Effects MX E775 Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Green Blue PF Back Effects MX E775 Plasma Sideways - 2 colours Red Blue PF Back Effects MX E775 Plasma Sideways - 2 colours Red Blue White Pur Right Left, Pulsing Diamonds Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Red Blue Pr Back Effects MX E775 Plasma Sideways - 2 colours Pr Back Effects MX E775 Plasma Sideways - 2 colours Pr Back Effects MX E775 Plasma Sideways - 2 colours Pr Back Effects MX E775 Plasma Sideways - 2 colours Pr Back Effects MX E775 Plasma Sideways - 2 colours Pr Back Effects MX E775 Plasma	ige
Right Left, Pulsing Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Bl Plasma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Circle 4, Round Plop Circle 4, Round Plop Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	nle
Diamonds PF Back Effects MX E774 Right Left, Pulsing Diamonds Green Black Effects MX E775 Plasma Sideways - 2 colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Black Effects MX E776 Square Plop, Up Down Circle 4, Round Plop Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	pic
Plasma Sideways - 2 colours  PF Back Effects MX  E775 Plasma Sideways - 2 colours  Red  BI Square Plop, Up Down  PF Back Effects MX  E776 Square Plop, Up Down  Circle 4, Round Plop  Circle 4, Round Plop  Circle Pulse, Cross Pulse  PF Back Effects MX  E778 Circle Pulse, Cross Pulse  PF Back Effects MX  E778 Circle Pulse, Cross Pulse  PF Back Effects MX  E779 Diamond Pulse, Cross Pulse  Blue  Wh	IE.
colours PF Back Effects MX E775 Plasma Sideways - 2 colours Red Bl Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Cyan Gree Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	-
Square Plop, Up Down PF Back Effects MX E776 Square Plop, Up Down Circle 4, Round Plop Circle 4, Round Plop Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	Ie.
Down PF Back Effects MX E776 Square Plop, Up Down Cyan Gree Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	-
Circle 4, Round Plop PF Back Effects MX E777 Circle 4, Round Plop Green Cy Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	en
Circle Pulse, Cross Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	
Pulse PF Back Effects MX E778 Circle Pulse, Cross Pulse Yellow Re Diamond Pulse, Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	111
Diamond Pulse, Cross Pulse  PF Back Effects MX  E779 Diamond Pulse, Cross Pulse  Blue  Wh	h,d
Cross Pulse PF Back Effects MX E779 Diamond Pulse, Cross Pulse Blue Wh	<u> </u>
	ite
or ossy mountains	
Round PF Back Effects MX E780 Cross, Round and Round Orange Pur	ple
Pulsing Diamonds, Pulsing Diamonds, Squares	
Squares Plops PF Back Effects MX E781 Plops Red Green	en
Arrow Shift Right,	
V-Line Pulse PF Back Effects MX E782 Arrow Shift Right, V-Line Pulse Blue Yel	ow
Horizontaly Moving	
Dashes Side to side	
-2 Colours, and Horizontaly Moving Dashes Side	
Stars PF Back Effects MX E783 to side -2 Colours, and Stars White Ora	nge
Plasma - 2 colour,	
and Stars PF Back Effects MX E784 Plasma - 2 colour, and Stars Purple Gre	en
Pulsing Diamonds,	
Squares PF Back Effects MX E785 Pulsing Diamonds, Squares Blue Wh	ite
Pulsing Diamonds,	
Squares PF Back Effects MX E786 Pulsing Diamonds, Squares Purple Cy	an
Misc Effects	
Afterburners PF Left Effects MX E799 Reverse Electrical Power Effect Orange_Red	
PF Right Effects	
Afterburners MX E799 Reverse Electrical Power Effect Orange_Red	