



OPERATING MODE

Arolla Profile MP has one single operating mode that take 37 DMX channels.

DMX PROTOCOL

<i>DMX Parameter</i>	<i>FUNCTION</i>
1	CYAN
2	MAGENTA
3	YELLOW
4	CTO
5	COLOR FUNCTION
6	COLOR WHEEL
7	STROBE
8	DIMMER
9	DIMMER FINE
10	IRIS
11	ROTATING GOBO INSERTION
12	GOBO ROTATION
13	GOBO ROTATION FINE
14	PRISM INSERTION
15	PRISM ROTATION
16	EFFECT WHEEL INSERTION
17	EFFECT WHEEL ROTATION
18	FROST
19	FOCUS








<i>DMX Parameter</i>	<i>FUNCTION</i>
20	ZOOM
21	FRAMING BLADE 1 MOVEMENT
22	FRAMING BLADE 1 SWIVELLING
23	FRAMING BLADE 2 MOVEMENT
24	FRAMING BLADE 2 SWIVELLING
25	FRAMING BLADE 3 MOVEMENT
26	FRAMING BLADE 3 SWIVELLING
27	FRAMING BLADE 4 MOVEMENT
28	FRAMING BLADE 4 SWIVELLING
29	FRAMING ROTATION
30	FRAMING MACRO
31	FRAMING MACRO SPEED
32	PAN
33	PAN FINE
34	TILT
35	TILT FINE
36	RESET
37	FUNCTION

Function details

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
1	000 – 255	CYAN
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
2	000 – 255	MAGENTA
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
3	000 – 255	YELLOW
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
4	000 – 255	CTO
		Linear 0 – 100% white to CT
5		COLOR Function
	000 – 085	Full Colour
	086 – 170	Half Colour
	171 – 255	Linear Path

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
6		COLOR WHEEL
		FULL COLOR MODE
	000 – 009	White
	010 – 019	Dark Red
	020 – 029	Brilliant Blue
	030 – 039	Deep Green
	040 – 049	Golden Amber
	050 – 059	CRI-4
	060 – 069	Dark Orange
	070 – 079	Navy Blue
	080 – 127	CW rotation from slow to fast
	128 – 255	Linear colour insertion
		HALF COLOR MODE
	000 – 004	White
	005 – 009	Empty + Dark Red
	010 – 014	Dark Red
	015 – 019	Dark Red + Brilliant Blue
	020 – 024	Brilliant Blue
	025 – 029	Brilliant Blue + Deep Green
	030 – 034	Deep Green
	035 – 039	Deep Green + Golden Amber
	040 – 044	Golden Amber
	045 – 049	Golden Amber + CRI-4
	050 – 054	CRI-4
	055 – 059	CRI-4 + Dark Orange
	060 – 064	Dark Orange
	065 – 069	Dark Orange + Navy Blue
	070 – 074	Navy Blue
	075 – 079	Navy Blue + White
	080 – 127	CW rotation from slow to fast
	128 – 255	Linear colour insertion
		LINEAR PATH
	000 – 009	White
	010 – 019	Dark Red
	020 – 029	Brilliant Blue
	030 – 039	Deep Green
	040 – 049	Golden Amber
	050 – 059	CRI-4
	060 – 069	Dark Orange
	070 – 079	Navy Blue
	080 – 127	CW rotation from slow to fast
	128 – 255	Linear colour insertion

DMX Parameter	Bit Values	Function
7		STROBE
	000 – 003	Closed
	004 – 103	Linear Strobe slow (1 flash/sec) to fast (25 flashes/sec)
	104 – 107	Open
	108 – 207	Linear Pulse slow to fast
	208 – 212	Open
	213 – 225	Random Strobe at low frequency
	226 – 238	Random Strobe at medium frequency
	239 – 251	Random Strobe at high frequency
	252 – 255	Open
8		DIMMER
	000 – 255	Linear Dimmer 0-100%
9	000 – 255	DIMMER FINE (16 bit)
10		IRIS
	000 – 127	Linear open Min to Max
	128 – 131	Open
	132 – 171	Pulse slow to fast
	172 – 211	Pulse slow to fast - instant opening
	212 – 251	Pulse slow to fast - instant closing
	252 – 255	Open

DMX Parameter	Bit Values	Function
11		ROTATING GOBO CHANGE
	000 – 008	Empty position
	009 – 017	Gobo 1 
	018 – 026	Gobo 2 
	027 – 035	Gobo 3 
	036 – 044	Gobo 4 
	045 – 053	Gobo 5 
	054 – 062	Gobo 6 
	063 – 071	Gobo 7 
	072 – 113	Linear CCW wheel rotation from fast to slow
	114 – 117	Stop
	118 – 159	Linear CW wheel rotation from slow to fast
	160 – 173	Gobo 1 shakes low to fast
	174 – 187	Gobo 2 shakes low to fast
	188 – 200	Gobo 3 shakes slow to fast
	201 – 214	Gobo 4 shakes slow to fast
215 – 227	Gobo 5 shakes slow to fast	
228 – 241	Gobo 6 shakes slow to fast	
242 – 255	Gobo 7 shakes slow to fast	

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
12		GOBO ROTATION
	000 – 127	Gobo indexing: 0° to 540° range
	128 – 190	Linear CW fast to slow
	191 – 192	Stop
	193 – 255	Linear CCW slow to fast
13		FINE GOBO ROTATION
	000 – 255	Fine CCW gobo Indexing
14		4 Facet PRISM INSERTION
	000 – 127	Prism Out
	128 – 255	Prism In
15		PRISM ROTATION
	000 – 127	Prism indexing: 0° to 540° range
	128 – 190	Continuous CW fast to slow
	191 – 192	Stop
	193 – 255	Continuous CCW slow to fast
16		EFFECT WHEEL INSERTION
	000 – 007	Effect wheel Out
	008 – 255	Effect wheel In
17		EFFECT WHEEL ROTATION
	000 – 004	Stop
	005 – 127	CW linear slow to fast
	128 – 131	Stop
	132 – 255	CCW linear slow fast

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
18		FROST
	000 – 255	Linear Frost
19		FOCUS
	000 – 255	Linear Focus
20		ZOOM
	000 – 255	Linear narrow 000 – wide 255 (beam angle 128 default setting)
21	000 – 255	BLADE 1 - Linear Insertion
22		BLADE 1 SWIVELLING
	000 – 127	Swivelling from -25 degrees to 0 degrees
	128	0 degrees
	129 – 255	Swivelling from 0 degrees to +25 degrees
23	000 – 255	BLADE 2 - Linear Insertion
24		BLADE 2 SWIVELLING
	000 – 127	Swivelling from -25 degrees to 0 degrees
	128	0 degrees
	129 – 255	Swivelling from 0 degrees to +25 degrees
25	000 – 255	BLADE 3 - Linear Insertion
26		BLADE 3 SWIVELLING
	000 – 127	Swivelling from -25 degrees to 0 degrees
	128	0 degrees
	129 – 255	Swivelling from 0 degrees to +25 degrees
27	000 – 255	BLADE 4 - Linear Insertion
28		BLADE 4 SWIVELLING
	000 – 127	Swivelling from -25 degrees to 0 degrees
	128	0 degrees
	129 – 255	Swivelling from 0 degrees to +25 degrees
29		FRAMING ROTATION
	000 – 127	Linear rotation CCW
	128	Middle
	129-255	Linear rotation CW

DMX Parameter	Bit Values	Function
30		FRAMING MACRO EFFECTS
	000 – 003	Macro OFF
	004 – 011	Macro 1
	012 – 018	Macro 2
	019 – 025	Macro 3
	026 – 032	Macro 4
	033 – 039	Macro 5
	040 – 047	Macro 6
	048 – 054	Macro 7
	055 – 061	Macro 8
	062 – 068	Macro 9
	069 – 075	Macro 10
	076 – 082	Macro 11
	083 – 090	Macro 12
	091 – 097	Macro 13
	098 – 104	Macro 14
	105 – 111	Macro 15
	112 – 118	Macro 16
	119 – 125	Macro 17
	126 – 133	Macro 18
	134 – 140	Macro 19
	141 – 147	Macro 20
	148 – 154	Macro 21
	155 – 161	Macro 22
	162 – 168	Macro 23
	169 – 176	Macro 24
	177 – 183	Macro 25
	184 – 190	Macro 26
	191 – 197	Macro 27
	198 – 204	Macro 28
	205 – 211	Macro 29
	212 – 219	Macro 30
	220 – 226	Macro 31
	227 – 233	Macro 32
	234 – 240	Macro 33
241 – 247	Macro 34	
248 – 255	Macro 35	
31		FRAMING MACRO EFFECTS SPEED
	000 – 255	Macro Speed Slow to Fast
32		PAN
	000 – 255	Pan CCW 0° to 540° (default setting)
33	000 – 255	PAN FINE

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
34	000 – 255	TILT CW 0° to 270° (default setting)
35	000 – 255	TILT FINE
36		RESET: The reset sequence is activated staying in the range for 5 seconds
	000 – 025	Unused range
	026 – 076	Effects reset
	077 – 127	Pan / Tilt reset
	128 – 255	Complete fixture reset
37		FUNCTION
	000 – 020	Unused range
	021 – 030	P/T Smooth OFF
	031 – 040	P/T Smooth ON (Default)
	041 – 050	Dimmer curve 1
	051 – 060	Dimmer curve 2
	061 – 070	Dimmer curve 3
	071 – 080	Dimmer curve 4
	081 – 090	Fan mode Auto (Default)
	091 – 095	Fan mode SLN
	096 – 100	Fan mode Theatre
	101 – 105	Fan mode RNR
	106 – 110	Fan mode Standard
	111 – 120	Pan/Tilt Slow speed
	121 – 130	Pan/Tilt Medium speed
	131 – 140	Pan/Tilt Fast speed (Default)
	141 – 150	CMY Normal speed
	151 – 160	CMY Fast speed (Default)
	161 – 170	Display OFF (Default)
	171 – 180	Display ON
	181 – 190	PWM Frequency 600Hz
	191 – 200	PWM Frequency 1200Hz
	201 – 210	PWM Frequency 2000Hz
	211 – 220	PWM Frequency 4000Hz
	221 – 230	PWM Frequency 6000Hz
	231 – 240	PWM Frequency 20000Hz (Default)
	241 – 250	Pan/Tilt Follow Spot
	251 – 255	Unused range
		IMPORTANT: The functions are activated/selected staying in the necessary range for 3 seconds

IMPORTANT NOTE

To ensure reliable operation of the effects, it is suggested to keep the light source of the projector switch-on for few minutes before moving the effects. Claypaky use a high-performance lubricant that is designed to work within the high temperature environment in Claypaky’s modern moving light fixtures. In cold environments, it may take several minutes for the lubricant to reach optimum fluidity and all functions to reach optimum performance.

To preserve the LED engine, it is suggested to set the Dimmer channel @ 0bit a few minutes before turning off the fixture.

To prevent accidental breakage of the effects, which could collide with each other’s during transport, before switching the projector OFF, check that all the DMX parameters have been excluded (DMX level @0 bit).

