



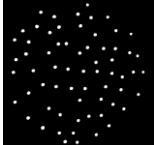




CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC or STATIC GOBO INSERTION	ANIMATION DISC or STATIC GOBO INSERTION
11	ANIMATION 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	FUNCTION 2
40	FREQUENCY	FREQUENCY
41	-	PAN/TILT TIME
42	-	COLOUR TIME
43	-	BEAM TIME
44	-	ROTATING GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN
		0 - 255	Linear Cyan movement
2	2		MAGENTA
		0 - 255	Linear Magenta movement
3	3		YELLOW
		0 - 255	Linear Yellow movement
4	4		CTO
		0 - 255	Linear CTO movement
5	5		COLOR WHEEL
		0	Empty position
		11	Empty + Dark Red
		21	Dark Red
		32	Dark Red + Green
		42	Green
		53	Green + CRI
		63	CRI
		74	CRI + Gold Amber
		84	Gold Amber
		95	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
		0 - 3	Light OFF
		4 - 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
		0 - 255	Light output linearly increase from no-light to maximum brightness
8	8		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
9	9		IRIS
		0 - 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
		0	Animation Disc / Static Gobo out
		1 - 255	Animation Disc / Static Gobo linear insertion
11 Standard	11 Standard		ANIMATION DISC ROTATION <i>If selected: Option → Animation Disk</i>
		0 - 124	Continuous animation disc CW rotation at linearly variable speed from fast (180 rpm) to slow (4.4 rph)
		125 - 130	Stop 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>
		0 - 8	Empty position
		9 - 17	Gobo 1
		18 - 26	Gobo 2
		27 - 35	Gobo 3
		36 - 44	Gobo 4
		45 - 53	Gobo 5
		54 - 62	Gobo 6
		63 - 71	Gobo 7
		72 - 113	Continuous rotation CCW at linearly variable speed from fast to slow
		114 - 117	Stop
		118 - 159	Continuous rotation CW at linearly variable speed from fast to slow
		160 - 173	Gobo 1 shakes at variable speed from slow to fast
		174 - 187	Gobo 2 shakes at variable speed from slow to fast
		188 - 201	Gobo 3 shakes at variable speed from slow to fast
		202 - 214	Gobo 4 shakes at variable speed from slow to fast
		215 - 228	Gobo 5 shakes at variable speed from slow to fast
229 - 242	Gobo 6 shakes at variable speed from slow to fast		
243 - 255	Gobo 7 shakes at variable speed from slow to fast		

Channel Mode		DMX Value	Function	
Standard	Vector			
12	12		ROTATING GOBO CHANGE	
		0 - 16	Empty position	
		17 - 32	Gobo 1 - GOD019/008 (Plumens)	
		33 - 48	Gobo 2 - GOD019/009 (Water Lines)	
		49 - 54	Gobo 3 - GOD019/010 (Multiple Cones)	
		55 - 81	Gobo 4 - GOD019/011 (Shattered)	
		82 - 97	Gobo 5 - GOD019/012 (Small Dots)	
		98 - 113	Gobo 6 - GOD019/014 (Broken Circle)	
		114 - 129	Gobo 7 - GOD019/013 (Half Circle)	
		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
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 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
		0 - 255	Fine CCW Gobo Indexing
15	15		PRISM INSERTION
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam
16	16		PRISM ROTATION
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 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
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion
18	18		BLADE UP 1
		0 - 255	Blade moves linearly into the light beam
19	19		BLADE UP 2
		0 - 255	Blade moves linearly into the light beam
20	20		BLADE DOWN 1
		0 - 255	Blade moves linearly into the light beam
21	21		BLADE DOWN 2
		0 - 255	Blade moves linearly into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
22	22		BLADE RIGHT 1
		0 - 255	Blade moves linearly into the light beam
23	23		BLADE RIGHT 2
		0 - 255	Blade moves linearly into the light beam
24	24		BLADE LEFT 1
		0 - 255	Blade moves linearly into the light beam
25	25		BLADE LEFT 2
		0 - 255	Blade moves linearly into the light beam
26	26		FRAME ROTATION
		0 - 255	Frame CCW linearly rotate
27	27		FOCUS
		0 - 255	Focus moves linearly from far to near position
28	28		FOCUS FINE
		0 - 255	Fine Focus positioning
29	29		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
30	30		AUTOFOCUS DISTANCE
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
31	31		AUTOFOCUS ADJUSTMENT
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
32	32		PAN
		0 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
33	33		PAN FINE
		0 - 255	Fine Pan positioning
34	34		TILT
		0 - 255	Tilt CCW movement/positioning from 0° to 268° (default setting)
35	35		TILT FINE
		0 - 255	Fine Tilt positioning

Channel Mode		DMX Value	Function
Standard	Vector		
36	36		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan/Tilt speed
		25 - 37	Normal Pan/Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Standard Dimmer curve
		63 - 75	CMY shortcut ON
		76 - 88	CMY shortcut OFF
		89 - 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	Free
		165 - 177	Free
		178 - 190	Free
		191 - 203	Free
204 - 215	Free		
216 - 228	Linear Dimmer Curve		
229 - 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
		0 - 25	Unused range
		26 - 76	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 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		BOOST
		0 - 255	Boost linearly inserted from normal to boost
39	39		FUNCTION 2
		0 - 11	Unused range
		12	Base Frequency= 4700 Hz
		13	Base Frequency= 6000 Hz
		14	Base Frequency= 7300 Hz
		15	Base Frequency= 8600 Hz
		16	Base Frequency= 10000 Hz
		17	Base Frequency= 12000 Hz
		18	Base Frequency= 15000 Hz
		19	Base Frequency= 17578 Hz
		20	Base Frequency= 20000 Hz
		21	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	40	0 - 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
-	41		PAN-TILT TIME			
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt			
-	42		COLOUR TIME			
		0 - 255	Cyan - Magenta – Yellow – CTO			
-	43		BEAM TIME			
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom			
-	44		ROTATING GOBO TIME			
		0 - 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	200
10	2	53	10.6	96		139		182		226	
11	2.2	54	11	97	29	140	46	183	70	227	210
12	2.4	55		98		141		184		228	
13	2.6	56	12	99	30	142	47	185		229	220
14	2.8	57		100		143		186	75	230	
15	3	58	13	101	31	144	48	187		231	230
16	3.2	59		102		145		188	80	232	
17	3.4	60	14	103	32	146	49	189		233	230
18	3.6	61		104		147		190	85	234	
19	3.8	62	15	105	33	148	50	191		235	240
20	4	63		106		149		192		236	
21	4.2	64	16	107	34	150	51	193	90	237	250
22	4.4	65		108		151		194		238	
23	4.6	66	17	109	35	152	52	195		239	260
24	4.8	67		110		153		196	95	240	
25	5	68	18	111	36	154	53	197		241	270
26	5.2	69		112		155		198	100	242	
27	5.4	70	19	113	37	156	54	199		243	280
28	5.6	71		114		157		200	110	244	
29	5.8	72	20	115	38	158	55	201		245	290
30	6	73		116		159		202		246	
31	6.2	74	21	117	39	160	56	203	120	247	290
32	6.4	75		118		161		204		248	
33	6.6	76	22	119	40	162	57	205		249	300
34	6.8	77		120		163		206	130	250	
35	7	78	23	121	41	164		207		251	
36	7.2	79		122		165		208	140	252	310
37	7.4	80		123		166		209		253	
38	7.6	81	24	124	42	167		210		254	
39	7.8	82		125		168		211	150		
40	8	83		126		169		212		255	Follow cue Data
41	8.2	84		127		170		213			
42	8.4	85		128		171		214	160		
								215			