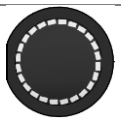
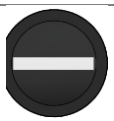
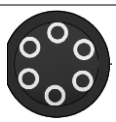
Scenius Spot

DMX Channels
06/2018

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	ROTATING GOBO 1 CHANGE	ROTATING GOBO 1 CHANGE
11	GOBO 1 ROTATION	GOBO 1 ROTATION
12	FINE GOBO 1 ROTATION	FINE GOBO 1 ROTATION
13	ROTATING GOBO 2 CHANGE	ROTATING GOBO 2 CHANGE
14	GOBO 2 ROTATION	GOBO 2 ROTATION
15	FINE GOBO 2 ROTATION	FINE GOBO 2 ROTATION
16	ANIMATION DISK INSERTION or STATIC GOBO WHEEL (C61603)	ANIMATION DISK INSERTION or STATIC GOBO WHEEL (C61603)
17	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
18	PRISM INSERTION	PRISM INSERTION
19	PRISM ROTATION	PRISM ROTATION
20	FROST	FROST
21	FOCUS	FOCUS
22	FOCUS FINE	FOCUS FINE
23	ZOOM	ZOOM
24	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
25	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
26	PAN	PAN
27	PAN FINE	PAN FINE
28	TILT	TILT
29	TILT FINE	TILT FINE
30	FUNCTION	FUNCTION
31	RESET	RESET
32	LAMP CONTROL	LAMP CONTROL
33	-	PAN-TILT TIME
34	-	COLOUR TIME
35	-	BEAM TIME
36	-	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 + Brilliant Blue 485
		32	Brilliant Blue 485
		40	Brilliant Blue 485 + Green 5054
		48	Green 5054
		56	Green 5054 + HMG4
		64	Half Minus Green HMG4
		72	HMG4 + Golden Amber 555
		80	Golden Amber 555
		88	Golden 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 Colour Wheel <<< counter-clockwise 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. Dimmer blades move from totally closed to totally open
8	8		**DIMMER FINE**
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
9	9		**IRIS**
		0 - 127	Iris linearly open from minimum to maximum aperture
		128 - 131	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		**ROTATING GOBO 1 CHANGE**
		0 - 18	Empty position
		19 - 37	Gobo 1 - GOD003/001 (Small Dots) 
		38 - 56	Gobo 2 - GOD003/002 (Plumens) 
		56 - 74	Gobo 3 - GOD003/013 (Clouds V2) 
		75 - 92	Gobo 4 - GOD003/004 (Thin Shafts) 
		93 - 111	Gobo 5 - GOD003/005 (Oak Tree) 
		112 - 129	Gobo 6 - GOD003/014 (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
11	11		**GOBO 1 ROTATION**
		0 - 21	Gobo indexing <<< counter-clockwise: 0° to 90° range
		21 - 42	Gobo indexing <<< counter-clockwise: 90° to 180° range
		42 - 63	Gobo indexing <<< counter-clockwise: 180° to 270° range
		63 - 84	Gobo indexing <<< counter-clockwise: 270° to 360° range
		84 - 105	Gobo indexing <<< counter-clockwise: 360° to 450° range
		105 - 127	Gobo indexing <<< counter-clockwise: 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		
12	12		**FINE GOBO 1 ROTATION**
		0 - 255	Fine Gobo Indexing <<< counter-clockwise
13	13		**ROTATING GOBO 2 CHANGE**
		0 - 18	Empty position
		19 - 37	Gobo 1 – GOD003/007 (Broken Circle) 
		38 - 56	Gobo 2 – GOD003/008 (Fat Line) 
		56 - 74	Gobo 3 – GOD003/009 (Multiple Cones) 
		75 - 92	Gobo 4 – GOD003-010 (Half Circle) 
		93 - 111	Gobo 5 – GOD003/011 (Ripple) 
		112 - 129	Gobo 6 – GOD003/012 (Shattered) 
		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
14	14		**GOBO 2 ROTATION**
		0 - 21	Gobo indexing >>> clockwise: 0° to 90° range
		21 - 42	Gobo indexing >>> clockwise: 90° to 180° range
		42 - 63	Gobo indexing >>> clockwise: 180° to 270° range
		63 - 84	Gobo indexing >>> clockwise: 270° to 360° range
		84 - 105	Gobo indexing >>> clockwise: 360° to 450° range
		105 - 127	Gobo indexing >>> clockwise: 450° to 540° range
		128 - 190	Continuous gobo rotation <<< counter-clockwise at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation >>> clockwise at linearly variable speed from slow (2.2 rph) to fast (180 rpm)
15	15		**FINE GOBO 2 ROTATION**
		0 - 255	Fine Gobo Indexing >>> clockwise
16 Standard	16 Standard		**ANIMATION DISK INSERTION** *If selected: Option → Animation Disk*
		0 - 255	Linear Animation Disk Insertion

Channel Mode		DMX Value	Function
Standard	Vector		
16 Optional	16 Optional		**STATIC GOBO CHANGE – p/n C61603** *If selected: Option → Fix Gobo Disk*
		0 - 7	Empty position
		8 - 15	Gobo 1
		16 - 23	Gobo 2
		24 - 31	Gobo 3
		32 - 39	Gobo 4
		40 - 47	Gobo 5
		48 - 55	Gobo 6
		56 - 63	Gobo 7
		64 - 71	Gobo 8
		72 - 113	Continuous rotation <<< counter-clockwise at linearly variable speed from fast to slow
		114 - 117	Stop
		118 - 159	Continuous rotation >>> clockwise at linearly variable speed from fast to slow
		160 - 171	Gobo 1 shakes at variable speed from slow to fast
		172 - 1 83	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
17	17		**ANIMATION DISK ROTATION** *Excluded if selected the Static Gobo channel*
		0 - 124	Continuous animation disk >>> clockwise rotation at linearly variable speed from fast (180 rpm) to slow (4.4 rph)
		125 - 130	Stop rotation
		131 - 255	Continuous animation disk <<< counter-clockwise rotation at linearly variable speed from slow (4.4 rph) to fast (180 rpm)
18	18		**PRISM INSERTION**
		0 - 127	Prism out
		128 - 255	4 facet prism into the light beam
19	19		**PRISMS ROTATION**
		0 - 21	Prism indexing >>> clockwise: 0° to 90° range
		21 - 42	Prism indexing >>> clockwise: 90° to 180° range
		42 - 63	Prism indexing >>> clockwise: 180° to 270° range
		63 - 84	Prism indexing >>> clockwise: 270° to 360° range
		84 - 105	Prism indexing >>> clockwise: 360° to 450° range
		105 - 127	Prism indexing >>> clockwise: 450° to 540° range
		128 - 190	Continuous prism rotation <<< counter-clockwise at linearly variable speed from fast (80 rpm) to slow (3 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation >>> clockwise at linearly variable speed from slow (3 rph) to fast (80 rpm)
20	20		**FROST**
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion 0 – 138: Light Frost 139 – 255: Heavy Frost
21	21		**FOCUS**
		0 - 255	Focus moves linearly from far to near position

Channel Mode		DMX Value	Function
Standard	Vector		
22	22		**FOCUS FINE**
		0 - 255	Fine Focus positioning
23	23		**ZOOM**
		0 - 255	Zoom linearly moves from narrow to wide beam
24	24		**AUTOFOCUS DISTANCE**
		0 - 6	Autofocus disabled
		7 - 255	Autofocus from 4mt. (bit 7) to 100mt. (bit 255)
25	25		**AUTOFOCUS ADJUSTMENT**
		0 - 127	Focus Fine
		128	Stop
		129 - 255	Focus Fine
26	26		**PAN**
		0 - 255	Pan movement/positioning <<< counter-clockwise from 0° to 540° (invert Pan=Off; Invert Tilt=Off) • Fast Speed: 4.21 sec • Normal Speed: 4.95 sec
27	27		**PAN FINE**
		0 - 255	Fine Pan positioning <<< counter-clockwise
28	28		**TILT**
		0 - 255	Tilt movement/positioning from 0° to 268° (invert Pan=Off; Invert Tilt=Off) • Fast Speed: 2.53 sec • Normal Speed: 3.24 sec
29	29		**TILT FINE**
		0 - 255	Fine Tilt positioning
30	30		**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 - 139	Free
		140 - 152	Fast Gobo change (default)
		153 - 164	Normal Gobo change
		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
31	31		**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		
32	32		**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 and 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.
-	33		**PAN-TILT TIME**
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	34		**COLOUR TIME**
		0 - 255	Cyan - Magenta – Yellow
-	35		**BEAM TIME**
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	36		**GOBO TIME**
		0 - 255	Rotating Gobo

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 fixture Channels have been excluded (DMX level = 0 bit.).
Remember to ‘’Switch-Off’’ the bulb, before to ‘’Switch-Off’’ the fixture.
If you will change in the ‘’Option menu’’ from ‘’Animation Disk’’ to ‘’Fix Gobo Disk’’ or vice-versa, it is necessary to Switch-off the fixture before using it.
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
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	
56	12
57	
58	13
59	
60	14
61	
62	
63	15
64	
65	16
66	
67	
68	17
69	
70	18
71	
72	
73	19
74	
75	20
76	
77	
78	21
79	
80	
81	22
82	
83	23
84	
85	

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

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

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

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