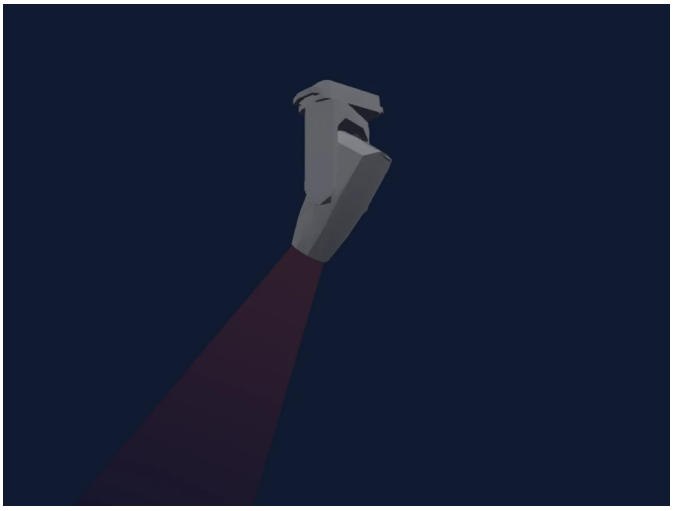
Ayrton

Eurus



Manufacturer	**Ayrton**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**39, 41, 62 channels**
Beam angle	**4.5-50°**
Pan range	**542.12°**
Tilt range	**267.04°**
Size (W × H × D)	**306 × 583 × 273 mm**
GDTF fixture type	**AE9A256A-A35D-4B4C-9347-49…**

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

Safety-relevant functions

Fixture reset · Service functions

DMX modes

Basic_540	39 ch
Standard_540	41 ch
Extended_540	62 ch

Basic_540

39 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Tilt	128	
3	Position MSpeed	0	0–225 max to min speed 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
4	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
5	Dimmer	0	0–254 closed 255–255 open
6	Reserved 6	0	
7	Reserved 7	0	
8	Reserved 8	0	
9	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
10	Focus	128	0–127 near 128–254 mid 255–255 far
11	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
12	Focus1Distance Fine	0	Fine byte of Focus1Distance
13	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 QuarterCTB (wheel slot 2) 8–11 Magenta (wheel slot 3) 12–15 Congo Blue (wheel slot 4) 16–19 Green (wheel slot 5) 20–23 Orange (wheel slot 6) 24–27 Blue (wheel slot 7) 28–31 Red (wheel slot 8) 32–40 Open (wheel slot 1) 41–53 QuarterCTB (wheel slot 2) 54–64 Magenta (wheel slot 3) 65–74 CongoBlue (wheel slot 4) 75–83 Green (wheel slot 5) 84–96 Orange (wheel slot 6) 97–106 Blue (wheel slot 7) 107–117 Red (wheel slot 8) 118–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max

Basic_540 (continued)

Ch	Function	Default	DMX values
14	Color Wheel 2	0	0–63 Open (wheel slot 1) 64–127 QuarterMinusGreen (wheel slot 2) 128–255 HalfMinusGreen (wheel slot 3)
15	Cyan	0	
16	Magenta	0	
17	Yellow	0	
18	C TO	0	
19	Gobo	0	0–9 Open (wheel slot 1) 10–19 DotLine11 (wheel slot 2) 20–29 StarDust (wheel slot 3) 30–39 NestedTriangle (wheel slot 4) 40–49 Vortex (wheel slot 5) 50–59 BlackWhiteTarget (wheel slot 6) 60–69 NestedRingY (wheel slot 7) 70–77 CMYLiquidEffect (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 StarDust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 Vortex (wheel slot 5) 142–157 BlackWhiteTarget (wheel slot 6) 158–173 NestedRingY (wheel slot 7) 174–189 CMYLiquidEffect (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
20	Gobo Rotation	0	0–127 Gobo1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max

Basic_540 (continued)

Ch	Function	Default	DMX values
21	Gobo 2	0	0–13 Open (wheel slot 1) 14–18 ConicalEffect (wheel slot 2) 19–23 SmokeRings (wheel slot 3) 24–28 FireWorks (wheel slot 4) 29–33 AbstractSquare (wheel slot 5) 34–38 IronFillings (wheel slot 6) 39–43 LostInTheBrain (wheel slot 7) 44–48 DeepForest (wheel slot 8) 49–53 TreeBark (wheel slot 9) 54–58 MirrorBall (wheel slot 10) 59–63 Digital (wheel slot 11) 64–68 StainedGlass (wheel slot 12) 69–79 ConicalEffect (wheel slot 2) 80–90 SmokeRings (wheel slot 3) 91–101 FireWorks (wheel slot 4) 102–112 AbstractSquare (wheel slot 5) 113–123 IronFillings (wheel slot 6) 124–134 LostInTheBrain (wheel slot 7) 135–145 DeepForest (wheel slot 8) 146–156 TreeBark (wheel slot 9) 157–167 MirrorBall (wheel slot 10) 168–178 Digital (wheel slot 11) 179–189 StainedGlass (wheel slot 12) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
22	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max
23	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
24	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
25	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
26	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
27	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
28	Frost1	0	0–254 open 255–255 Light Frost
29	Frost2	0	0–254 open 255–255 Heavy Frost

Basic_540 (continued)

Ch	Function	Default	DMX values
30	Blade3B	0	
31	Blade3A	0	
32	Blade1B	0	
33	Blade1A	0	
34	Blade4B	0	
35	Blade4A	0	
36	Blade2B	0	
37	Blade2A	0	
38	Shaper Rot	128	0–127 min 128–254 default 255–255 max
39	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–44 Constant Fan ON 45–49 Square Law 50–54 Linear 55–57 1200 Hz 58–60 2400 Hz 61–63 16000 Hz 64–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 PAN/TILT Motor Reset 88–90 Color Motor Reset 91–94 Gobo Motor Reset 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progressive Off 103–105 Frost Progressive On 106–107 CMY Speed Slow 108–109 CMY Speed Medium 110–111 CMY Speed Fast 112–114 Prerig Init Off 115–117 Prerig Init On 118–120 Silence Movements Off 121–123 Silence Movements On 124–126 Pan/Tilt Speed Medium 127–129 Pan/Tilt Speed Fast 130–132 Pan/Tilt Speed Slow 133–135 Pan/Tilt Speed FS Mode 136–138 Framing Constant Off 139–255 Framing Constant On

Standard_540

41 channels

Ch	Function	Default	DMX values
1	Pan	128	

Standard_540 (continued)

Ch	Function	Default	DMX values
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–225 max to min speed 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
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	Reserved 8	0	
9	Reserved 9	0	
10	Reserved 10	0	
11	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
12	Focus	128	0–127 near 128–254 mid 255–255 far
13	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
14	Focus1Distance Fine	0	Fine byte of Focus1Distance
15	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 QuarterCTB (wheel slot 2) 8–11 Magenta (wheel slot 3) 12–15 Congo Blue (wheel slot 4) 16–19 Green (wheel slot 5) 20–23 Orange (wheel slot 6) 24–27 Blue (wheel slot 7) 28–31 Red (wheel slot 8) 32–40 Open (wheel slot 1) 41–53 QuarterCTB (wheel slot 2) 54–64 Magenta (wheel slot 3) 65–74 CongoBlue (wheel slot 4) 75–83 Green (wheel slot 5) 84–96 Orange (wheel slot 6) 97–106 Blue (wheel slot 7) 107–117 Red (wheel slot 8) 118–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max

Standard_540 (continued)

Ch	Function	Default	DMX values
16	Color Wheel 2	0	0–63 Open (wheel slot 1) 64–127 QuarterMinusGreen (wheel slot 2) 128–255 HalfMinusGreen (wheel slot 3)
17	Cyan	0	
18	Magenta	0	
19	Yellow	0	
20	C TO	0	
21	Gobo	0	0–9 Open (wheel slot 1) 10–19 DotLine11 (wheel slot 2) 20–29 StarDust (wheel slot 3) 30–39 NestedTriangle (wheel slot 4) 40–49 Vortex (wheel slot 5) 50–59 BlackWhiteTarget (wheel slot 6) 60–69 NestedRingY (wheel slot 7) 70–77 CMYLiquidEffect (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 StarDust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 Vortex (wheel slot 5) 142–157 BlackWhiteTarget (wheel slot 6) 158–173 NestedRingY (wheel slot 7) 174–189 CMYLiquidEffect (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	0–127 Gobo1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max

Standard_540 (continued)

Ch	Function	Default	DMX values
23	Gobo 2	0	0–13 Open (wheel slot 1) 14–18 ConicalEffect (wheel slot 2) 19–23 SmokeRings (wheel slot 3) 24–28 FireWorks (wheel slot 4) 29–33 AbstractSquare (wheel slot 5) 34–38 IronFillings (wheel slot 6) 39–43 LostInTheBrain (wheel slot 7) 44–48 DeepForest (wheel slot 8) 49–53 TreeBark (wheel slot 9) 54–58 MirrorBall (wheel slot 10) 59–63 Digital (wheel slot 11) 64–68 StainedGlass (wheel slot 12) 69–79 ConicalEffect (wheel slot 2) 80–90 SmokeRings (wheel slot 3) 91–101 FireWorks (wheel slot 4) 102–112 AbstractSquare (wheel slot 5) 113–123 IronFillings (wheel slot 6) 124–134 LostInTheBrain (wheel slot 7) 135–145 DeepForest (wheel slot 8) 146–156 TreeBark (wheel slot 9) 157–167 MirrorBall (wheel slot 10) 168–178 Digital (wheel slot 11) 179–189 StainedGlass (wheel slot 12) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
24	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max
25	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
26	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
27	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
28	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
29	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
30	Frost1	0	0–254 open 255–255 Light Frost
31	Frost2	0	0–254 open 255–255 Heavy Frost

Standard_540 (continued)

Ch	Function	Default	DMX values
32	Blade3B	0	
33	Blade3A	0	
34	Blade1B	0	
35	Blade1A	0	
36	Blade4B	0	
37	Blade4A	0	
38	Blade2B	0	
39	Blade2A	0	
40	Shaper Rot	128	0–127 min 128–254 default 255–255 max
41	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–44 Constant Fan ON 45–49 Square Law 50–54 Linear 55–57 1200 Hz 58–60 2400 Hz 61–63 16000 Hz 64–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 PAN/TILT Motor Reset 88–90 Color Motor Reset 91–94 Gobo Motor Reset 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progressive Off 103–105 Frost Progressive On 106–107 CMY Speed Slow 108–109 CMY Speed Medium 110–111 CMY Speed Fast 112–114 Prerig Init Off 115–117 Prerig Init On 118–120 Silence Movements Off 121–123 Silence Movements On 124–126 Pan/Tilt Speed Medium 127–129 Pan/Tilt Speed Fast 130–132 Pan/Tilt Speed Slow 133–135 Pan/Tilt Speed FS Mode 136–138 Framing Constant Off 139–255 Framing Constant On

Extended_540

62 channels

Ch	Function	Default	DMX values
1	Pan	128	

Extended_540 (continued)

Ch	Function	Default	DMX values
2	Pan Fine	0	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	0	Fine byte of Tilt
5	Position MSpeed	0	0–225 max to min speed 226–235 blackout by movement 236–245 blackout by all wheels 246–255 no function
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	Reserved 9	0	
10	Reserved 10	0	
11	Reserved 11	0	
12	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
13	Zoom Fine	0	Fine byte of Zoom
14	Focus	128	0–127 near 128–254 mid 255–255 far
15	Focus Fine	0	Fine byte of Focus
16	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
17	Focus1Distance Fine	0	Fine byte of Focus1Distance

Extended_540 (continued)

Ch	Function	Default	DMX values
18	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 QuarterCTB (wheel slot 2) 8–11 Magenta (wheel slot 3) 12–15 Congo Blue (wheel slot 4) 16–19 Green (wheel slot 5) 20–23 Orange (wheel slot 6) 24–27 Blue (wheel slot 7) 28–31 Red (wheel slot 8) 32–41 Open (wheel slot 1) 42–52 QuarterCTB (wheel slot 2) 53–63 Magenta (wheel slot 3) 64–73 CongoBlue (wheel slot 4) 74–84 Green (wheel slot 5) 85–95 Orange (wheel slot 6) 96–105 Blue (wheel slot 7) 106–116 Red (wheel slot 8) 117–127 Open (wheel slot 1) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
19	Color Wheel Fine	0	Fine byte of Color Wheel
20	Color Wheel 2	0	0–63 Open (wheel slot 1) 64–127 QuarterMinusGreen (wheel slot 2) 128–255 HalfMinusGreen (wheel slot 3)
21	Cyan	0	
22	Cyan Fine	0	Fine byte of Cyan
23	Magenta	0	
24	Magenta Fine	0	Fine byte of Magenta
25	Yellow	0	
26	Yellow Fine	0	Fine byte of Yellow
27	C TO	0	
28	C TO Fine	0	Fine byte of C TO
29	Gobo	0	0–9 Open (wheel slot 1) 10–19 DotLine11 (wheel slot 2) 20–29 StarDust (wheel slot 3) 30–39 NestedTriangle (wheel slot 4) 40–49 Vortex (wheel slot 5) 50–59 BlackWhiteTarget (wheel slot 6) 60–69 NestedRingY (wheel slot 7) 70–77 CMYLiquidEffect (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 StarDust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 Vortex (wheel slot 5) 142–157 BlackWhiteTarget (wheel slot 6) 158–173 NestedRingY (wheel slot 7) 174–189 CMYLiquidEffect (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max

Extended_540 (continued)

Ch	Function	Default	DMX values
30	Gobo Rotation	0	0–127 Gobo1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
31	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
32	Gobo 2	0	0–13 Open (wheel slot 1) 14–18 ConicalEffect (wheel slot 2) 19–23 SmokeRings (wheel slot 3) 24–28 FireWorks (wheel slot 4) 29–33 AbstractSquare (wheel slot 5) 34–38 IronFillings (wheel slot 6) 39–43 LostInTheBrain (wheel slot 7) 44–48 DeepForest (wheel slot 8) 49–53 TreeBark (wheel slot 9) 54–58 MirrorBall (wheel slot 10) 59–63 Digital (wheel slot 11) 64–68 StainedGlass (wheel slot 12) 69–79 ConicalEffect (wheel slot 2) 80–90 SmokeRings (wheel slot 3) 91–101 FireWorks (wheel slot 4) 102–112 AbstractSquare (wheel slot 5) 113–123 IronFillings (wheel slot 6) 124–134 LostInTheBrain (wheel slot 7) 135–145 DeepForest (wheel slot 8) 146–156 TreeBark (wheel slot 9) 157–167 MirrorBall (wheel slot 10) 168–178 Digital (wheel slot 11) 179–189 StainedGlass (wheel slot 12) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
33	Animation Wheel1	0	0–7 open 8–126 CW max 127–127 CW min 128–135 stop 136–254 CCW min 255–255 CCW max
34	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
35	Iris Fine	0	Fine byte of Iris
36	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
37	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
38	Prism Rotation Fine	0	Fine byte of Prism Rotation
39	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)

Extended_540 (continued)

Ch	Function	Default	DMX values
40	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
41	Prism Rotation Fine	0	Fine byte of Prism Rotation
42	Frost1	0	0–254 open 255–255 Light Frost
43	Frost2	0	0–254 open 255–255 Heavy Frost
44	Blade3B	0	
45	Blade3B Fine	0	Fine byte of Blade3B
46	Blade3A	0	
47	Blade3A Fine	0	Fine byte of Blade3A
48	Blade1B	0	
49	Blade1B Fine	0	Fine byte of Blade1B
50	Blade1A	0	
51	Blade1A Fine	0	Fine byte of Blade1A
52	Blade4B	0	
53	Blade4B Fine	0	Fine byte of Blade4B
54	Blade4A	0	
55	Blade4A Fine	0	Fine byte of Blade4A
56	Blade2B	0	
57	Blade2B Fine	0	Fine byte of Blade2B
58	Blade2A	0	
59	Blade2A Fine	0	Fine byte of Blade2A
60	Shaper Rot	128	0–127 min 128–254 default 255–255 max
61	Shaper Rot Fine	0	Fine byte of Shaper Rot

Extended_540 (continued)

Ch	Function	Default	DMX values
62	Control1	0	0–4 No Function 5–9 Display Off 10–14 Display On 15–19 Display Inv Off 20–24 Display Inv On 25–26 Auto Fan 27–28 Stage Fan 29–30 Silence Fan 31–32 Super Silence Fan 33–34 Constant Fan OFF 35–44 Constant Fan ON 45–49 Square Law 50–54 Linear 55–57 1200 Hz 58–60 2400 Hz 61–63 16000 Hz 64–69 25000 Hz 70–74 Gobo Correction Off 75–79 Gobo Correction On 80–84 All Motor Reset 85–87 PAN/TILT Motor Reset 88–90 Color Motor Reset 91–94 Gobo Motor Reset 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progressive Off 103–105 Frost Progressive On 106–107 CMY Speed Slow 108–109 CMY Speed Medium 110–111 CMY Speed Fast 112–114 Prerig Init Off 115–117 Prerig Init On 118–120 Silence Movements Off 121–123 Silence Movements On 124–126 Pan/Tilt Speed Medium 127–129 Pan/Tilt Speed Fast 130–132 Pan/Tilt Speed Slow 133–135 Pan/Tilt Speed FS Mode 136–138 Framing Constant Off 139–255 Framing Constant On