

A.LEDA WASH K10

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

STANDARD

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

SHAPES

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Fade
24	Shape R
25	Shape G
26	Shape B
27	Shape W
28	Shape Dimmer
29	Background Dimmer
30	Shape Transition
31	Shape Offset

EXTENDED

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Red LED 1
22	Green LED 1
23	Blue LED 1
...	Red LED ...
...	Green LED ...
...	Blue LED ...
75	Red LED 19
76	Green LED 19
77	Blue LED 19

EXTENDED RGBW

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Red LED 1
22	Green LED 1
23	Blue LED 1
24	White LED 1
...	Red LED ...
...	Green LED ...
...	Blue LED ...
...	White LED ...
93	Red LED 19
94	Green LED 19
95	Blue LED 19
96	White LED 19

A.LEDA WASH K20

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

STANDARD

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

SHAPES

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Fade
24	Shape R
25	Shape G
26	Shape B
27	Shape W
28	Shape Dimmer
29	Background Dimmer
30	Shape Transition
31	Shape Offset

EXTENDED

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Red LED 1
22	Green LED 1
23	Blue LED 1
...	Red LED ...
...	Green LED ...
...	Blue LED ...
129	Red LED 37
130	Green LED 37
131	Blue LED 37

EXTENDED RGBW

CHAN- NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Red LED 1
22	Green LED 1
23	Blue LED 1
24	White LED 1
...	Red LED ...
...	Green LED ...
...	Blue LED ...
...	White LED ...
165	Red LED 37
166	Green LED 37
167	Blue LED 37
168	White LED 37

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan bit 128 - Tilt bit 128) all the others channels stay @ bit 0.

- RED
- GREEN
- BLUE
- WHITE



BIT	EFFECT
255	MAXIMUM BRIGHTNESS
0	LED OFF

- RED FINE
- GREEN FINE
- BLUE FINE
- WHITE FINE



BIT	EFFECT
255	UPPER BRIGHTNESS
0	LOWER BRIGHTNESS

- LINEAR CTO

BIT	EFFECT
255	2500 K
...	...
224	3200 K
...	...
188	4000 K
...	...
144	5000 K
...	...
117	5600 K
...	...
99	6000 K
...	...
54	7000 K
...	...
10	8000 K
0-9	UNUSED RANGE

Note: If CTO channel is active, the WHITE channel is disabled.

- MACRO COLOUR

BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
209-255	-	White	255	235	66	255
208	-	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• STOP STROBE



BIT	EFFECT
252 - 255	LED ON
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	LED ON
207	FAST PULSATION (25 flash/sec)
108	SLOW PULSATION (0.5 flash/sec)
104 - 107	LED ON
103	FAST STROBE (25 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	LED OFF

• DIMMER



BIT	EFFECT
255	MAXIMUM BRIGHTNESS
0	NO LIGHT

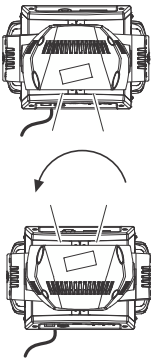
• DIMMER FINE



BIT	EFFECT
255	UPPER BRIGHTNESS
0	LOWER BRIGHTNESS

• PAN

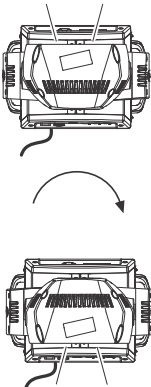
Operation with option InvertPan $\diamond$ Off



BIT
255
0

0-255 Bit: 2.65 sec (K20)
0-255 Bit: 2.01 sec (K10)
0-255 Bit: 1.41 sec (K5)

Operation with option InvertPan $\diamond$ On

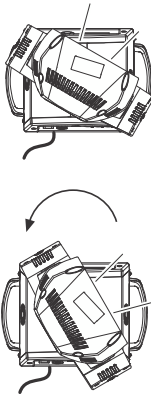


BIT
255
0

0-255 Bit: 2.65 sec (K20)
0-255 Bit: 2.01 sec (K10)
0-255 Bit: 1.41 sec (K5)

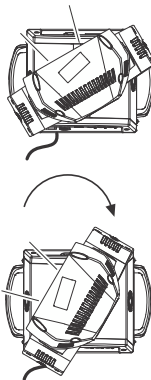
• PAN FINE

Operation with option InvertPan $\diamond$ Off



BIT
255
0

Operation with option InvertPan $\diamond$ On



BIT
255
0

• TILT

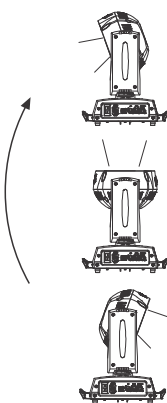
Operation with option InvertTilt $\diamond$ Off



BIT
255
0

0-255 Bit: 1.45 sec (K20)
0-255 Bit: 0.87 sec (K10)
0-255 Bit: 0.80 sec (K5)

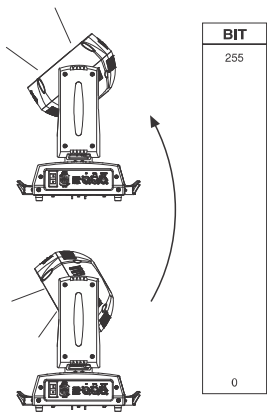
Operation with option InvertTilt $\diamond$ On



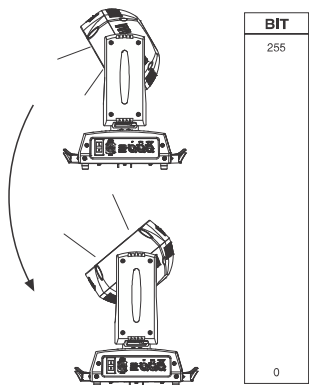
BIT
255
0

0-255 Bit: 1.45 sec (K20)
0-255 Bit: 0.87 sec (K10)
0-255 Bit: 0.80 sec (K5)

• TILT FINE
Operation with option InvertTilt ◇ Off



Operation with option InvertTilt ◇ On

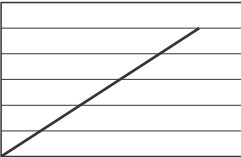


• FUNCTION

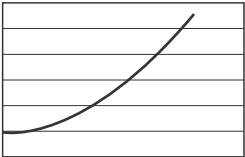
BIT	EFFECT
103 – 255	Reserved
98 – 102	Halogen Lamp Simulation, type 5 (2500 W) Linear CTO @ 0
93 – 97	Halogen Lamp Simulation, type 4 (2000 W) Linear CTO @ 0
88 – 92	Halogen Lamp Simulation, type 3 (1200 W) Linear CTO @ 0
83 – 87	Halogen Lamp Simulation, type 2 (1000 W) Linear CTO @ 0
78 – 82	Halogen Lamp Simulation, type 1 (750W) Linear CTO @ 0
73 – 77	Halogen Lamp Simulation OFF (Default)
68 – 72	RGBW Gamma curve 3 – gamma = 2,0
63 – 67	RGBW Gamma curve 2 – gamma = 1,5
58 – 62	RGBW Gamma curve 1 – gamma = 1,0
52 – 57	Dimmer Curve 4
48 – 52	Dimmer Curve 3
43 – 47	Dimmer Curve 2
38 – 42	Dimmer Curve 1
24 – 37	Pan Tilt Normal
12 – 24	Pan Tilt Fast (Default)
0 – 11	Function off – rearmed

The functions are activated passing through the “unused range” and staying 5 seconds in necessary level.
Last selected function still active. Enable setting a new function.

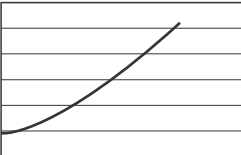
DIMMER CURVE 1 - GAMMA 1 LINEAR



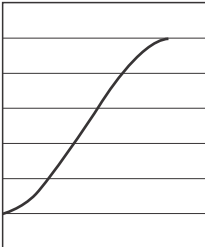
DIMMER CURVE 3 - GAMMA 2,0



DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 4 - S



• RESET

BIT	EFFECT
255	COMPLETE RESET
128 127	COMPLETE RESET PAN / TILT RESET
77 76	PAN / TILT RESET ZOOM RESET
26 25	ZOOM RESET
0	UNUSED RANGE

• ZOOM



BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

0-255 Bit: 0.68 sec (K20)
0-255 Bit: 0.69 sec (K10)

• RED LED 1 to...
GREEN LED 1 to...
BLUE LED 1 to...
WHITE LED 1 to...



BIT	EFFECT
255	MAXIMUM BRIGHTNESS
0	LED OFF

SHAPE SELECTION - SHAPE SPEED - SHAPE OFFSET

SHAPE SELECTION	SHAPE NAME	On K5	On K10	On K20	DESCRIPTION	Random colors *1	SHAPE SPEED	SHAPE OFFSET
0-7	Macro OFF	Yes	Yes	Yes		N.a.	N.a.	N.a.
8	Ring 1	Yes	Yes	Yes	Static effects. The ring or rings used by the macro are turned-on with the foreground	N.a.	N.a.	N.a.
9	Ring 2	Yes	Yes	Yes				
10	Ring 3	No	Yes	Yes				
11	Ring 4	No	No	Yes				
12	Ring 1 + 2	Yes	Yes	Yes				
13	Ring 1 + 3	No	Yes	Yes				
14	Ring 1 + 4	No	No	Yes				
15	Ring Opening (Closing)	Yes	Yes	Yes		Yes	0-126 = max to min speed, Closing effect 127-128 = STOP 129-255 = min to max speed, Opening effect	
16	Ring Opening (Closing) Filled	Yes	Yes	Yes		Yes		
17	Ring Open/Close (close/open)	Yes	Yes	Yes		Yes	0-126 = max to min speed, Start closed	0-9 → continuous 10-255 → random distribution of flash from 2 to 20 fixtures
18	Ring Open/Close (close/open) Filled	Yes	Yes	Yes		Yes	127-128 = STOP 129-255 = min to max speed, Start opened	
19	Ring with variable radius	Yes	Yes	Yes		N.a.	0-255 = radius:	0-255 → angle offset from 0 to 360°
20	Ring with variable radius, filled.	Yes	Yes	Yes		N.a.	0 = minimum 255 = maximum	N.a.
21	Random pixels distributed on many fixtures	Yes	Yes	Yes		Yes	0-126 = max to min speed, Instant-on + fadeout.	0-255 → select random distribution from 2 up to 20 fixtures
22	Random pixels with variable density and speed	Yes	Yes	Yes		Yes	127-128 = STOP. 129-255 = min to max speed, FadeIn + FadeOut. Fade or snap depending on fade channel.	0-255 → select pixel density
23	Rainbow 1, variable speed.	Yes	Yes	Yes		N.a.	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotation	0-255 → angle offset from 0 to 360°
24	Rainbow 2, fixed speed with variable color offset.	Yes	Yes	Yes		N.a.	0-126 = c.cw rotation 127-128 = STOP 129-255 = cw rotation The value 0-126 or 129-255 change the rainbow angle offset (the orange starting angle).	N.a.
25	Fan (3 arms)	Yes	Yes	Yes		N.a.	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotation"	0-255 → angle offset from 0 to 360°
26	Bar (2 arms)	Yes	Yes	Yes				
27	Half moon	Yes	Yes	Yes				
28	Triangle	Yes	Yes	Yes				
29	Two rotating bars of different colors	Yes	Yes	Yes				
30	Two rotating arcs of different colors	No	Yes	Yes				
31	Two rotating arcs of different colors and direction	No	Yes	Yes				
32-255	Reserved					N.a.	N.a.	N.a.

*1: Random colors activation with foreground R,G,B,W = 0 bit

Macro Off

DMX channel value: from 0 to 7.

No shape effects activated. Turns off any previously selected shape.

Static Rings

DMX channel value: from 8 to 14.

The ring or rings used by the macro are turned on with the foreground colour (Shape Red+Shape Green+Shape blue+Shape White).

Available combinations: Ring 1 On, Ring 2 On, Ring 3 On (Aleda K10, K20 only), Ring 4 On (Aleda K20 only), Ring 1+2 On,

Ring 1+3 On (Aleda K10, K20 only), Ring 1+4 On (Aleda K20 only).

Dynamic Rings

DMX channel

Dynamic Rings

DMX channel value: From 15 to 18.

The rings used by the macro are turned on sequentially, simulating an opening, closing or both.

The Shape Speed channel increases the speed from 126 (min speed) to 0 (max speed) for the closing and closing/opening effects and from 129 (min speed) to 255 (max speed) for the opening and opening/closing effects. With DMX value = 127 or 128 the macro stays still.

The Shape Offset channel defines the macro effect distribution over a number of fixtures (affects also the behavior of a single fixture)

Dmx values from 0 to 9: continuous distribution;

Dmx values from 10 to 255 random distribution of flash from 2 to 20 fixtures.

If foreground colors are all set to 0, the Random-Colors mode is activated.

The color used by the macro changes at every restart.

Rings with variable radius

DMX channel value: 19 - 20.

The Shape Speed channel defines the ring radius: 0 = min, 255 = max.

Random pixels

DMX

Random pixels

DMX channel value: 21 – 22.

Leds are turned on and off randomly.

The Shape Speed channel increases the speed and defines the fade effect for the leds: from 126 (min speed) to 0 (max speed) with a Instant-on/ fade-out led effect, and from 129 (min speed) to 255 (max speed) with a fade-in + fade-out led effect. At a DMX value of 127 and 128 the macro stays still.

For macro 21 the Shape Offset channel defines leds random distribution from 0 (2 fixtures) to 255 over a set of fixtures (20 fixtures).

For macro 22 the Shape Offset channel defines pixels density from 0 (min density) to 255 (max density).

If foreground colors are all set to 0 the Random-Colors mode is activated.

The Shape Smoothing channel adjusts the fading effect applied to the macro movement

Rainbows

DMX channel value: 23 – 24 .

It simulates a rainbow effect.

The Shape Speed channel increases the speed and defines the rotation : from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation. With DMX value 127 or 128 the macro stays still.

For the macro 24 (Rainbow with fixed speed) the Shape Speed channel also defines angle offset (the orange sector starting angle).

Rotating shapes

DMX channel value: from 25 to 31.

Shapes available: Fan (3 arms), Bar (2 arms), Half Moon, Triangle, Two rotating bars of different colors, Two rotating arcs of different colors, Two rotating arcs of different colors and direction.

The Shape Speed channel increases the speed and defines the rotation : from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation. With DMX value 127 or 128 the macro stays still.

The Shape Offset channel defines the angle offset from 0 (0 degree) to 255 (360 degree).

• SHAPE FADE

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma *
245	Smooth, fading curve gamma 2
243	Smooth, fading curve gamma 1,986
244	Smooth, fading curve gamma 1,993
...	
18	Smooth, fading curve gamma 0,513
17	Smooth, fading curve gamma 0,506
16	Smooth, fading curve gamma 0,5
0-15	Snap

• SHAPE RGBW
SHAPE DIMMER
BACKGROUND DIMMER



BIT	EFFECT
255	MAXIMUM BRIGHTNESS
...	
0	LED OFF

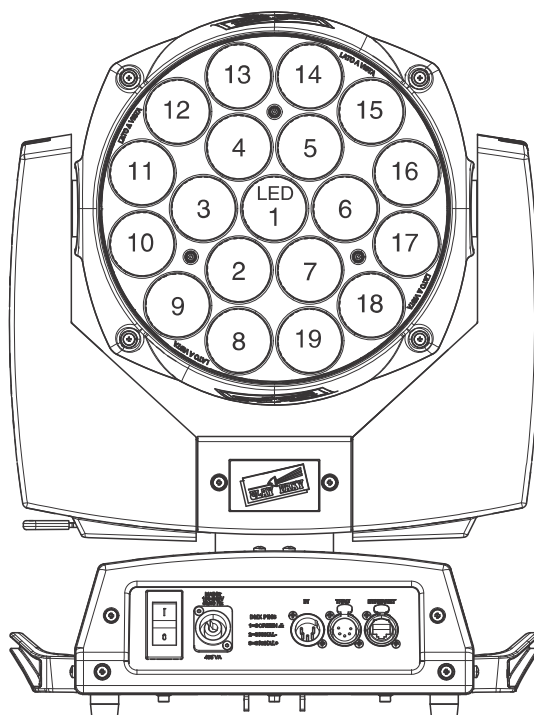
• SHAPE TRANSITION

BIT	EFFECT
255	4 sec
...	
216	3 sec
...	
171	2 sec
...	
113	1 sec
...	
73	0,5 sec
...	
5	100 ms
0-4	No fade

A.LEDA WASH K10

LED reference number for pixel mapping

TILT: channel 16 @ bit 200



A.LEDA WASH K20

LED reference number for pixel mapping

TILT: channel 16 @ bit 200

