Ayrton

Karif



Manufacturer	**Ayrton**
Type	**Moving head**
DMX modes	**4**
DMX footprint	**30, 34, 40, 46 channels**
Beam angle	**2.8-49°**
Pan range	**542.12°**
Tilt range	**264.04°**
Size (W × H × D)	**264 × 455 × 209 mm**
GDTF fixture type	**C501563B-D95B-4245-BD84-27…**

Controls

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

Safety-relevant functions

Fixture reset · Service functions

DMX modes

Standard_Low_540	30 ch
Standard_540	34 ch
Extended_Low_540	40 ch
Extended_540	46 ch

Standard_Low_540

30 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	Pan Continuous Rotation	0	0–63 Stop by SpinOut 64–127 Stop by ShortCut 128–188 CW max 189–189 CW min 190–193 Pause 194–254 CCW min 255–255 CCW max
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	0–254 closed 255–255 open
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	Focus	128	0–127 near 128–254 mid 255–255 far
14	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
15	Focus1Distance Fine	0	Fine byte of Focus1Distance

Standard_Low_540 (continued)

Ch	Function	Default	DMX values
16	Color Wheel	0	0–62 Min CTO 63–63 Max CTO 64–64 Quarter CTB (wheel slot 1) 65–65 Magenta (wheel slot 2) 66–66 Congo Blue (wheel slot 3) 67–67 Green (wheel slot 4) 68–68 Orange (wheel slot 5) 69–69 Blue (wheel slot 6) 70–70 Red (wheel slot 7) 71–71 Half CTB (wheel slot 8) 72–72 Quarter Minus Green (wheel slot 9) 73–73 Half Minus Green (wheel slot 10) 74–74 Pink (wheel slot 11) 75–75 UV (wheel slot 12) 76–76 Amber (wheel slot 13) 77–80 Quarter CTB (wheel slot 1) 81–84 Magenta (wheel slot 2) 85–88 Congo Blue (wheel slot 3) 89–92 Green (wheel slot 4) 93–96 Orange (wheel slot 5) 97–100 Blue (wheel slot 6) 101–103 Red (wheel slot 7) 104–107 Half CTB (wheel slot 8) 108–111 Quarter Minus Green (wheel slot 9) 112–115 Half Minus Green (wheel slot 10) 116–119 Pink (wheel slot 11) 120–123 UV (wheel slot 12) 124–127 Amber (wheel slot 13) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
17	Cyan	0	
18	Magenta	0	
19	Yellow	0	
20	Gobo	0	0–9 Open (wheel slot 1) 10–18 StarDust (wheel slot 2) 19–27 IronFilings (wheel slot 3) 28–36 NestedTriangle (wheel slot 4) 37–45 Vortex (wheel slot 5) 46–54 BlackAndWhiteTarget (wheel slot 6) 55–63 SmokeRings (wheel slot 7) 64–72 DotLine11 (wheel slot 8) 73–81 NestedRingsYellow (wheel slot 9) 82–90 CMYLiquidEffect (wheel slot 10) 91–101 StarDust (wheel slot 2) 102–112 IronFilings (wheel slot 3) 113–123 NestedTriangle (wheel slot 4) 124–134 Vortex (wheel slot 5) 135–145 BlackAndWhiteTarget (wheel slot 6) 146–156 SmokeRings (wheel slot 7) 157–167 DotLine11 (wheel slot 8) 168–178 NestedRingsYellow (wheel slot 9) 179–189 CMYLiquidEffect (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max

Standard_Low_540 (continued)

Ch	Function	Default	DMX values
21	Gobo Rotation	0	0–126 Gobo1Index 127–187 CW max 188–188 CW min 189–192 stop 193–254 CCW min 255–255 CCW max

Standard_Low_540 (continued)

Ch	Function	Default	DMX values
22	Gobo 2	0	0–31 Open (wheel slot 1) 32–32 ConicalEffect (wheel slot 2) 33–33 TargetEffect (wheel slot 3) 34–34 SquareEffect (wheel slot 4) 35–35 TriangleEffect (wheel slot 5) 36–36 Organic (wheel slot 6) 37–37 Water (wheel slot 7) 38–38 Nuclear (wheel slot 8) 39–39 MirrorBall (wheel slot 9) 40–40 Fireworks (wheel slot 10) 41–41 ZigZag (wheel slot 11) 42–42 BigEye (wheel slot 12) 43–43 Ant (wheel slot 13) 44–44 AyrtonLogo (wheel slot 14) 45–45 AbstractSquare (wheel slot 15) 46–46 LostInTheBrain (wheel slot 16) 47–47 DeepForest (wheel slot 17) 48–48 TreeBark (wheel slot 18) 49–49 StainedGlass (wheel slot 19) 50–51 Digital (wheel slot 20) 52–52 BoldLine (wheel slot 21) 53–53 SquareLine (wheel slot 22) 54–54 FourLines (wheel slot 23) 55–55 SquareBeam (wheel slot 24) 56–56 RubikCube (wheel slot 25) 57–57 SquareBeam 1 (wheel slot 26) 58–58 SquareBeam25 (wheel slot 27) 59–59 SquareBeamMix (wheel slot 28) 60–60 TriangleBeam (wheel slot 29) 61–61 StarBeam (wheel slot 30) 62–62 NeastedRing (wheel slot 31) 63–63 BubbleLight (wheel slot 32) 64–65 Arrow (wheel slot 33) 66–66 FullBeam (wheel slot 34) 67–67 Iris80 (wheel slot 35) 68–68 Iris60 (wheel slot 36) 69–69 Iris40 (wheel slot 37) 70–70 Iris20 (wheel slot 38) 71–71 DotTriangle (wheel slot 39) 72–72 DotMix (wheel slot 40) 73–75 ConicalEffect (wheel slot 2) 76–78 TargetEffect (wheel slot 3) 79–81 SquareEffect (wheel slot 4) 82–84 TriangleEffect (wheel slot 5) 85–87 Organic (wheel slot 6) 88–90 Water (wheel slot 7) 91–93 Nuclear (wheel slot 8) 94–96 MirrorBall (wheel slot 9) 97–99 Fireworks (wheel slot 10) 100–102 ZigZag (wheel slot 11) 103–105 BigEye (wheel slot 12) 106–108 Ant (wheel slot 13) 109–111 AyrtonLogo (wheel slot 14) 112–114 AbstractSquare (wheel slot 15) 115–117 LostInTheBrain (wheel slot 16) 118–120 DeepForest (wheel slot 17) 121–123 TreeBark (wheel slot 18) 124–126 StainedGlass (wheel slot 19) 127–129 Digital (wheel slot 20) 130–132 BoldLine (wheel slot 21) 133–135 SquareLine (wheel slot 22) 136–138 FourLines (wheel slot 23) 139–141 SquareBeam (wheel slot 24) 142–144 RubikCube (wheel slot 25)

Standard_Low_540 (continued)

Ch	Function	Default	DMX values
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
24	Prism	0	0–63 Open (wheel slot 1) 64–127 8-Circular (wheel slot 2) 128–255 6-Linear (wheel slot 3)
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	0–63 Open (wheel slot 1) 64–127 6-Linear (wheel slot 2) 128–255 16-Circular (wheel slot 3)
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

Standard_Low_540 (continued)

Ch	Function	Default	DMX values
30	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 91–93 Gobo Motor Reset 94–94 No Function 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progresive OFF 103–105 Frost Progresive ON 106–108 CMY speed Fast 109–114 CMY speed Slow 115–117 Pan Degree 540 118–120 Pan Degree 630 121–123 Prerig INIT Off 124–126 Prerig INIT On 127–129 Pan/Tilt speed Fast 130–132 Pan/Tilt speed Med 133–135 Pan/Tilt speed Low 136–138 Pan/Tilt speed Fs Mode 139–255 Pan/Tilt speed Tracking 360

Standard_540

34 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	Pan Continuous Rotation	0	0–63 Stop by SpinOut 64–127 Stop by ShortCut 128–188 CW max 189–189 CW min 190–193 Pause 194–254 CCW min 255–255 CCW max

Standard_540 (continued)

Ch	Function	Default	DMX values
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	0–254 closed 255–255 open
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	Focus	128	0–127 near 128–254 mid 255–255 far
14	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
15	Focus1Distance Fine	0	Fine byte of Focus1Distance

Standard_540 (continued)

Ch	Function	Default	DMX values
16	Color Wheel	0	0–62 Min CTO 63–63 Max CTO 64–64 Quarter CTB (wheel slot 1) 65–65 Magenta (wheel slot 2) 66–66 Congo Blue (wheel slot 3) 67–67 Green (wheel slot 4) 68–68 Orange (wheel slot 5) 69–69 Blue (wheel slot 6) 70–70 Red (wheel slot 7) 71–71 Half CTB (wheel slot 8) 72–72 Quarter Minus Green (wheel slot 9) 73–73 Half Minus Green (wheel slot 10) 74–74 Pink (wheel slot 11) 75–75 UV (wheel slot 12) 76–76 Amber (wheel slot 13) 77–80 Quarter CTB (wheel slot 1) 81–84 Magenta (wheel slot 2) 85–88 Congo Blue (wheel slot 3) 89–92 Green (wheel slot 4) 93–96 Orange (wheel slot 5) 97–100 Blue (wheel slot 6) 101–103 Red (wheel slot 7) 104–107 Half CTB (wheel slot 8) 108–111 Quarter Minus Green (wheel slot 9) 112–115 Half Minus Green (wheel slot 10) 116–119 Pink (wheel slot 11) 120–123 UV (wheel slot 12) 124–127 Amber (wheel slot 13) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
17	Cyan	0	
18	Magenta	0	
19	Yellow	0	
20	Gobo	0	0–9 Open (wheel slot 1) 10–18 StarDust (wheel slot 2) 19–27 IronFilings (wheel slot 3) 28–36 NestedTriangle (wheel slot 4) 37–45 Vortex (wheel slot 5) 46–54 BlackAndWhiteTarget (wheel slot 6) 55–63 SmokeRings (wheel slot 7) 64–72 DotLine11 (wheel slot 8) 73–81 NestedRingsYellow (wheel slot 9) 82–90 CMYLiquidEffect (wheel slot 10) 91–101 StarDust (wheel slot 2) 102–112 IronFilings (wheel slot 3) 113–123 NestedTriangle (wheel slot 4) 124–134 Vortex (wheel slot 5) 135–145 BlackAndWhiteTarget (wheel slot 6) 146–156 SmokeRings (wheel slot 7) 157–167 DotLine11 (wheel slot 8) 168–178 NestedRingsYellow (wheel slot 9) 179–189 CMYLiquidEffect (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max

Standard_540 (continued)

Ch	Function	Default	DMX values
21	Gobo Rotation	0	0–126 Gobo1Index 127–187 CW max 188–188 CW min 189–192 stop 193–254 CCW min 255–255 CCW max

Standard_540 (continued)

Ch	Function	Default	DMX values
22	Gobo 2	0	0–31 Open (wheel slot 1) 32–32 ConicalEffect (wheel slot 2) 33–33 TargetEffect (wheel slot 3) 34–34 SquareEffect (wheel slot 4) 35–35 TriangleEffect (wheel slot 5) 36–36 Organic (wheel slot 6) 37–37 Water (wheel slot 7) 38–38 Nuclear (wheel slot 8) 39–39 MirrorBall (wheel slot 9) 40–40 Fireworks (wheel slot 10) 41–41 ZigZag (wheel slot 11) 42–42 BigEye (wheel slot 12) 43–43 Ant (wheel slot 13) 44–44 AyrtonLogo (wheel slot 14) 45–45 AbstractSquare (wheel slot 15) 46–46 LostInTheBrain (wheel slot 16) 47–47 DeepForest (wheel slot 17) 48–48 TreeBark (wheel slot 18) 49–49 StainedGlass (wheel slot 19) 50–51 Digital (wheel slot 20) 52–52 BoldLine (wheel slot 21) 53–53 SquareLine (wheel slot 22) 54–54 FourLines (wheel slot 23) 55–55 SquareBeam (wheel slot 24) 56–56 RubikCube (wheel slot 25) 57–57 SquareBeam 1 (wheel slot 26) 58–58 SquareBeam25 (wheel slot 27) 59–59 SquareBeamMix (wheel slot 28) 60–60 TriangleBeam (wheel slot 29) 61–61 StarBeam (wheel slot 30) 62–62 NeastedRing (wheel slot 31) 63–63 BubbleLight (wheel slot 32) 64–65 Arrow (wheel slot 33) 66–66 FullBeam (wheel slot 34) 67–67 Iris80 (wheel slot 35) 68–68 Iris60 (wheel slot 36) 69–69 Iris40 (wheel slot 37) 70–70 Iris20 (wheel slot 38) 71–71 DotTriangle (wheel slot 39) 72–72 DotMix (wheel slot 40) 73–75 ConicalEffect (wheel slot 2) 76–78 TargetEffect (wheel slot 3) 79–81 SquareEffect (wheel slot 4) 82–84 TriangleEffect (wheel slot 5) 85–87 Organic (wheel slot 6) 88–90 Water (wheel slot 7) 91–93 Nuclear (wheel slot 8) 94–96 MirrorBall (wheel slot 9) 97–99 Fireworks (wheel slot 10) 100–102 ZigZag (wheel slot 11) 103–105 BigEye (wheel slot 12) 106–108 Ant (wheel slot 13) 109–111 AyrtonLogo (wheel slot 14) 112–114 AbstractSquare (wheel slot 15) 115–117 LostInTheBrain (wheel slot 16) 118–120 DeepForest (wheel slot 17) 121–123 TreeBark (wheel slot 18) 124–126 StainedGlass (wheel slot 19) 127–129 Digital (wheel slot 20) 130–132 BoldLine (wheel slot 21) 133–135 SquareLine (wheel slot 22) 136–138 FourLines (wheel slot 23) 139–141 SquareBeam (wheel slot 24) 142–144 RubikCube (wheel slot 25)

Standard_540 (continued)

Ch	Function	Default	DMX values
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
24	Prism	0	0–127 Open (wheel slot 1) 128–255 6-Linear (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 8-Circular (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	Prism	0	0–127 Open (wheel slot 1) 128–255 6-Linear (wheel slot 2)
29	Prism Rotation	0	0–127 Prism3Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
30	Prism	0	0–127 Open (wheel slot 1) 128–255 16-Circular (wheel slot 2)
31	Prism Rotation	0	0–127 Prism4Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
32	Frost1	0	0–254 open 255–255 Light Frost
33	Frost2	0	0–254 open 255–255 Heavy Frost

Standard_540 (continued)

Ch	Function	Default	DMX values
34	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 91–93 Gobo Motor Reset 94–94 No Function 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progresive OFF 103–105 Frost Progresive ON 106–108 CMY speed Fast 109–114 CMY speed Slow 115–117 Pan Degree 540 118–120 Pan Degree 630 121–123 Prerig INIT Off 124–126 Prerig INIT On 127–129 Pan/Tilt speed Fast 130–132 Pan/Tilt speed Med 133–135 Pan/Tilt speed Low 136–138 Pan/Tilt speed Fs Mode 139–255 Pan/Tilt speed Tracking 360

Extended_Low_540

40 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	Pan Continuous Rotation	0	0–63 Stop by SpinOut 64–127 Stop by ShortCut 128–188 CW max 189–189 CW min 190–193 Pause 194–254 CCW min 255–255 CCW max

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
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	0–254 closed 255–255 open
9	Dimmer Fine	0	Fine byte of Dimmer
10	Reserved 10	0	
11	Reserved 11	0	
12	Reserved 12	0	
13	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
14	Zoom Fine	0	Fine byte of Zoom
15	Focus	128	0–127 near 128–254 mid 255–255 far
16	Focus Fine	0	Fine byte of Focus
17	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
18	Focus1Distance Fine	0	Fine byte of Focus1Distance

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
19	Color Wheel	0	0–62 Min CTO 63–63 Max CTO 64–64 Quarter CTB (wheel slot 1) 65–65 Magenta (wheel slot 2) 66–66 Congo Blue (wheel slot 3) 67–67 Green (wheel slot 4) 68–68 Orange (wheel slot 5) 69–69 Blue (wheel slot 6) 70–70 Red (wheel slot 7) 71–71 Half CTB (wheel slot 8) 72–72 Quarter Minus Green (wheel slot 9) 73–73 Half Minus Green (wheel slot 10) 74–74 Pink (wheel slot 11) 75–75 UV (wheel slot 12) 76–76 Amber (wheel slot 13) 77–79 Quarter CTB (wheel slot 1) 80–83 Magenta (wheel slot 2) 84–87 Congo Blue (wheel slot 3) 88–91 Green (wheel slot 4) 92–95 Orange (wheel slot 5) 96–99 Blue (wheel slot 6) 100–103 Red (wheel slot 7) 104–107 Half CTB (wheel slot 8) 108–111 Quarter Minus Green (wheel slot 9) 112–115 Half Minus Green (wheel slot 10) 116–119 Pink (wheel slot 11) 120–123 UV (wheel slot 12) 124–127 Amber (wheel slot 13) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
20	Color Wheel Fine	0	Fine byte of Color Wheel
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

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
27	Gobo	0	0–9 Open (wheel slot 1) 10–18 StarDust (wheel slot 2) 19–27 IronFilings (wheel slot 3) 28–36 NestedTriangle (wheel slot 4) 37–45 Vortex (wheel slot 5) 46–54 BlackAndWhiteTarget (wheel slot 6) 55–63 SmokeRings (wheel slot 7) 64–72 DotLine11 (wheel slot 8) 73–81 NestedRingsYellow (wheel slot 9) 82–90 CMYLiquidEffect (wheel slot 10) 91–101 StarDust (wheel slot 2) 102–112 IronFilings (wheel slot 3) 113–123 NestedTriangle (wheel slot 4) 124–134 Vortex (wheel slot 5) 135–145 BlackAndWhiteTarget (wheel slot 6) 146–156 SmokeRings (wheel slot 7) 157–167 DotLine11 (wheel slot 8) 168–178 NestedRingsYellow (wheel slot 9) 179–189 CMYLiquidEffect (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
28	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
29	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
30	Gobo 2	0	0–31 Open (wheel slot 1) 32–32 ConicalEffect (wheel slot 2) 33–33 TargetEffect (wheel slot 3) 34–34 SquareEffect (wheel slot 4) 35–35 TriangleEffect (wheel slot 5) 36–36 Organic (wheel slot 6) 37–37 Water (wheel slot 7) 38–38 Nuclear (wheel slot 8) 39–39 MirrorBall (wheel slot 9) 40–40 Fireworks (wheel slot 10) 41–41 ZigZag (wheel slot 11) 42–42 BigEye (wheel slot 12) 43–43 Ant (wheel slot 13) 44–44 AyrtonLogo (wheel slot 14) 45–45 AbstractSquare (wheel slot 15) 46–46 LostInTheBrain (wheel slot 16) 47–47 DeepForest (wheel slot 17) 48–48 TreeBark (wheel slot 18) 49–49 StainedGlass (wheel slot 19) 50–51 Digital (wheel slot 20) 52–52 BoldLine (wheel slot 21) 53–53 SquareLine (wheel slot 22) 54–54 FourLines (wheel slot 23) 55–55 SquareBeam (wheel slot 24) 56–56 RubikCube (wheel slot 25) 57–57 SquareBeam 1 (wheel slot 26) 58–58 SquareBeam25 (wheel slot 27) 59–59 SquareBeamMix (wheel slot 28) 60–60 TriangleBeam (wheel slot 29) 61–61 StarBeam (wheel slot 30) 62–62 NeastedRing (wheel slot 31) 63–63 BubbleLight (wheel slot 32) 64–65 Arrow (wheel slot 33) 66–66 FullBeam (wheel slot 34) 67–67 Iris80 (wheel slot 35) 68–68 Iris60 (wheel slot 36) 69–69 Iris40 (wheel slot 37) 70–70 Iris20 (wheel slot 38) 71–71 DotTriangle (wheel slot 39) 72–72 DotMix (wheel slot 40) 73–75 ConicalEffect (wheel slot 2) 76–78 TargetEffect (wheel slot 3) 79–81 SquareEffect (wheel slot 4) 82–84 TriangleEffect (wheel slot 5) 85–87 Organic (wheel slot 6) 88–90 Water (wheel slot 7) 91–93 Nuclear (wheel slot 8) 94–96 MirrorBall (wheel slot 9) 97–99 Fireworks (wheel slot 10) 100–102 ZigZag (wheel slot 11) 103–105 BigEye (wheel slot 12) 106–108 Ant (wheel slot 13) 109–111 AyrtonLogo (wheel slot 14) 112–114 AbstractSquare (wheel slot 15) 115–117 LostInTheBrain (wheel slot 16) 118–120 DeepForest (wheel slot 17) 121–123 TreeBark (wheel slot 18) 124–126 StainedGlass (wheel slot 19) 127–129 Digital (wheel slot 20) 130–132 BoldLine (wheel slot 21) 133–135 SquareLine (wheel slot 22) 136–138 FourLines (wheel slot 23) 139–141 SquareBeam (wheel slot 24) 142–144 RubikCube (wheel slot 25)

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
31	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
32	Prism	0	0–63 Open (wheel slot 1) 64–127 6-Linear (wheel slot 3) 128–255 16-circular (wheel slot 2)
33	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
34	Prism Rotation Fine	0	Fine byte of Prism Rotation
35	Prism	0	0–63 Open (wheel slot 1) 64–127 8-Circular (wheel slot 2) 128–255 16-Circular (wheel slot 3)
36	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
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

Extended_Low_540 (continued)

Ch	Function	Default	DMX values
40	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 91–93 Gobo Motor Reset 94–94 No Function 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progresive OFF 103–105 Frost Progresive ON 106–108 CMY speed Fast 109–114 CMY speed Slow 115–117 Pan Degree 540 118–120 Pan Degree 630 121–123 Prerig INIT Off 124–126 Prerig INIT On 127–129 Pan/Tilt speed Fast 130–132 Pan/Tilt speed Med 133–135 Pan/Tilt speed Low 136–138 Pan/Tilt speed Fs Mode 139–255 Pan/Tilt speed Tracking 360

Extended_540

46 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	Pan Continuous Rotation	0	0–63 Stop by SpinOut 64–127 Stop by ShortCut 128–188 CW max 189–189 CW min 190–193 Pause 194–254 CCW min 255–255 CCW max

Extended_540 (continued)

Ch	Function	Default	DMX values
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	0–254 closed 255–255 open
9	Dimmer Fine	0	Fine byte of Dimmer
10	Reserved 10	0	
11	Reserved 11	0	
12	Reserved 12	0	
13	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
14	Zoom Fine	0	Fine byte of Zoom
15	Focus	128	0–127 near 128–254 mid 255–255 far
16	Focus Fine	0	Fine byte of Focus
17	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
18	Focus1Distance Fine	0	Fine byte of Focus1Distance

Extended_540 (continued)

Ch	Function	Default	DMX values
19	Color Wheel	0	0–62 Min CTO 63–63 Max CTO 64–64 Quarter CTB (wheel slot 1) 65–65 Magenta (wheel slot 2) 66–66 Congo Blue (wheel slot 3) 67–67 Green (wheel slot 4) 68–68 Orange (wheel slot 5) 69–69 Blue (wheel slot 6) 70–70 Red (wheel slot 7) 71–71 Half CTB (wheel slot 8) 72–72 Quarter Minus Green (wheel slot 9) 73–73 Half Minus Green (wheel slot 10) 74–74 Pink (wheel slot 11) 75–75 UV (wheel slot 12) 76–76 Amber (wheel slot 13) 77–79 Quarter CTB (wheel slot 1) 80–83 Magenta (wheel slot 2) 84–87 Congo Blue (wheel slot 3) 88–91 Green (wheel slot 4) 92–95 Orange (wheel slot 5) 96–99 Blue (wheel slot 6) 100–103 Red (wheel slot 7) 104–107 Half CTB (wheel slot 8) 108–111 Quarter Minus Green (wheel slot 9) 112–115 Half Minus Green (wheel slot 10) 116–119 Pink (wheel slot 11) 120–123 UV (wheel slot 12) 124–127 Amber (wheel slot 13) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
20	Color Wheel Fine	0	Fine byte of Color Wheel
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

Extended_540 (continued)

Ch	Function	Default	DMX values
27	Gobo	0	0–9 Open (wheel slot 1) 10–18 StarDust (wheel slot 2) 19–27 IronFilings (wheel slot 3) 28–36 NestedTriangle (wheel slot 4) 37–45 Vortex (wheel slot 5) 46–54 BlackAndWhiteTarget (wheel slot 6) 55–63 SmokeRings (wheel slot 7) 64–72 DotLine11 (wheel slot 8) 73–81 NestedRingsYellow (wheel slot 9) 82–90 CMYLiquidEffect (wheel slot 10) 91–101 StarDust (wheel slot 2) 102–112 IronFilings (wheel slot 3) 113–123 NestedTriangle (wheel slot 4) 124–134 Vortex (wheel slot 5) 135–145 BlackAndWhiteTarget (wheel slot 6) 146–156 SmokeRings (wheel slot 7) 157–167 DotLine11 (wheel slot 8) 168–178 NestedRingsYellow (wheel slot 9) 179–189 CMYLiquidEffect (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
28	Gobo Rotation	0	0–126 Gobo1Index 127–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
29	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_540 (continued)

Ch	Function	Default	DMX values
30	Gobo 2	0	0–31 Open (wheel slot 1) 32–32 ConicalEffect (wheel slot 2) 33–33 TargetEffect (wheel slot 3) 34–34 SquareEffect (wheel slot 4) 35–35 TriangleEffect (wheel slot 5) 36–36 Organic (wheel slot 6) 37–37 Water (wheel slot 7) 38–38 Nuclear (wheel slot 8) 39–39 MirrorBall (wheel slot 9) 40–40 Fireworks (wheel slot 10) 41–41 ZigZag (wheel slot 11) 42–42 BigEye (wheel slot 12) 43–43 Ant (wheel slot 13) 44–44 AyrtonLogo (wheel slot 14) 45–45 AbstractSquare (wheel slot 15) 46–46 LostInTheBrain (wheel slot 16) 47–47 DeepForest (wheel slot 17) 48–48 TreeBark (wheel slot 18) 49–49 StainedGlass (wheel slot 19) 50–50 Digital (wheel slot 20) 51–51 Open 1 (wheel slot 21) 52–52 BoldLine (wheel slot 22) 53–53 SquareLine (wheel slot 23) 54–54 FourLines (wheel slot 24) 55–55 SquareBeam (wheel slot 25) 56–56 RubikCube (wheel slot 26) 57–57 SquareBeam 1 (wheel slot 27) 58–58 SquareBeam25 (wheel slot 28) 59–59 SquareBeamMix (wheel slot 29) 60–60 TriangleBeam (wheel slot 30) 61–61 StarBeam (wheel slot 31) 62–62 NeastedRing (wheel slot 32) 63–63 BubbleLight (wheel slot 33) 64–64 Arrow (wheel slot 34) 65–65 Open 2 (wheel slot 35) 66–66 FullBeam (wheel slot 36) 67–67 Iris80 (wheel slot 37) 68–68 Iris60 (wheel slot 38) 69–69 Iris40 (wheel slot 39) 70–70 Iris20 (wheel slot 40) 71–71 DotTriangle (wheel slot 41) 72–72 DotMix (wheel slot 42) 73–75 ConicalEffect (wheel slot 2) 76–78 TargetEffect (wheel slot 3) 79–81 SquareEffect (wheel slot 4) 82–84 TriangleEffect (wheel slot 5) 85–87 Organic (wheel slot 6) 88–90 Water (wheel slot 7) 91–93 Nuclear (wheel slot 8) 94–96 MirrorBall (wheel slot 9) 97–99 Fireworks (wheel slot 10) 100–102 ZigZag (wheel slot 11) 103–105 BigEye (wheel slot 12) 106–108 Ant (wheel slot 13) 109–111 AyrtonLogo (wheel slot 14) 112–114 AbstractSquare (wheel slot 15) 115–117 LostInTheBrain (wheel slot 16) 118–120 DeepForest (wheel slot 17) 121–123 TreeBark (wheel slot 18) 124–126 StainedGlass (wheel slot 19) 127–129 Digital (wheel slot 20) 130–132 BoldLine (wheel slot 21) 133–135 SquareLine (wheel slot 22) 136–138 FourLines (wheel slot 23)

Extended_540 (continued)

Ch	Function	Default	DMX values
31	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
32	Prism	0	0–127 Open (wheel slot 1) 128–255 6-Linear (wheel slot 2)
33	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
34	Prism Rotation Fine	0	Fine byte of Prism Rotation
35	Prism	0	0–127 Open (wheel slot 1) 128–255 8-Circular (wheel slot 2)
36	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
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Prism	0	0–127 Open (wheel slot 1) 128–255 6-Linear (wheel slot 2)
39	Prism Rotation	0	0–127 Prism3Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
40	Prism Rotation Fine	0	Fine byte of Prism Rotation
41	Prism	0	0–127 Open (wheel slot 1) 128–255 16-Circular (wheel slot 2)
42	Prism Rotation	0	0–127 Prism4Index 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
43	Prism Rotation Fine	0	Fine byte of Prism Rotation
44	Frost1	0	0–254 open 255–255 Light Frost
45	Frost2	0	0–254 open 255–255 Heavy Frost

Extended_540 (continued)

Ch	Function	Default	DMX values
46	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 91–93 Gobo Motor Reset 94–94 No Function 95–95 Reset P/T Fade Off 96–96 Reset P/T Fade On 97–99 Other Motor Reset 100–102 Frost Progresive OFF 103–105 Frost Progresive ON 106–108 CMY speed Fast 109–114 CMY speed Slow 115–117 Pan Degree 540 118–120 Pan Degree 630 121–123 Prerig INIT Off 124–126 Prerig INIT On 127–129 Pan/Tilt speed Fast 130–132 Pan/Tilt speed Med 133–135 Pan/Tilt speed Low 136–138 Pan/Tilt speed Fs Mode 139–255 Pan/Tilt speed Tracking 360