

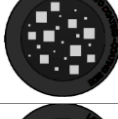


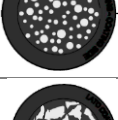










CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOUR WHEEL	COLOUR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
12	GOBO ROTATION	GOBO ROTATION
13	FINE GOBO ROTATION	FINE GOBO ROTATION
14	PRISM INSERTION	PRISM INSERTION
15	PRISM ROTATION	PRISM ROTATION
16	FROST	FROST
17	BLADE UP 1	BLADE UP 1
18	BLADE UP 2	BLADE UP 2
19	BLADE DOWN 1	BLADE DOWN 1
20	BLADE DOWN 2	BLADE DOWN 2
21	BLADE RIGHT 1	BLADE RIGHT 1
22	BLADE RIGHT 2	BLADE RIGHT 2
23	BLADE LEFT 1	BLADE LEFT 1
24	BLADE LEFT 2	BLADE LEFT 2
25	FRAME ROTATION	FRAME ROTATION
26	FOCUS	FOCUS
27	FOCUS FINE	FOCUS FINE
28	ZOOM	ZOOM
29	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
30	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
31	PAN	PAN
32	FINE PAN	FINE PAN
33	TILT	TILT
34	FINE TILT	FINE TILT
35	FUNCTION	FUNCTION
36	RESET	RESET
37	LAMP CONTROL	LAMP CONTROL
38	-	PAN-TILT TIME
39	-	COLOUR TIME
40	-	BEAM TIME
41	-	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		COLOUR WHEEL
		0	Empty position
		8	Empty + Dark Red
		16	Dark Red
		24	Dark Red + Blue Brilliant 485
		32	Blue Brilliant 485
		40	Blue Brilliant 485 + Green 5054
		48	Green 5054
		56	Green 5054 + HMG4
		64	Half Minus Green HMG4
		71	HMG4 + Gold Amber 555
		80	Gold Amber 555
		87	Gold Amber + Red 600
		96	Red 600
		103	Red 600 + Navy Blue 440
		112	Navy Blue 440
120	Navy Blue 440 + Empty position		
128 - 255	Continuous clockwise Colour Wheel rotation at linearly variable speed from slow (4.4 rph) to fast (160 rpm)		
6	6		STOPPER / STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 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
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		

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		STATIC GOBO CHANGE
		0 - 7	Empty position
		8 - 15	Gobo 1 – GOD00F/009 - (Shattered) 
		16 - 23	Gobo 2 – GOD00F/007 - (Tunnel) 
		24 - 31	Gobo 3 – GOD00F/006 - (Floating Squares) 
		32 - 39	Gobo 4 – GOD00F/005 - (Forest) 
		40 - 47	Gobo 5 – GOD00F/004 - (Doodles) 
		48 - 55	Gobo 6 – GOD00F/003 - (Big Dots) 
		56 - 63	Gobo 7 – GOD00F/002 - (Swamped) 
		64 - 71	Gobo 8 – GOD00F/001 - (Crackle) 
		72 - 113	Continuous rotation clockwise at linearly variable speed
		114 - 117	Stop
		118 - 159	Continuous rotation counter-clockwise at linearly variable speed
		160 - 171	Gobo 1 shakes at variable speed from slow to fast
		172 - 183	Gobo 2 shakes at variable speed from slow to fast
		184 - 195	Gobo 3 shakes at variable speed from slow to fast
		196 - 207	Gobo 4 shakes at variable speed from slow to fast
		208 - 219	Gobo 5 shakes at variable speed from slow to fast
		220 - 231	Gobo 6 shakes at variable speed from slow to fast
		232 - 243	Gobo 7 shakes at variable speed from slow to fast
		244 - 255	Gobo 7 shakes at variable speed from slow to fast

Channel Mode		DMX Value	Function
Standard	Vector		
11	11		ROTATING GOBO CHANGE
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD00E/001 (Small Dots) 
		38 - 56	Gobo 2 - GOD00E/002 (Plumens) 
		57 - 74	Gobo 3 - GOD00E/013 (Clouds V2) 
		75 - 92	Gobo 4 - GOD00E/010 (Half Circle) 
		93 - 111	Gobo 5 - GOD00E/005 (Oak Three) 
		112 - 129	Gobo 6 - GOD00E/014 (Water Lines) 
		130 - 150	Gobo 1 shakes at variable speed from slow to fast
		151 - 171	Gobo 2 shakes at variable speed from slow to fast
		172 - 192	Gobo 3 shakes at variable speed from slow to fast
		193 - 213	Gobo 4 shakes at variable speed from slow to fast
		214 - 234	Gobo 5 shakes at variable speed from slow to fast
		235 - 255	Gobo 6 shakes at variable speed from slow to fast
12	12		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 clockwise gobo rotation at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
193 - 255	Continuous counter-clockwise gobo rotation at linearly variable speed from slow (2.2 rph) to fast (180 rpm)		
13	13		FINE GOBO ROTATION
		0 - 255	Fine counter-clockwise Gobo Indexing
14	14		PRISM INSERTION
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
15	15		PRISMS 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 counter-clockwise prism rotation at linearly variable speed from fast (80 rpm) to slow (3 rph)
		191 - 192	Stop rotation
193 - 255	Continuous clockwise prism rotation at linearly variable speed from slow (3 rph) to fast (80 rpm)		
16	16		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion 0 – 138 Frost 1 139 – 255 Frost 2
17	17		BLADE UP 1
		0 - 255	Blade moves linearly into the light beam
18	18		BLADE UP 2
		0 - 255	Blade moves linearly into the light beam
19	19		BLADE DOWN 1
		0 - 255	Blade moves linearly into the light beam
20	20		BLADE DOWN 2
		0 - 255	Blade moves linearly into the light beam
21	21		BLADE RIGHT 1
		0 - 255	Blade moves linearly into the light beam
22	22		BLADE RIGHT 2
		0 - 255	Blade moves linearly into the light beam
23	23		BLADE LEFT 1
		0 - 255	Blade moves linearly into the light beam
24	24		BLADE LEFT 2
		0 - 255	Blade moves linearly into the light beam
25	25		FRAME ROTATION
		0 - 255	Frame counter-clockwise linearly rotate
26	26		FOCUS
		0 - 255	Focus moves linearly from far to near position
27	27		FOCUS FINE
		0 - 255	Fine Focus positioning
28	28		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
29	29		AUTOFOCUS DISTANCE
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
30	30		AUTOFOCUS ADJUSTMENT
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine

Channel Mode		DMX Value	Function
Standard	Vector		
31	31		PAN
		0 - 255	Pan movement/positioning from 0° to 540°
32	32		FINE PAN
		0 - 255	Fine Pan positioning
33	33		TILT
		0 - 255	Tilt movement/positioning from 0° to 268°
34	34		FINE TILT
		0 - 255	Fine Tilt positioning
35	35		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Standard Dimmer curve (default)
		63 - 113	Free
		114 - 126	Slow Blade speed
		127 - 139	Fast Blade speed
		140 - 152	Fast Gobo change
		153 - 164	Normal Gobo change (default)
		165 - 203	Free
		204 - 213	Linear Dimmer curve
		214 - 216	Free
		217 - 227	Uniform Field Frost Auto
		228 - 240	Uniform Field Frost Always ON
240 - 255	Uniform Field Frost Always OFF		
	The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds		
36	36		RESET
		0 - 25	Unused range
		26 - 76	Zoom Reset Zoom 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.		
37	37		LAMP CONTROL (Fixture not provided with hot re-strike igniter)
		0 - 25	Unused range
		26 - 100	Lamp OFF Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
		101 - 179	Lamp ON @1200W – Fans Noise reduced Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
178 - 255	Lamp ON @1400W Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.		

Channel Mode		DMX Value	Function
Standard	Vector		
-	38	0 - 255	PAN-TILT TIME Pan - Fine Pan - Tilt - Fine Tilt
-	39	0 - 255	COLOUR TIME Cyan - Magenta – Yellow – CTO
-	40	0 - 255	BEAM TIME Dimmer - Frost - Prism – Focus – Zoom
-	41	0 - 255	ROTATING GOBO TIME Rotating Gobo

IMPORTANT
<p>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.).</p>
<p>Remember to Switch-Off the bulb, before to Switch-Off the fixture.</p>
<p>The lamp automatically dim to 1000W power, in any condition in which the blades completely shut the light beam and after 1.5sec the Shutter will be closed.</p>
<p>To ensure reliable operation of the effects, it is suggested to keep the lamp of the projector switch-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.</p>

VECTOR MODE TIME TABLE

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