

Axcor Profile 600 TEATRO

Axcor Profile 600 HC TEATRO

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

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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	DUMMY	DUMMY
39	FUNCTION 2	PAN/TILT TIME
40	FREQUENCY	COLOUR TIME
41	-	BEAM TIME
42	-	ROTATING GOBO TIME
43	-	FUNCTION 2
44	-	FREQUENCY

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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



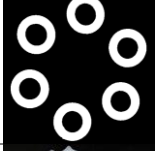

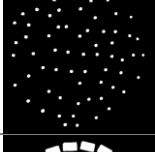
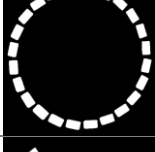

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Channel Mode		DMX Value	Function
Standard	Vector		
9	9		IRIS
		000 – 131	Iris linearly open from minimum to maximum aperture
		132 – 171	Iris pulsation from slow to fast speed
		172 – 211	Iris pulsation from slow to fast speed with fast opening
		212 – 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

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Channel Mode		DMX Value	Function	
Standard	Vector			
12	12		ROTATING GOBO CHANGE	
		000 – 016	Empty position	
		017 – 032	Gobo 1 - GOD019/008 (Plumens)	
		033 – 048	Gobo 2 - GOD019/009 (Water Lines)	
		049 – 064	Gobo 3 - GOD019/010 (Multiple Cones)	
		065 – 081	Gobo 4 - GOD019/011 (Shattered)	
		082 – 097	Gobo 5 - GOD019/012 (Small Dots)	
		098 – 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			

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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

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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

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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 – 233	300W Led Power		
234 – 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		DUMMY
		000 – 255	-

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Channel Mode		DMX Value	Function			
Standard	Vector					
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			
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			



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DMX Channels
10/2020

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.

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VECTOR MODE TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	11
56	12
57	12
58	13
59	13
60	14
61	14
62	15
63	15
64	15
65	16
66	16
67	17
68	17
69	17
70	18
71	18
72	18
73	19
74	19
75	20
76	20
77	20
78	21
79	21
80	21
81	22
82	22
83	22
84	23
85	23

BIT	Seconds
86	24
87	24
88	25
89	25
90	25
91	26
92	26
93	27
94	27
95	27
96	28
97	28
98	28
99	29
100	29
101	30
102	30
103	30
104	31
105	31
106	32
107	32
108	32
109	33
110	33
111	33
112	34
113	34
114	35
115	35
116	36
117	36
118	36
119	37
120	37
121	38
122	38
123	38
124	39
125	39
126	39
127	40
128	40

BIT	Seconds
129	41
130	41
131	41
132	42
133	42
134	43
135	43
136	43
137	44
138	44
139	45
140	45
141	45
142	46
143	46
144	47
145	47
146	47
147	48
148	48
149	49
150	49
151	49
152	50
153	50
154	50
155	51
156	51
157	52
158	52
159	53
160	53
161	53
162	54
163	54
164	54
165	55
166	55
167	56
168	56
169	56
170	57
171	57

BIT	Seconds
172	58
173	58
174	58
175	59
176	59
177	59
178	60
179	60
180	65
181	65
182	65
183	70
184	70
185	75
186	75
187	75
188	80
189	80
190	85
191	85
192	85
193	90
194	90
195	95
196	95
197	95
198	100
199	100
200	110
201	110
202	110
203	120
204	120
205	120
206	130
207	130
208	140
209	140
210	140
211	150
212	150
213	150
214	160
215	160

BIT	Seconds
216	170
217	170
218	180
219	180
220	180
221	190
222	190
223	200
224	200
225	200
226	210
227	210
228	210
229	220
230	220
231	230
232	230
233	230
234	240
235	240
236	240
237	250
238	250
239	260
240	260
241	270
242	270
243	270
244	280
245	280
246	290
247	290
248	290
249	300
250	300
251	310
252	310
253	310
254	310
255	Follow cue Data