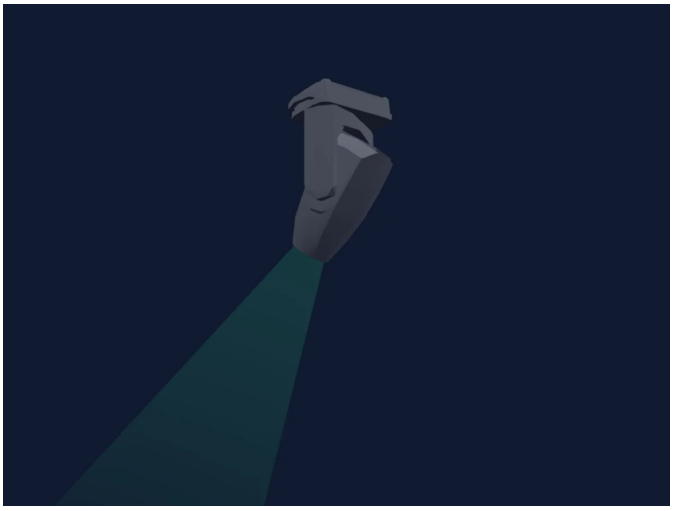
Ayrton

Ghibli



Manufacturer	**Ayrton**
Type	**Profile spot**
DMX modes	**3**
DMX footprint	**36, 38, 58 channels**
Beam angle	**7-56°**
Pan range	**542.12°**
Tilt range	**271.06°**
Size (W × H × D)	**329 × 544 × 259 mm**
GDTF fixture type	**2E7392E6-03F5-423B-85C0-7A1…**

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	36 ch
Standard_540	38 ch
Extended_540	58 ch

Basic_540

36 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 CRI Filter (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 CRI Filter (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	Cyan	0	
15	Magenta	0	
16	Yellow	0	

Basic_540 (continued)

Ch	Function	Default	DMX values
17	C TO	0	
18	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 InfinitStairs (wheel slot 5) 50–59 Vortex (wheel slot 6) 60–69 BlackAndWhiteTarget (wheel slot 7) 70–77 NestedRingsYellow (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 Stardust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 InfinitStairs (wheel slot 5) 142–157 Vortex (wheel slot 6) 158–173 BlackAndWhiteTarget (wheel slot 7) 174–189 NestedRingsYellow (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
19	Gobo Rotation	0	0–126 Gobo1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
20	Gobo 2	0	0–21 Open (wheel slot 1) 22–31 ConicalTunnelEffect (wheel slot 2) 32–41 SmokeRings (wheel slot 3) 42–51 Fireworks (wheel slot 4) 52–61 AbstractSquare (wheel slot 5) 62–71 IronFilings (wheel slot 6) 72–81 LostInTheBrain (wheel slot 7) 82–91 DeepForest (wheel slot 8) 92–101 TreeBark (wheel slot 9) 102–112 ConicalTunnelEffect (wheel slot 2) 113–123 SmokeRings (wheel slot 3) 124–134 Fireworks (wheel slot 4) 135–145 AbstractSquare (wheel slot 5) 146–156 IronFilings (wheel slot 6) 157–167 LostInTheBrain (wheel slot 7) 168–178 DeepForest (wheel slot 8) 179–189 TreeBark (wheel slot 9) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
21	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
22	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast

Basic_540 (continued)

Ch	Function	Default	DMX values
23	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
24	Prism Rotation	0	0–126 Prism1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
25	Frost1	0	0–254 open 255–255 Light Frost
26	Frost2	0	0–254 open 255–255 Heavy Frost
27	Blade3B	0	
28	Blade3A	0	
29	Blade1B	0	
30	Blade1A	0	
31	Blade4B	0	
32	Blade4A	0	
33	Blade2B	0	
34	Blade2A	0	
35	Shaper Rot	128	0–127 min 128–254 default 255–255 max
36	Control1	0	0–9 No Function 10–14 Display Off 15–19 Display On 20–24 Display Inv Off 25–29 Display Inv On 30–31 Auto Fan 32–33 Stage Fan 34–35 Silence Fan 36–37 Super Silence Fan 38–39 Constant Fan OFF 40–41 Constant Fan ON 42–49 unused 50–52 Square Law 53–55 Linear 56–59 Extra Square Law 60–64 1200 Hz 65–69 2400 Hz 70–71 16000 Hz 72–74 25000 Hz 75–76 Gobo Correction Off 77–79 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 97–255 Other Motor Reset

Standard_540

38 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	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 CRI Filter (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 CRI Filter (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
16	Cyan	0	

Standard_540 (continued)

Ch	Function	Default	DMX values
17	Magenta	0	
18	Yellow	0	
19	C TO	0	
20	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 InfinitStairs (wheel slot 5) 50–59 Vortex (wheel slot 6) 60–69 BlackAndWhiteTarget (wheel slot 7) 70–77 NestedRingsYellow (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 Stardust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 InfinitStairs (wheel slot 5) 142–157 Vortex (wheel slot 6) 158–173 BlackAndWhiteTarget (wheel slot 7) 174–189 NestedRingsYellow (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
21	Gobo Rotation	0	0–126 Gobo1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
22	Gobo 2	0	0–21 Open (wheel slot 1) 22–31 ConicalTunnelEffect (wheel slot 2) 32–41 SmokeRings (wheel slot 3) 42–51 Fireworks (wheel slot 4) 52–61 AbstractSquare (wheel slot 5) 62–71 IronFilings (wheel slot 6) 72–81 LostInTheBrain (wheel slot 7) 82–91 DeepForest (wheel slot 8) 92–101 TreeBark (wheel slot 9) 102–112 ConicalTunnelEffect (wheel slot 2) 113–123 SmokeRings (wheel slot 3) 124–134 Fireworks (wheel slot 4) 135–145 AbstractSquare (wheel slot 5) 146–156 IronFilings (wheel slot 6) 157–167 LostInTheBrain (wheel slot 7) 168–178 DeepForest (wheel slot 8) 179–189 TreeBark (wheel slot 9) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
23	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

Standard_540 (continued)

Ch	Function	Default	DMX values
24	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
25	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
26	Prism Rotation	0	0–126 Prism1Index 128–187 CW max 188–188 CW min 189–192 stop 193–253 CCW min 254–255 CCW max
27	Frost1	0	0–254 open 255–255 Light Frost
28	Frost2	0	0–254 open 255–255 Heavy Frost
29	Blade3B	0	
30	Blade3A	0	
31	Blade1B	0	
32	Blade1A	0	
33	Blade4B	0	
34	Blade4A	0	
35	Blade2B	0	
36	Blade2A	0	
37	Shaper Rot	128	0–127 min 128–254 default 255–255 max
38	Control1	0	0–9 No Function 10–14 Display Off 15–19 Display On 20–24 Display Inv Off 25–29 Display Inv On 30–31 Auto Fan 32–33 Stage Fan 34–35 Silence Fan 36–37 Super Silence Fan 38–39 Constant Fan OFF 40–41 Constant Fan ON 42–49 unused 50–52 Square Law 53–55 Linear 56–59 Extra Square Law 60–64 1200 Hz 65–69 2400 Hz 70–71 16000 Hz 72–74 25000 Hz 75–76 Gobo Correction Off 77–79 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 97–255 Other Motor Reset

Extended_540

58 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	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 CRI Filter (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 CRI Filter (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
19	Color Wheel Fine	0	Fine byte of Color Wheel
20	Cyan	0	
21	Cyan Fine	0	Fine byte of Cyan
22	Magenta	0	
23	Magenta Fine	0	Fine byte of Magenta
24	Yellow	0	
25	Yellow Fine	0	Fine byte of Yellow
26	C TO	0	
27	C TO Fine	0	Fine byte of C TO
28	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 InfinitStairs (wheel slot 5) 50–59 Vortex (wheel slot 6) 60–69 BlackAndWhiteTarget (wheel slot 7) 70–77 NestedRingsYellow (wheel slot 8) 78–93 DotLine11 (wheel slot 2) 94–109 Stardust (wheel slot 3) 110–125 NestedTriangle (wheel slot 4) 126–141 InfinitStairs (wheel slot 5) 142–157 Vortex (wheel slot 6) 158–173 BlackAndWhiteTarget (wheel slot 7) 174–189 NestedRingsYellow (wheel slot 8) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
29	Gobo Rotation	0	0–126 Gobo1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
30	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_540 (continued)

Ch	Function	Default	DMX values
31	Gobo 2	0	0–21 Open (wheel slot 1) 22–31 ConicalTunnelEffect (wheel slot 2) 32–41 SmokeRings (wheel slot 3) 42–51 Fireworks (wheel slot 4) 52–61 AbstractSquare (wheel slot 5) 62–71 IronFilings (wheel slot 6) 72–81 LostInTheBrain (wheel slot 7) 82–91 DeepForest (wheel slot 8) 92–101 TreeBark (wheel slot 9) 102–112 ConicalTunnelEffect (wheel slot 2) 113–123 SmokeRings (wheel slot 3) 124–134 Fireworks (wheel slot 4) 135–145 AbstractSquare (wheel slot 5) 146–156 IronFilings (wheel slot 6) 157–167 LostInTheBrain (wheel slot 7) 168–178 DeepForest (wheel slot 8) 179–189 TreeBark (wheel slot 9) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
32	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
33	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
34	Iris Fine	0	Fine byte of Iris
35	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
36	Prism Rotation	0	0–126 Prism1Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Frost1	0	0–254 open 255–255 Light Frost
39	Frost2	0	0–254 open 255–255 Heavy Frost
40	Blade3B	0	
41	Blade3B Fine	0	Fine byte of Blade3B
42	Blade3A	0	
43	Blade3A Fine	0	Fine byte of Blade3A
44	Blade1B	0	
45	Blade1B Fine	0	Fine byte of Blade1B
46	Blade1A	0	
47	Blade1A Fine	0	Fine byte of Blade1A

Extended_540 (continued)

Ch	Function	Default	DMX values
48	Blade4B	0	
49	Blade4B Fine	0	Fine byte of Blade4B
50	Blade4A	0	
51	Blade4A Fine	0	Fine byte of Blade4A
52	Blade2B	0	
53	Blade2B Fine	0	Fine byte of Blade2B
54	Blade2A	0	
55	Blade2A Fine	0	Fine byte of Blade2A
56	Shaper Rot	128	0–127 min 128–254 default 255–255 max
57	Shaper Rot Fine	0	Fine byte of Shaper Rot
58	Control1	0	0–9 No Function 10–14 Display Off 15–19 Display On 20–24 Display Inv Off 25–29 Display Inv On 30–31 Auto Fan 32–33 Stage Fan 34–35 Silence Fan 36–37 Super Silence Fan 38–39 Constant Fan OFF 40–41 Constant Fan ON 42–49 unused 50–52 Square Law 53–55 Linear 56–59 Extra Square Law 60–64 1200 Hz 65–69 2400 Hz 70–71 16000 Hz 72–74 25000 Hz 75–76 Gobo Correction Off 77–79 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 97–255 Other Motor Reset