

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 affect most every preset):

- mode speed (changeSpeed)
- brightness
- saturation value