

Table 1 overview of all effects including some possibilities

preset	info	Glow/sat modes	Colour modes	variations	Specific variables
Static_glow	Static colour	Yes	yes	0,1	setDifference
Rainbow_1	Short rainbow, fixed offset	yes	VarON == 2 enables 58 arrays	0, 1, 2	setDifference
Rainbow_2	Short rainbow, random offset	Yes	-	-	setDifference
Rainbow_3	Selected range	Yes	-	-	Slider
Rainbow_4	Colour_loop	Yes	-	0, 1	-
Rainbow_5	Long rainbow	yes	-	0,1	setDifference, offdis
Rainbow_6	Rainbow_block	yes	-	0, 1, 2	ColourLength
S7_strings	Multiple strings	yes	yes	0, 1, 2	varON (1= setDifference, 2= first led), numsparks
Snow_flakes	Snow flakes	yes	yes	0, 1, 2	varON 1 & 2 = setDifference, 2 = rainbow, varON == 2 + rainbowON, numsparks, offdis + tower
Sparkling	sparkles	yes	yes	0, 1 (?)	setDifference, numsparks
Snow_storm	sparkles	yes	yes	0, 1, 2	Numsparks
Random_led (strobe)	Random_led	Yes/no	Yes/no, colourMode 5	0, 1, 2	varON 2 = strobe, colourMode 5 is colour cycle
Pers_colour	Preprogrammed colours	yes	No: 58 arrays	0, 1, 2	white
Random_string	Random string	yes	yes	0/ 1 & 2	colourMode 4 & varON 2, randomLed is equal to colourLength
Twinkle	twinkles	-	yes	0/1 & 2	varON 2 & colorMode 4
Blend	Random colour_loop	yes	-	-	-
Sparkling_2	Multicolour sparkles	yes	yes	0, 1 (?)	numsparks
Meteor	Dropping meteor	-	Yes, colourMode 5(?)	0, 1, 2	varON 2, Numsparks, offdis+tower
Snow_flakes_2	Fills string	yes	yes	?	
Gradient	Fills gradient	yes	yes	0, 1	setDifference, slider
Flowercolours	Changing gradient	yes	yes	-	Range, + slider
Pers_block	Preprogrammed colours	yes	yes	0, 1, 2	colourLength
Xmas_string	Compromised rainbow	Yes	-	0, 1	Sliders, setDifference, offdis
Xmas_singles	Compromised rainbow	Yes	-	-	Sliders, setDifference, offdis
Xmas_solid	Compromised rainbow	yes	-	-	Sliders, setDifference, offdis
palettes	FastLed palettes	Yes (no sat)	-	-	Palette number and setDifference
Zagging, splicing, splicing 2 and static glow 2 are variation on static glow (2 means varies colour)					setDifference is important
1 colour string – S7_strings but 1 colour (numsparks =1)					
RGB debug mode	RGB colour	-	-	-	RGB sliders
Demo 100 and Pacifica are FastLED scripts					

colourModes:

- 0: selected colour and spark colour (if 2 colours are used)
- 1: all 255 HSV colours
- 2: a selected range
- 3: all values that are not selected (thus also a selection)
- 4: uses arrays: 58 colour arrays are preprogrammed
- 5: additional colourMode, not used in most modes

glowMode (like satModes):

- 0: standard brightness/ saturation value
- 1: fixed glow
- 2: adjustable glow
- 3: twinkles (fully adjustable)

- 4: wave from selected value to selected value
- 5: offset based (same BPM)
- 6: half-wavetime
- 7: wave from 0 to selected value

Variations:

- Var 0: usually most simple, most basic
- Var 1: more variation
- Var 2: exuberant effect or constant colour changing

Specific variables:

Certain sliders, preprogrammed colour ranges, ColourLength when colour blocks are used, setDifference usually determines an offset value, and other variables that explain themselves

Other variables *variables that are that can be set in most every preset:*

- mode speed
- brightness
- saturation value