- Fast = 0x01
- Slow = 0x02

Pattern Codes

Sets the flashing pattern for Flash and Two-Color Flash.

- Normal = 0x00
- Strobe = 0x01
- Three Pulse = 0x02
- SOS = 0x03
- Random = 0x04

Shift Codes

Offsets each segment's animation from the previous segment.

- Disabled = 0x00
- Enabled = 0x01

Rotation Codes

Sets the direction of Half/Half Rotate and Chase.

- Counterclockwise = 0x00
- Clockwise = 0x01

Audible Codes

Controls the audible segment, if used.

- Off = 0
- Steady = 1
- Pulsed = 2
- SOS = 3

Example Byte String

Turn segments on steady green:

F441C11F00000000000