

| 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 INSERTION | ANIMATION DISC INSERTION |
| 11 | ANIMATION DISC ROTATION | ANIMATION DISC ROTATION |
| 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 | LIGHT FROST | LIGHT FROST |
| 18 | BLADE 1A | BLADE 1A |
| 19 | BLADE 1B | BLADE 1B |
| 20 | BLADE 2A | BLADE 2A |
| 21 | BLADE 2B | BLADE 2B |
| 22 | BLADE 3A | BLADE 3A |
| 23 | BLADE 3B | BLADE 3B |
| 24 | BLADE 4A | BLADE 4A |
| 25 | BLADE 4B | BLADE 4B |
| 26 | FRAMING ROTATION | FRAMING 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 | FINE PAN | FINE PAN |
| 34 | TILT | TILT |
| 35 | FINE TILT | FINE TILT |
| 36 | FUNCTION | FUNCTION |
| 37 | RESET | RESET |
| 38 | LAMP CONTROL | LAMP CONTROL |
| 39 | HEAVY FROST | HEAVY FROST |
| 40 | UNIFORM BEAM FIELD | UNIFORM BEAM FIELD |
| 41 | - | PAN-TILT TIME |
| 42 | - | COLOR TIME |
| 43 | - | BEAM TIME |
| 44 | - | ROTATING GOBO TIME |

| Channel Mode | | DMX Value | Function |
|--------------|---|-----------|---|
| Standard | Vector | | |
| 1 | 1 | | CYAN |
| | | 0 - 255 | Linear Cyan movement (with Option → Color mixing → CMY) |
| 2 | 2 | | MAGENTA |
| | | 0 - 255 | Linear Magenta movement (with Option → Color mixing → CMY) |
| 3 | 3 | | YELLOW |
| | | 0 - 255 | Linear Yellow movement (with Option → Color mixing → CMY) |
| 4 | 4 | | CTO |
| | | 0 - 255 | Linear CTO movement |
| 5 | 5 | | COLOR WHEEL |
| | | 0 | Empty position |
| | | 10 | Empty + Dark Red |
| | | 16 | Dark Red |
| | | 23 | Dark Red + Brilliant Blue |
| | | 32 | Brilliant Blue |
| | | 40 | Brilliant Blue + Green |
| | | 48 | Green |
| | | 56 | Green + Half Minus Green |
| | | 64 | Half Minus Green |
| | | 71 | Half Minus Green + Light Orange |
| | | 80 | Light Orange |
| | | 87 | Light Orange + Dark Orange |
| | | 96 | Dark Orange |
| | | 104 | Dark Orange + Navy Blue |
| | | 112 | Navy Blue |
| | | 118 | Navy Blue + Empty position |
| 127 | Empty | | |
| 128 - 255 | Continuous clockwise >>>> Color 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 | | ANIMATION DISC INSERTION |
| | | 0 | Animation Disk out |
| | | 1 - 255 | Animation Disk Linear Insertion |
| 11 | 11 | | ANIMATION DISC ROTATION |
| | | 0 - 105 | Continuous animation disk counter-clockwise <<<<< rotation at linearly variable speed from fast (180 rpm) to slow (0.4 rpm) |
| | | 106 - 127 | Slow counter-clockwise <<<<< rotation (0.4 rpm) |
| | | 128 - 150 | Slow clockwise >>>>> rotation (0.4 rpm) |
| | | 151 - 255 | Continuous animation disk clockwise >>>>> rotation at linearly variable speed from slow (0.4 rpm) to fast (180 rpm) |
| 12 | 12 | | ROTATING GOBO CHANGE |
| | | 0 - 18 | Empty position |
| | | 19 - 37 | Gobo 1 - GOD00E/001 (Small Dots)  |
| | | 38 - 55 | Gobo 2 - GOD00E/002 (Plumens)  |
| | | 56 - 74 | Gobo 3 - GOD00E/017 (Multiple Moons)  |
| | | 75 - 92 | Gobo 4 - GOD00E/010 (Half Circle)  |
| | | 93 - 111 | Gobo 5 - GOD00E/005 (Oak Three)  |
| | | 112 - 129 | Gobo 6 - GOD00E/018 (Dappled Leaves)  |
| | | 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 |
| 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 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) |

| Channel Mode | | DMX Value | Function |
|--------------|---|-----------|---|
| Standard | Vector | | |
| 14 | 14 | | FINE GOBO ROTATION |
| | | 0 - 255 | Fine counter-clockwise Gobo Indexing |
| 15 | 15 | | PRISM INSERTION |
| | | 0 - 127 | Prism out |
| | | 128 - 255 | 4 facet Prism into the light beam |
| 16 | 16 | | 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) | | |
| 17 | 17 | | LIGHT FROST |
| | | 0 - 255 | Frost moves linearly into the light beam |
| 18 | 18 | | BLADE 1A |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 19 | 19 | | BLADE 1B |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 20 | 20 | | BLADE 2A |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 21 | 21 | | BLADE 2B |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 22 | 22 | | BLADE 3A |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 23 | 23 | | BLADE 3B |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 24 | 24 | | BLADE 4A |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 25 | 25 | | BLADE 4B |
| | | 0 - 255 | Blade moves linearly into the light beam |
| 26 | 26 | | FRAMING ROTATION |
| | | 0 - 255 | Frame counter-clockwise <<<<< linearly rotate (90° framing indexing) |
| 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 |

| Channel Mode | | DMX Value | Function |
|--------------|-----------|-----------|--|
| Standard | Vector | | |
| 30 | 30 | | AUTOFOCUS DISTANCE |
| | | 0 - 6 | Autofocus disabled |
| | | 7 - 255 | Autofocus from 4mt. (bit 7 – 4%) to 100mt. (bit 255 – 100%) |
| 31 | 31 | | AUTOFOCUS ADJUSTMENT |
| | | 0 - 127 | Focus Fine |
| | | 128 | Stop |
| | | 129 - 255 | Focus Fine |
| 32 | 32 | | PAN |
| | | 0 - 255 | Pan movement/positioning from 0° to 540° |
| 33 | 33 | | FINE PAN |
| | | 0 - 255 | Fine Pan positioning |
| 34 | 34 | | TILT |
| | | 0 - 255 | Tilt movement/positioning from 0° to 268° |
| 35 | 35 | | FINE TILT |
| | | 0 - 255 | Fine Tilt positioning |
| 36 | 36 | | 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 - 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 | 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. |

| Channel Mode | | DMX Value | Function |
|--------------|-----------|-----------|---|
| Standard | Vector | | |
| 38 | 38 | | 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. |
| | | 180 - 255 | Lamp ON @1400W Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds. |
| 39 | 39 | 0 - 255 | HEAVY FROST Frost moves linearly into the light beam |
| 40 | 40 | 0 - 255 | UNIFORM BEAM FIELD Uniform Beam Filed moves linearly into the light beam |
| - | 41 | 0 - 255 | PAN-TILT TIME Pan - Fine Pan - Tilt - Fine Tilt |
| - | 42 | 0 - 255 | COLOUR TIME Cyan - Magenta – Yellow – CTO |
| - | 43 | 0 - 255 | BEAM TIME Dimmer - Frost - Prism – Focus – Zoom |
| - | 44 | 0 - 255 | ROTATING GOBO TIME Rotating Gobo |

NOTES

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.).

Remember to Switch-Off the bulb, before to Switch-Off the fixture.

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.

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.

VECTOR MODE TIME TABLE

| BIT | Seconds |
|-----|---------|-----|---------|-----|---------|-----|---------|-----|---------|-----|--------------------|
| 0 | Full | 43 | 8.6 | 86 | 24 | 129 | | 172 | | 216 | 170 |
| 1 | 0.2 | 44 | 8.8 | 87 | | 130 | 41 | 173 | 58 | 217 | |
| 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 | 58 | 207 | | 251 | 310 |
| 36 | 7.2 | 79 | 36 | 122 | | 165 | | 208 | 140 | 252 | |
| 37 | 7.4 | 80 | 37 | 123 | 42 | 166 | 59 | 209 | | 253 | 310 |
| 38 | 7.6 | 81 | 38 | 124 | | 167 | | 210 | 150 | 254 | |
| 39 | 7.8 | 82 | 39 | 125 | 43 | 168 | 60 | 211 | | 255 | Follow cue Data |
| 40 | 8 | 83 | 40 | 126 | | 169 | | 212 | 160 | | |
| 41 | 8.2 | 84 | 41 | 127 | 44 | 170 | 61 | 213 | | | |
| 42 | 8.4 | 85 | 42 | 128 | | 171 | | 214 | | | |
| | | | | | | | | 215 | | | |