

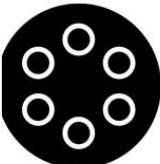

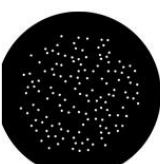
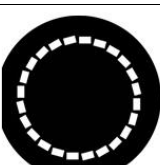
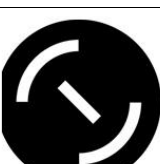


CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC or STATIC GOBO INSERTION	ANIMATION DISC or STATIC GOBO INSERTION
11	ANIMATION DISC ROTATION or STATIC GOBO CHANGE	ANIMATION DISC ROTATION or STATIC GOBO CHANGE
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
13	GOBO ROTATION	GOBO ROTATION
14	FINE GOBO ROTATION	FINE GOBO ROTATION
15	PRISM INSERTION	PRISM INSERTION
16	PRISM ROTATION	PRISM ROTATION
17	FROST 1	FROST 1
18	BLADE UP 1	BLADE UP 1
19	BLADE UP 2	BLADE UP 2
20	BLADE DOWN 1	BLADE DOWN 1

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
21	BLADE DOWN 2	BLADE DOWN 2
22	BLADE RIGHT 1	BLADE RIGHT 1
23	BLADE RIGHT 2	BLADE RIGHT 2
24	BLADE LEFT 1	BLADE LEFT 1
25	BLADE LEFT 2	BLADE LEFT 2
26	FRAME ROTATION	FRAME ROTATION
27	FOCUS	FOCUS
28	FOCUS FINE	FOCUS FINE
29	ZOOM	ZOOM
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
32	PAN	PAN
33	PAN FINE	PAN FINE
34	TILT	TILT
35	TILT FINE	TILT FINE
36	FUNCTION	FUNCTION
37	RESET	RESET
38	BOOST	BOOST
39	FUNCTION 2	PAN/TILT TIME
40	FREQUENCY	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME
43	-	FUNCTION 2
44	-	FREQUENCY

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN
		000 – 255	Linear Cyan movement
2	2		MAGENTA
		000 – 255	Linear Magenta movement
3	3		YELLOW
		000 – 255	Linear Yellow movement
4	4		CTO
		000 – 255	Linear CTO movement
5	5		COLOR WHEEL
		000	Empty position
		011	Empty + Dark Red
		021	Dark Red
		032	Dark Red + Green
		042	Green
		053	Green + CRI
		063	CRI
		074	CRI + Gold Amber
		084	Gold Amber
		095	Gold Amber + Navy Blue
		106	Navy Blue
		118	Navy Blue + Empty position
		128 – 255	Continuous CCW Colour Wheel rotation at linearly variable speed from slow to fast
6	6		STROBE
		000 – 003	Light OFF
		004 – 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 flashes/sec)
		104 – 107	Light ON
		108 – 207	Pulsation at linearly variable speed from slow to fast
		208 – 212	Light ON
		213 – 225	Random Strobe at low frequency
		226 – 238	Random Strobe at medium frequency
		239 – 251	Random Strobe at high frequency
252 – 255	Light ON		
7	7		DIMMER
		000 – 255	Light output linearly increase from no-light to maximum brightness
8	8		DIMMER FINE
		000 – 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
9	9		IRIS
		000 – 131	Iris linearly open from minimum to maximum aperture
		132 – 171	Iris pulsation from slow to fast speed
		172 – 211	Iris pulsation from slow to fast speed with fast opening
		212 – 251	Iris pulsation from slow to fast speed with fast closing
	252 – 255	Maximum aperture	
10	10		ANIMATION DISC / STATIC GOBO INSERTION
		000	Animation Disc / Static Gobo out
		001 – 255	Animation Disc / Static Gobo linear insertion
11 Standard	11 Standard		ANIMATION DISC ROTATION <i>If selected: Option → Animation Disk</i>
		000 – 124	Continuous animation disc CW rotation at linearly variable speed from fast (180 rpm) to slow (4.4 rph)
		125 – 130	Slow CW rotation
		131 – 255	Continuous animation disc CCW rotation at linearly variable speed from slow (4.4 rph) to fast (180 rpm)
11 Optional	11 Optional		STATIC GOBO CHANGE <i>If selected: Option → Fix Gobo Disk</i>
		000 – 125	Linear Gobo rotation
		126	Gobo 1
		129	Gobo 2
		132	Gobo 3
		135	Gobo 4
		138	Gobo 5
		141	Gobo 6
		144	Gobo 7
		146	Gobo 8
		147 – 188	Continuous rotation CCW at linearly variable speed from fast to slow
		189 – 191	Stop
		192 – 233	Continuous rotation CW at linearly variable speed from fast to slow
234 – 255	Gobo shakes at variable speed from slow to fast		

Channel Mode		DMX Value	Function		
Standard	Vector				
12	12		ROTATING GOBO CHANGE		
		000 – 016	Empty position		
		017 – 032	Gobo 1		
		033 – 048	Gobo 2		
		049 – 064	Gobo 3		
		065 – 081	Gobo 4		
		082 – 097	Gobo 5		
		098 – 113	Gobo 6		
		114 – 129	Gobo 7		
		130 – 147	Gobo 1 shakes at variable speed from slow to fast		
		148 – 165	Gobo 2 shakes at variable speed from slow to fast		
		166 – 183	Gobo 3 shakes at variable speed from slow to fast		
		184 – 201	Gobo 4 shakes at variable speed from slow to fast		
		202 – 219	Gobo 5 shakes at variable speed from slow to fast		
220 – 237	Gobo 6 shakes at variable speed from slow to fast				
238 – 255	Gobo 7 shakes at variable speed from slow to fast				

Channel Mode		DMX Value	Function
Standard	Vector		
13	13		GOBO ROTATION
		000 – 021	Gobo indexing: 0° to 90° range
		021 – 042	Gobo indexing: 90° to 180° range
		042 – 063	Gobo indexing: 180° to 270° range
		063 – 084	Gobo indexing: 270° to 360° range
		084 – 105	Gobo indexing: 360° to 450° range
		105 – 127	Gobo indexing: 450° to 540° range
		128 – 190	Continuous CW gobo rotation at linearly variable speed from fast (180rpm) to slow (2.2rph)
		191 – 192	Stop rotation
	193 – 255	Continuous CCW gobo rotation at linearly variable speed from slow (2.2rph) to fast (180rpm)	
14	14		FINE GOBO ROTATION
		000 – 255	Fine CCW Gobo Indexing
15	15		PRISM INSERTION
		000 – 127	Prism out
		128 – 255	4 facet Prism into the light beam
16	16		PRISM ROTATION
		000 – 021	Prism indexing: 0° to 90° range
		021 – 042	Prism indexing: 90° to 180° range
		042 – 063	Prism indexing: 180° to 270° range
		063 – 084	Prism indexing: 270° to 360° range
		084 – 105	Prism indexing: 360° to 450° range
		105 – 127	Prism indexing: 450° to 540° range
		128 – 190	Continuous CCW prism rotation at linearly variable speed from fast (80rpm) to slow (3rph)
		191 – 192	Stop rotation
	193 – 255	Continuous CW prism rotation at linearly variable speed from slow (3rph) to fast (80rpm)	
17	17		FROST
		000 – 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
18	18		BLADE UP 1
		000 – 255	Blade moves linearly into the light beam
19	19		BLADE UP 2
		000 – 255	Blade moves linearly into the light beam
20	20		BLADE DOWN 1
		000 – 255	Blade moves linearly into the light beam
21	21		BLADE DOWN 2
		000 – 255	Blade moves linearly into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
22	22		BLADE RIGHT 1
		000 – 255	Blade moves linearly into the light beam
23	23		BLADE RIGHT 2
		000 – 255	Blade moves linearly into the light beam
24	24		BLADE LEFT 1
		000 – 255	Blade moves linearly into the light beam
25	25		BLADE LEFT 2
		000 – 255	Blade moves linearly into the light beam
26	26		FRAME ROTATION
		000 – 255	Frame CCW linearly rotate
27	27		FOCUS
		000 – 255	Focus moves linearly from far to near position
28	28		FOCUS FINE
		000 – 255	Fine Focus positioning
29	29		ZOOM
		000 – 255	Zoom linearly moves from narrow to wide beam
30	30		AUTOFOCUS DISTANCE
		000 – 006	Autofocus disabled
		007 – 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
31	31		AUTOFOCUS ADJUSTMENT
		000 – 127	Focus Fine
		128	Stop
		129 – 255	Focus Fine
32	32		PAN
		000 – 255	Pan CCW movement/positioning from 0° to 540° (default setting)
33	33		PAN FINE
		000 – 255	Fine Pan positioning
34	34		TILT
		000 – 255	Tilt CCW movement/positioning from 0° to 268° (default setting)
35	35		TILT FINE
		000 – 255	Fine Tilt positioning

Channel Mode		DMX Value	Function
Standard	Vector		
36	36		FUNCTION
		000 – 011	Unused range
		012 – 024	Fast Pan/Tilt speed
		025 – 037	Normal Pan/Tilt speed
		038 – 050	Conventional Dimmer curve
		051 – 062	Standard Dimmer curve
		063 – 075	CMY shortcut ON
		076 – 088	CMY shortcut OFF
		089 – 101	Slow blades speed
		102 – 113	Fast blades speed
		114 – 126	Fast rotating Gobos change
		127 – 139	Normal rotating Gobos change
		140 – 152	Quadratic Dimmer curve
		153 – 164	400W Led Power
		165 – 177	500W Led Power
		178 – 215	Free
		216 – 228	Linear Dimmer Curve
229 – 231	Option – Display On/Off reversal		
232 – 255	Free		
		The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds	
37	37		RESET
		000 – 025	Unused range
		026 – 076	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		077 – 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
128 – 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.		
38	38	000 – 255	BOOST linearly inserted from normal to boost
38	38	000 – 000	DUMMY on ST & ST HC
39	43		FUNCTION 2
		000 – 011	Unused range
		012	Base Frequency= 4700 Hz
		013	Base Frequency= 6000 Hz
		014	Base Frequency= 7300 Hz
		015	Base Frequency= 8600 Hz
		016	Base Frequency= 10000 Hz
		017	Base Frequency= 12000 Hz
		018	Base Frequency= 15000 Hz
		019	Base Frequency= 17578 Hz
		020	Base Frequency= 20000 Hz
		021	Base Frequency= 22000 Hz
		The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds	

Channel Mode		DMX Value	Function			
Standard	Vector					
40	44	000 – 255	FREQUENCY			
			Base Frequency (see Function 2)	Min Freq. @ 0 bit	Frequency @ 128 bit	Max Freq. @ 255 bit
			4700 Hz	4060 Hz	4700 Hz	5335 Hz
			6000 Hz	5360 Hz	6000 Hz	6635 Hz
			7300 Hz	6660 Hz	7300 Hz	7935 Hz
			8600 Hz	7960 Hz	8600 Hz	9235 Hz
			10000 Hz	9360 Hz	10000 Hz	10635 Hz
			12000 Hz	10720 Hz	12000 Hz	13270 Hz
			15000 Hz	13336 Hz	15000 Hz	16651 Hz
			17578 Hz	16682 Hz	17578 Hz	18467 Hz
			20000 Hz	18720 Hz	20000 Hz	21270 Hz
			22000 Hz	21360 Hz	22000 Hz	22635 Hz
-	39		PAN-TILT TIME			
		000 – 255	Pan - Fine Pan - Tilt - Fine Tilt			
-	40		COLOUR TIME			
		000 – 255	Cyan - Magenta – Yellow – CTO – Color wheel			
-	41		BEAM TIME			
		000 – 255	Dimmer - Frost - Prism – Focus – Zoom			
-	42		ROTATING GOBO TIME			
		000 – 255	Rotating Gobo			

IMPORTANT

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

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

To ensure reliable operation of the effects, it is suggested to keep the Light of the fixture On, for few minutes before moving the effects. Claypaky use a high-performance lubricant (Barrierta L55/0) 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.

VECTOR MODE TIME TABLE

BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds	BIT	Seconds
0	Full	43	8.6	86		129		172		216	
1	0.2	44	8.8	87	24	130	41	173	58	217	170
2	0.4	45	9	88		131		174		218	
3	0.6	46	9.2	89	25	132	42	175		219	180
4	0.8	47	9.4	90		133		176	59	220	
5	1	48	9.6	91	26	134	43	177		221	190
6	1.2	49	9.8	92		135		178	60	222	
7	1.4	50	10	93	27	136	44	179		223	200
8	1.6	51	10.2	94		137		180	65	224	
9	1.8	52	10.4	95	28	138	45	181		225	210
10	2	53	10.6	96		139		182	70	226	
11	2.2	54	11	97	29	140	46	183		227	220
12	2.4	55	12	98		141		184	75	228	
13	2.6	56	13	99	30	142	47	185		229	230
14	2.8	57	14	100		143		186	80	230	
15	3	58	15	101	31	144	48	187		231	240
16	3.2	59	16	102		145		188	85	232	
17	3.4	60	17	103	32	146	49	189		233	250
18	3.6	61	18	104		147		190	90	234	
19	3.8	62	19	105	33	148	50	191		235	260
20	4	63	20	106		149		192	95	236	
21	4.2	64	21	107	34	150	51	193		237	270
22	4.4	65	22	108		151		194	100	238	
23	4.6	66	23	109	35	152	52	195		239	280
24	4.8	67	24	110		153		196	110	240	
25	5	68	25	111	36	154	53	197		241	290
26	5.2	69	26	112		155		198	120	242	
27	5.4	70	27	113	37	156	54	199		243	300
28	5.6	71	28	114		157		200	130	244	
29	5.8	72	29	115	38	158	55	201		245	310
30	6	73	30	116		159		202	140	246	
31	6.2	74	31	117	39	160	56	203		247	290
32	6.4	75	32	118		161		204	150	248	
33	6.6	76	33	119	40	162	57	205		249	300
34	6.8	77	34	120		163		206	160	250	
35	7	78	35	121	41	164		207		251	
36	7.2	79	36	122		165		208	140	252	310
37	7.4	80	37	123	42	166	55	209		253	
38	7.6	81	38	124		167		210	150	254	
39	7.8	82	39	125	43	168	56	211		255	Follow cue Data
40	8	83	40	126		169		212			
41	8.2	84	41	127	44	170	57	213			
42	8.4	85	42	128		171		214	160		
								215			