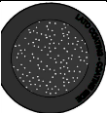







CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN	CYAN
2	MAGENTA	MAGENTA
3	YELLOW	YELLOW
4	CTO	CTO
5	COLOR WHEEL	COLOR WHEEL
6	STOPPER / STROBE	STOPPER / STROBE
7	DIMMER	DIMMER
8	DIMMER FINE	DIMMER FINE
9	IRIS	IRIS
10	ANIMATION DISC INSERTION	ANIMATION DISC INSERTION
11	ANIMATION DISC ROTATION	ANIMATION 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
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
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		PAN-TILT TIME
		0 - 255	Pan - Fine Pan - Tilt - Fine Tilt
-	42		COLOUR TIME
		0 - 255	Cyan - Magenta – Yellow – CTO
-	43		BEAM TIME
		0 - 255	Dimmer - Frost - Prism – Focus – Zoom
-	44		ROTATING GOBO TIME
		0 - 255	Rotating Gobo

IMPORTANT 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 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	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		217			
2	0.4	45	9	88	131	174		218					
3	0.6	46	9.2	89	25	132	42	175		59	219	180	
4	0.8	47	9.4	90	26	133	43	176	60	220	190		
5	1	48	9.6	91		134		177		221			
6	1.2	49	9.8	92	135	178		60		222	223	224	200
7	1.4	50	10	93	27	136	44	179		65	225	210	
8	1.6	51	10.2	94		137		180	65		226		227
9	1.8	52	10.4	95	28	138		45	181		70	228	220
10	2	53	10.6	96	139	182	70		229			230	
11	2.2	54	11	97	140	183	46		184	75		231	240
12	2.4	55	11	98	141	185		75	232			233	
13	2.6	56	12	99	29	142		47	186		80	235	250
14	2.8	57	12	100	100	143	46		236			237	
15	3	58	13	101	30	144	48		187	85		238	260
16	3.2	59	13	102		102		145	47			239	
17	3.4	60	14	103	31	146		49	188		90	241	270
18	3.6	61	14	104	104	147	48		189			242	
19	3.8	62	15	105	32	148	50		190	95		243	280
20	4	63	15	106		106		149	49			191	
21	4.2	64	16	107	33	150		51	192		100	245	290
22	4.4	65	16	108	108	151	50		193			246	
23	4.6	66	17	109	34	152	52		194	110		247	300
24	4.8	67	17	110	110	153		51	195			248	
25	5	68	18	111	35	154		53	196		120	249	310
26	5.2	69	18	112	112	155	52		197			250	
27	5.4	70	19	113	36	156	54		198	130		251	310
28	5.6	71	19	114	114	157		53	199			252	
29	5.8	72	20	115	37	158		55	200		140	253	310
30	6	73	20	116	116	159	54		201			254	
31	6.2	74	21	117	38	160	56		202	150		255	Follow cue Data
32	6.4	75	21	118	118	161		55	203			255	
33	6.6	76	22	119	39	162		57	204		160		
34	6.8	77	22	120	120	163	56		205			255	
35	7	78	23	121	40	164	58		206	170			
36	7.2	79	23	122	122	165		57	207			255	
37	7.4	80	24	123	41	166		59	208		180		
38	7.6	81	24	124	124	167	58		209			255	
39	7.8	82	25	125	42	168	60		210	190			
40	8	83	25	126	126	169		59	211			255	
41	8.2	84	26	127	43	170		61	212		200		
42	8.4	85	26	128	44	171	60		213			255	
									214	255			
								215	255				