

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
<b>1</b>	CYAN	CYAN
<b>2</b>	MAGENTA	MAGENTA
<b>3</b>	YELLOW	YELLOW
<b>4</b>	CTO	CTO
<b>5</b>	COLOR WHEEL 1	COLOR WHEEL 1
<b>6</b>	COLOR WHEEL 2	COLOR WHEEL 2
<b>7</b>	MACROCOLOR	MACROCOLOR
<b>8</b>	STOPPER / STROBE	STOPPER / STROBE
<b>9</b>	DIMMER	DIMMER
<b>10</b>	DIMMER FINE	DIMMER FINE
<b>11</b>	BLADE UP&DOWN	BLADE UP&DOWN
<b>12</b>	BLADE RIGHT 1	BLADE RIGHT 1
<b>13</b>	BLADE RIGHT 2	BLADE RIGHT 2
<b>14</b>	BLADE LEFT 1	BLADE LEFT 1
<b>15</b>	BLADE LEFT 2	BLADE LEFT 2
<b>16</b>	FRAME ROTATION	FRAME ROTATION
<b>17</b>	ZOOM	ZOOM
<b>18</b>	FOCUS ADJUSTMENT	FOCUS ADJUSTMENT
<b>19</b>	PAN	PAN
<b>20</b>	PAN FINE	PAN FINE
<b>21</b>	TILT	TILT
<b>22</b>	TILT FINE	TILT FINE
<b>23</b>	FUNCTION	FUNCTION
<b>24</b>	RESET	RESET
<b>25</b>	FUNCTION 2	PAN - TILT TIME
<b>26</b>	FREQUENCY	COLOUR TIME
<b>27</b>	-	BEAM TIME
<b>28</b>	-	DUMMY
<b>29</b>	-	FUNCTION 2
<b>30</b>	-	FREQUENCY

Channel Mode		DMX Value	Function
Standard	Vector		
<b>1</b>	<b>1</b>		<b>CYAN</b>
		000 - 255	Linear Cyan movement
<b>2</b>	<b>2</b>		<b>MAGENTA</b>
		000 - 255	Linear Magenta movement
<b>3</b>	<b>3</b>		<b>YELLOW</b>
		000 - 255	Linear Yellow movement
<b>4</b>	<b>4</b>		<b>CTO</b>
		000 - 255	Linear CTO movement
<b>5</b>	<b>5</b>		<b>COLOR WHEEL 1</b>
		000	Empty position
		011	Empty + Dark Red
		021	Dark Red
		032	Dark Red + Green
		042	Green
		053	Green + CRI
		063	CRI
		074	CRI + Gold Amber
		084	Gold Amber
		095	Gold Amber + Navy Blue
		106	Navy Blue
		118	Navy Blue + Empty position
		128 - 255	Continuous CCW Colour Wheel rotation at linearly variable speed from slow to fast
<b>6</b>	<b>6</b>		<b>COLOR WHEEL 2</b>
		000	Empty position
		011	Empty + Yellow Green
		021	Yellow Green
		032	Yellow Green + Yellow
		042	Yellow
		053	Yellow + Lavender
		063	Lavender
		074	Lavender + Pink
		084	Pink
		095	Pink + Aquamarine
		106	Aquamarine
		118	Aquamarine + Empty position
		128 - 255	Continuous CCW Colour Wheel rotation at linearly variable speed from slow to fast

Channel Mode		DMX Value	Function
Standard	Vector		
7	7		<b>MACRO COLOR (To be defined)</b>
		TBD	TBD
		TBD	TBD
		TBD	TBD
8	8		<b>STROBE</b>
		000 - 003	Light OFF
		004 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (25 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		
9	9		<b>DIMMER</b>
		000 - 255	Light output linearly increase from no-light to maximum brightness
10	10		<b>DIMMER FINE</b>
		000 - 255	Fine Dimmer positioning
11	11		<b>BLADE UP &amp; DOWN</b>
		000 - 255	Blades moves linearly into the light beam
12	12		<b>BLADE RIGHT 1</b>
		000 - 255	Blade moves linearly into the light beam
13	13		<b>BLADE RIGHT 2</b>
		000 - 255	Blade moves linearly into the light beam
14	14		<b>BLADE LEFT 1</b>
		000 - 255	Blade moves linearly into the light beam
15	15		<b>BLADE LEFT 2</b>
		000 - 255	Blade moves linearly into the light beam
16	16		<b>FRAME ROTATION</b>
		000 - 255	Frame CCW linearly rotate
17	17		<b>ZOOM</b>
		000 - 255	Zoom linearly moves from narrow to wide beam
18	18		<b>FOCUS ADJUSTMENT</b>
		000 - 255	Linear Focus adjustment
19	19		<b>PAN</b>
		000 - 255	Pan CCW movement/positioning from 0° to 540° (default setting)
20	20		<b>PAN FINE</b>
		000 - 255	Fine Pan positioning
21	21		<b>TILT</b>
		000 - 255	Tilt CW movement/positioning from 0° to 251° (default setting)
22	22		<b>TILT FINE</b>
		000 - 255	Fine Tilt positioning

Channel Mode		DMX Value	Function
Standard	Vector		
<b>23</b>	<b>23</b>		<b>FUNCTION</b>
		000 - 011	Unused range
		012 - 024	Fast Pan/Tilt speed
		025 - 037	Normal Pan/Tilt speed
		038 - 050	Conventional Dimmer curve
		051 - 062	Standard Dimmer curve
		063 - 139	Free
		140 - 152	Quadratic Dimmer curve
		153 - 164	400W LED Power
		165 - 177	500W LED Power
		178 - 215	Free
		216 - 228	Linear Dimmer Curve
		229 - 231	Option – Display On/Off reversal
		232 - 255	Free
	The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds		
<b>24</b>	<b>24</b>		<b>RESET</b>
		000 - 025	Unused range
		026 - 076	Effects Reset Effects Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		077 - 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					
<b>25</b>	<b>29</b>		<b>FUNCTION 2</b>			
		000 - 011	Unused range			
		012	Base Frequency= 4700 Hz			
		013	Base Frequency= 6000 Hz			
		014	Base Frequency= 7300 Hz			
		015	Base Frequency= 8600 Hz			
		016	Base Frequency= 10000 Hz			
		017	Base Frequency= 12000 Hz			
		018	Base Frequency= 15000 Hz			
		019	Base Frequency= 17578 Hz			
		020	Base Frequency= 20000 Hz			
		021	Base Frequency= 22000 Hz			
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds			
<b>26</b>	<b>30</b>	000 - 255	<b>FREQUENCY</b>			
			<b>Base Frequency (see Function 2)</b>	<b>Min Freq. @ 0 bit</b>	<b>Frequency @ 128 bit</b>	<b>Max Freq. @ 255 bit</b>
			4700 Hz	4060 Hz	4700 Hz	5335 Hz
			6000 Hz	5360 Hz	6000 Hz	6635 Hz
			7300 Hz	6660 Hz	7300 Hz	7935 Hz
			8600 Hz	7960 Hz	8600 Hz	9235 Hz
			10000 Hz	9360 Hz	10000 Hz	10635 Hz
			12000 Hz	10720 Hz	12000 Hz	13270 Hz
			15000 Hz	13336 Hz	15000 Hz	16651 Hz
			17578 Hz	16682 Hz	17578 Hz	18467 Hz
			20000 Hz	18720 Hz	20000 Hz	21270 Hz
			22000 Hz	21360 Hz	22000 Hz	22635 Hz
		-	<b>25</b>		<b>PAN-TILT TIME</b>	
		000 - 255	Pan - Fine Pan - Tilt - Fine Tilt			
-	<b>26</b>		<b>COLOUR TIME</b>			
		000 - 255	Cyan - Magenta - Yellow - CTO - Colour wheels			
-	<b>27</b>		<b>BEAM TIME</b>			
		000 - 255	Focus			
-	<b>28</b>		<b>DUMMY (To be defined)</b>			
		TBD	TBD			

**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 projector Channels have been excluded (DMX level = 0 bit.).*

*To preserve the LED engine, it is suggested to set the Dimmer @ 0bit a few minutes before turning off the fixture.*

*To ensure reliable operation of the effects, it is suggested to keep the Light of the fixture 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	12
56	13
57	14
58	15
59	16
60	17
61	18
62	19
63	20
64	21
65	22
66	23
67	24
68	25
69	26
70	27
71	28
72	29
73	30
74	31
75	32
76	33
77	34
78	35
79	36
80	37
81	38
82	39
83	40
84	41
85	42

BIT	Seconds
86	24
87	25
88	26
89	27
90	28
91	29
92	30
93	31
94	32
95	33
96	34
97	35
98	36
99	37
100	38
101	39
102	40
103	41
104	42
105	43
106	44
107	45
108	46
109	47
110	48
111	49
112	50
113	51
114	52
115	53
116	54
117	55
118	56
119	57
120	58
121	59
122	60
123	61
124	62
125	63
126	64
127	65
128	66

BIT	Seconds
129	41
130	42
131	43
132	44
133	45
134	46
135	47
136	48
137	49
138	50
139	51
140	52
141	53
142	54
143	55
144	56
145	57
146	58
147	59
148	60
149	61
150	62
151	63
152	64
153	65
154	66
155	67
156	68
157	69
158	70
159	71
160	72
161	73
162	74
163	75
164	76
165	77
166	78
167	79
168	80
169	81
170	82
171	83

BIT	Seconds
172	58
173	59
174	60
175	61
176	62
177	63
178	64
179	65
180	66
181	67
182	68
183	69
184	70
185	71
186	72
187	73
188	74
189	75
190	76
191	77
192	78
193	79
194	80
195	81
196	82
197	83
198	84
199	85
200	86
201	87
202	88
203	89
204	90
205	91
206	92
207	93
208	94
209	95
210	96
211	97
212	98
213	99
214	100
215	101

BIT	Seconds
216	170
217	180
218	190
219	200
220	210
221	220
222	230
223	240
224	250
225	260
226	270
227	280
228	290
229	300
230	310
231	320
232	330
233	340
234	350
235	360
236	370
237	380
238	390
239	400
240	410
241	420
242	430
243	440
244	450
245	460
246	470
247	480
248	490
249	500
250	510
251	520
252	530
253	540
254	550
255	Follow cue Data