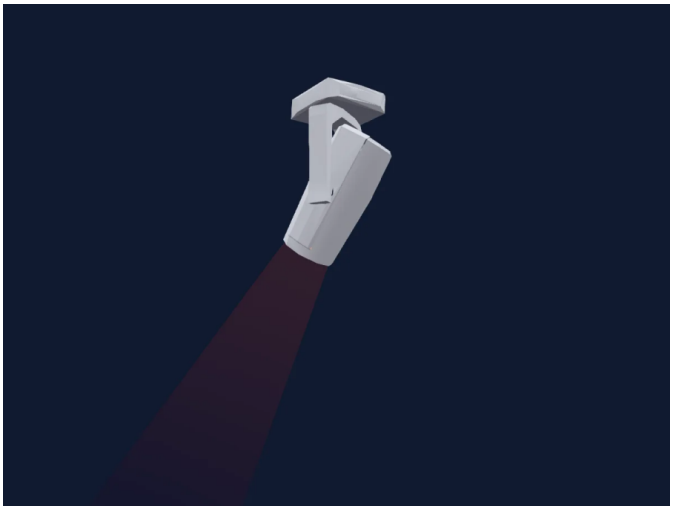
Ayrton

EagleStrike



Manufacturer	**Ayrton**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**44, 66 channels**
Beam angle	**2.8-43°**
Pan range	**542.12°**
Tilt range	**265.04°**
Size (W × H × D)	**342 × 694 × 312 mm**
GDTF fixture type	**5C40095C-47BB-4B8A-8989-74…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Animation wheel · Gobos · Gobo rotation

DMX modes

Standard_540	44 ch
Extended_540	66 ch

Standard_540

44 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Pan Rotate	0	32–84 Stop by SpinOut 85–127 Stop by ShortCut 128–188 CW max 189–189 CW min 190–193 Pause 194–254 CCW min 255–255 CCW max
6	Shutter / Strobe	11	0–10 Closed 11–20 open 21–116 ShutterStrobe · min 0.5–24.7 Hz 117–117 ShutterStrobe · max 25 Hz 118–126 open 127–179 ShutterPulse · min 0.5–24.5 Hz 180–180 ShutterPulse · max 25 Hz 181–191 open 192–244 ShutterRandom · min 0.5–24.5 Hz 245–245 ShutterRandom · max 25 Hz 246–255 open
7	Dimmer	0	0–254 closed 255–255 open
8	Dimmer Fine	0	Fine byte of Dimmer
9	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
10	Zoom Fine	0	Fine byte of Zoom
11	Focus	128	0–127 near 128–254 mid 255–255 far
12	Focus Fine	0	Fine byte of Focus
13	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 Magenta (wheel slot 2) 8–11 Congo Blue (wheel slot 3) 12–15 Green (wheel slot 4) 16–19 Orange (wheel slot 5) 20–23 Blue (wheel slot 6) 24–27 Red (wheel slot 7) 28–39 Open (wheel slot 1) 40–52 Magenta (wheel slot 2) 53–64 Congo Blue (wheel slot 3) 65–77 Green (wheel slot 4) 78–89 Orange (wheel slot 5) 90–102 Blue (wheel slot 6) 103–114 Red (wheel slot 7) 115–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
14	Color Wheel Fine	0	Fine byte of Color Wheel
15	Cyan	0	
16	Magenta	0	

Standard_540 (continued)

Ch	Function	Default	DMX values
17	Yellow	0	
18	C TO	0	
19	Color Wheel 2	0	0–3 Open (wheel slot 1) 4–7 CTB (wheel slot 2) 8–11 Daylight CRI 80 (wheel slot 3) 12–15 MG1/2 (wheel slot 4) 16–19 High CRI Filter (wheel slot 5) 20–23 Multicolor (wheel slot 6) 24–40 Open (wheel slot 1) 41–57 CTB (wheel slot 2) 58–75 Daylight CRI 80 (wheel slot 3) 76–92 MG1/2 (wheel slot 4) 93–109 High CRI Filter (wheel slot 5) 110–127 Multicolor (wheel slot 6) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
20	Tint	0	0–0 Tint Off 127–255 Tint 0
21	Gobo	0	0–9 Open (wheel slot 1) 10–19 Tree Bark (wheel slot 2) 20–29 Star Field (wheel slot 3) 30–39 Bread Stix (wheel slot 4) 40–49 Circle of squares (wheel slot 5) 50–59 Conical Tunnel Effect (wheel slot 6) 60–69 Iris Beam 30 (wheel slot 7) 70–77 Iris Beam 80 (wheel slot 8) 78–93 Tree Bark (wheel slot 2) 94–109 Star Field (wheel slot 3) 110–125 Bread Stix (wheel slot 4) 126–141 Circle of Square (wheel slot 5) 142–157 Conical Tunnel effect (wheel slot 6) 158–173 Iris Beam 20 (wheel slot 7) 174–189 Iris Beam 80 (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
22	Gobo Rotation	0	0–62 180 63–126 0 127–127 -180 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
23	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Standard_540 (continued)

Ch	Function	Default	DMX values
24	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 Dot Line 7 (wheel slot 2) 20–29 Split Triangle (wheel slot 3) 30–39 Dot Ring 6 (wheel slot 4) 40–49 Trapezium Ring 16 (wheel slot 5) 50–59 Breaking Glass (wheel slot 6) 60–69 Nested Ring Yellow (wheel slot 7) 70–77 CMY Liquid effect (wheel slot 8) 78–93 Dot Line 7 (wheel slot 2) 94–109 Split Triangle (wheel slot 3) 110–125 Dot Ring 6 (wheel slot 4) 126–141 Trapezium Ring 16 (wheel slot 5) 142–157 Breaking Glass (wheel slot 6) 158–173 Nested Rings Yellow (wheel slot 7) 174–189 CMY Liquid effect (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
25	Gobo Rotation 2	0	0–62 180 63–126 0 127–127 -180 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
26	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
27	Animation Wheel1	0	0–7 open (wheel slot 1) 8–126 CW max (wheel slot 2) 127–127 CW min (wheel slot 2) 128–135 stop (wheel slot 2) 136–254 CCW min (wheel slot 2) 255–255 CCW max (wheel slot 2)
28	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
29	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet circular (wheel slot 2)
30	Prism Rotation	0	0–127 Prism1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
31	Prism	0	0–127 Open (wheel slot 1) 128–255 4-Facet Linear (wheel slot 2)
32	Prism Rotation	0	0–127 Prism2Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
33	Frost1	0	0–254 open 255–255 Light Frost

Standard_540 (continued)

Ch	Function	Default	DMX values
34	Frost2	0	0–254 open 255–255 Heavy Frost
35	Blade3B	0	
36	Blade3A	0	
37	Blade1B	0	
38	Blade1A	0	
39	Blade4B	0	
40	Blade4A	0	
41	Blade2B	0	
42	Blade2A	0	
43	Shaper Rot	128	0–127 min 128–254 default 255–255 max
44	Control1	0	

Extended_540

66 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	
6	Pan Rotate	0	
7	Shutter / Strobe	11	0–10 Closed 11–20 open 21–116 ShutterStrobe · min 0.5–24.7 Hz 117–117 ShutterStrobe · max 25 Hz 118–126 open 127–179 ShutterPulse · min 0.5–24.5 Hz 180–180 ShutterPulse · max 25 Hz 181–191 open 192–244 ShutterRandom · min 0.5–24.5 Hz 245–245 ShutterRandom · max 25 Hz 246–255 open
8	Dimmer	0	
9	Dimmer Fine	0	Fine byte of Dimmer
10	Zoom	128	
11	Zoom Fine	0	Fine byte of Zoom
12	Focus	128	
13	Focus Fine	0	Fine byte of Focus
14	Focus1Distance	0	
15	Focus1Distance Fine	0	Fine byte of Focus1Distance

Extended_540 (continued)

Ch	Function	Default	DMX values
16	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 Magenta (wheel slot 2) 8–11 Congo Blue (wheel slot 3) 12–15 Green (wheel slot 4) 16–19 Orange (wheel slot 5) 20–23 Blue (wheel slot 6) 24–27 Red (wheel slot 7) 28–39 Open (wheel slot 1) 40–52 Magenta (wheel slot 2) 53–64 Congo Blue (wheel slot 3) 65–77 Green (wheel slot 4) 78–89 Orange (wheel slot 5) 90–102 Blue (wheel slot 6) 103–114 Red (wheel slot 7) 115–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
17	Color Wheel Fine	0	Fine byte of Color Wheel
18	Cyan	0	
19	Cyan Fine	0	Fine byte of Cyan
20	Magenta	0	
21	Magenta Fine	0	Fine byte of Magenta
22	Yellow	0	
23	Yellow Fine	0	Fine byte of Yellow
24	C TO	0	
25	C TO Fine	0	Fine byte of C TO
26	Color Wheel 2	0	0–3 Open (wheel slot 1) 4–7 CTB (wheel slot 2) 8–11 Daylight CRI 80 (wheel slot 3) 12–15 MG1/2 (wheel slot 4) 16–19 High CRI Filter (wheel slot 5) 20–23 Multicolor (wheel slot 6) 24–40 Open (wheel slot 1) 41–57 CTB (wheel slot 2) 58–75 Daylight CRI 80 (wheel slot 3) 76–92 MG1/2 (wheel slot 4) 93–109 High CRI Filter (wheel slot 5) 110–127 Multicolor (wheel slot 6) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
27	Color Wheel 2 Fine	0	Fine byte of Color Wheel 2
28	Tint	0	
29	No Feature	0	
30	No Feature Fine	0	Fine byte of No Feature

Extended_540 (continued)

Ch	Function	Default	DMX values
31	Gobo	0	0–9 Open (wheel slot 1) 10–19 Tree Bark (wheel slot 2) 20–29 Star Field (wheel slot 3) 30–39 Bread Stix (wheel slot 4) 40–49 Circle of squares (wheel slot 5) 50–59 Conical Tunnel Effect (wheel slot 6) 60–69 Iris Beam 30 (wheel slot 7) 70–77 Iris Beam 80 (wheel slot 8) 78–93 Tree Bark (wheel slot 2) 94–109 Star Field (wheel slot 3) 110–125 Bread Stix (wheel slot 4) 126–141 Circle of Square (wheel slot 5) 142–157 Conical Tunnel effect (wheel slot 6) 158–173 Iris Beam 20 (wheel slot 7) 174–189 Iris Beam 80 (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
32	Gobo Rotation	0	0–62 180 63–126 0 127–127 -180 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
33	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
34	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 Dot Line 7 (wheel slot 2) 20–29 Split Triangle (wheel slot 3) 30–39 Dot Ring 6 (wheel slot 4) 40–49 Trapezium Ring 16 (wheel slot 5) 50–59 Breaking Glass (wheel slot 6) 60–69 Nested Ring Yellow (wheel slot 7) 70–77 CMY Liquid effect (wheel slot 8) 78–93 Dot Line 7 (wheel slot 2) 94–109 Split Triangle (wheel slot 3) 110–125 Dot Ring 6 (wheel slot 4) 126–141 Trapezium Ring 16 (wheel slot 5) 142–157 Breaking Glass (wheel slot 6) 158–173 Nested Rings Yellow (wheel slot 7) 174–189 CMY Liquid effect (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
35	Gobo Rotation 2	0	0–62 180 63–126 0 127–127 -180 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
36	Gobo Rotation 2 Fine	0	Fine byte of Gobo Rotation 2
37	Animation Wheel1	0	
38	Iris	0	

Extended_540 (continued)

Ch	Function	Default	DMX values
39	Iris Fine	0	Fine byte of Iris
40	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet circular (wheel slot 2)
41	Prism Rotation	0	
42	Prism Rotation Fine	0	Fine byte of Prism Rotation
43	Prism	0	0–127 Open (wheel slot 1) 128–255 4-Facet Linear (wheel slot 2)
44	Prism Rotation	0	
45	Prism Rotation Fine	0	Fine byte of Prism Rotation
46	Frost1	0	
47	Frost2	0	
48	Blade3B	0	
49	Blade3B Fine	0	Fine byte of Blade3B
50	Blade3A	0	
51	Blade3A Fine	0	Fine byte of Blade3A
52	Blade1B	0	
53	Blade1B Fine	0	Fine byte of Blade1B
54	Blade1A	0	
55	Blade1A Fine	0	Fine byte of Blade1A
56	Blade4B	0	
57	Blade4B Fine	0	Fine byte of Blade4B
58	Blade4A	0	
59	Blade4A Fine	0	Fine byte of Blade4A
60	Blade2B	0	
61	Blade2B Fine	0	Fine byte of Blade2B
62	Blade2A	0	
63	Blade2A Fine	0	Fine byte of Blade2A
64	Shaper Rot	128	
65	Shaper Rot Fine	0	Fine byte of Shaper Rot
66	Control1	0	