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Quantum Software

How to Program Flood Mode

In this video I plan to explain how to program flood mode using tri-color as the example. In anticipation of programming flood mode I went ahead and selected white as the third color option for every module location. I'll start by selecting the input I wish to program and then I'll select flood mode. Now flood means the white illumination of a module for scene light illumination. In this case when I click a module I'm given the choice of the three colors I programmed in the previous step. In the front I have red, blue, and white. In the rear I have red, amber, and white. In the rear passenger side I have blue, amber, and white. But white nonetheless is available in every module location. So for input 7, if I wish for it to be front flood, and then select the module that I wish to activate. I can select all modules in the front of the bar if I wish to. Now if I wish for an input to also be let's say left alley, I'll then select front flood left alley then select the module and activate the white illumination of that module perhaps I just want one module or all three I can then do the same of course for right alley select flood and then select the module that I wish to illuminate and last I can do the exact same thing for rear for rear flood I'll simply select the input then flood and then select the module that I wish to associate with flood. And it's as simple as that. Select your input, flood, and simply turn on the white module that you wish to illuminate with that specific input. That concludes how to program flood mode using the Quantum Configurator.