

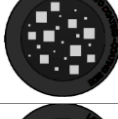


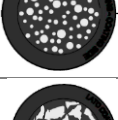










CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOUR WHEEL	COLOUR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE
12	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		<b>CYAN</b>
		0 - 255	Linear Cyan movement
2	2		<b>MAGENTA</b>
		0 - 255	Linear Magenta movement
3	3		<b>YELLOW</b>
		0 - 255	Linear Yellow movement
4	4		<b>CTO</b>
		0 - 255	Linear CTO movement
5	5		<b>COLOUR WHEEL</b>
		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		<b>STOPPER / STROBE</b>
		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		<b>DIMMER</b>
		0 - 255	Light output linearly increase from no-light to maximum brightness
8	8		<b>DIMMER FINE</b>
		0 - 255	Fine Dimmer positioning
9	9		<b>IRIS</b>
		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		<b>STATIC GOBO CHANGE</b>
		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		<b>ROTATING GOBO CHANGE</b>
		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		<b>GOBO ROTATION</b>
		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		<b>FINE GOBO ROTATION</b>
		0 - 255	Fine counter-clockwise Gobo Indexing
14	14		<b>PRISM INSERTION</b>
		0 - 127	Prism out
		128 - 255	4 facet Prism into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
15	15		<b>PRISMS ROTATION</b>
		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		<b>FROST</b>
		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		<b>BLADE UP 1</b>
		0 - 255	Blade moves linearly into the light beam
18	18		<b>BLADE UP 2</b>
		0 - 255	Blade moves linearly into the light beam
19	19		<b>BLADE DOWN 1</b>
		0 - 255	Blade moves linearly into the light beam
20	20		<b>BLADE DOWN 2</b>
		0 - 255	Blade moves linearly into the light beam
21	21		<b>BLADE RIGHT 1</b>
		0 - 255	Blade moves linearly into the light beam
22	22		<b>BLADE RIGHT 2</b>
		0 - 255	Blade moves linearly into the light beam
23	23		<b>BLADE LEFT 1</b>
		0 - 255	Blade moves linearly into the light beam
24	24		<b>BLADE LEFT 2</b>
		0 - 255	Blade moves linearly into the light beam
25	25		<b>FRAME ROTATION</b>
		0 - 255	Frame counter-clockwise linearly rotate
26	26		<b>FOCUS</b>
		0 - 255	Focus moves linearly from far to near position
27	27		<b>FOCUS FINE</b>
		0 - 255	Fine Focus positioning
28	28		<b>ZOOM</b>
		0 - 255	Zoom linearly moves from narrow to wide beam
29	29		<b>AUTOFOCUS DISTANCE</b>
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
30	30		<b>AUTOFOCUS ADJUSTMENT</b>
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine

Channel Mode		DMX Value	Function
Standard	Vector		
31	31		<b>PAN</b>
		0 - 255	Pan movement/positioning from 0° to 540°
32	32		<b>FINE PAN</b>
		0 - 255	Fine Pan positioning
33	33		<b>TILT</b>
		0 - 255	Tilt movement/positioning from 0° to 268°
34	34		<b>FINE TILT</b>
		0 - 255	Fine Tilt positioning
35	35		<b>FUNCTION</b>
		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		<b>RESET</b>
		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		<b>LAMP CONTROL (Fixture not provided with hot re-strike igniter)</b>
		0 - 25	Unused range
		26 - 100	<b>Lamp OFF</b> Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
		101 - 179	<b>Lamp ON @1200W – Fans Noise reduced</b> Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
178 - 255	<b>Lamp ON @1400W</b> 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	<b>PAN-TILT TIME</b> Pan - Fine Pan - Tilt - Fine Tilt
-	39	0 - 255	<b>COLOUR TIME</b> Cyan - Magenta – Yellow – CTO
-	40	0 - 255	<b>BEAM TIME</b> Dimmer - Frost - Prism – Focus – Zoom
-	41	0 - 255	<b>ROTATING GOBO TIME</b> Rotating Gobo

<b>IMPORTANT</b>
<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		218			
3	0.6	46	9.2	89	25	132	42	175		59	219
4	0.8	47	9.4	90		133		176	220		
5	1	48	9.6	91	26	134	43	177	60	221	190
6	1.2	49	9.8	92		135		178		222	
7	1.4	50	10	93	27	136	44	179	65	223	200
8	1.6	51	10.2	94		137		180		224	
9	1.8	52	10.4	95	28	138	45	181	70	225	210
10	2	53	10.6	96		139		182		226	
11	2.2	54	11	97	46	140	47	183	75	227	220
12	2.4	55		98		141		184		228	
13	2.6	56	12	99	29	142	48	185	80	229	230
14	2.8	57		100		143		186		230	
15	3	58	13	101	30	144	49	187	85	231	230
16	3.2	59		102		145		188		232	
17	3.4	60	14	103	31	146	50	189	90	233	240
18	3.6	61		104		147		190		234	
19	3.8	62	15	105	32	148	51	191	95	235	240
20	4	63		106		149		192		236	
21	4.2	64	16	107	33	150	52	193	100	237	250
22	4.4	65		108		151		194		238	
23	4.6	66	17	109	34	152	53	195	110	239	260
24	4.8	67		110		153		196		240	
25	5	68	18	111	35	154	54	197	120	241	270
26	5.2	69		112		155		198		242	
27	5.4	70	19	113	36	156	55	199	130	243	280
28	5.6	71		114		157		200		244	
29	5.8	72	20	115	37	158	56	201	140	245	290
30	6	73		116		159		202		246	
31	6.2	74	21	117	38	160	57	203	150	247	300
32	6.4	75		118		161		204		248	
33	6.6	76	22	119	39	162	58	205	160	249	310
34	6.8	77		120		163		206		250	
35	7	78	23	121	40	164	59	207	170	251	Follow cue Data
36	7.2	79		122		165		208		252	
37	7.4	80	24	123	41	166	60	209	180	253	
38	7.6	81		124		167		210		254	
39	7.8	82	25	125	42	168	61	211	190	255	
40	8	83		126		169		212			
41	8.2	84	26	127	43	170	62	213	200		
42	8.4	85		128		171		214		215	