Ayrton

Mamba



Manufacturer	**Ayrton**
Type	**Moving head**
DMX modes	**1**
DMX footprint	**47 channels**
Beam angle	**0.7-15°**
Pan range	**542.12°**
Tilt range	**271.05°**
Size (W × H × D)	**310 × 550 × 310 mm**
GDTF fixture type	**C42A1CD3-9104-4EB7-B518-FB…**

Controls

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

Safety-relevant functions

Built-in effect programmes

DMX modes

Extended_540 — 47 ch

Extended_540

47 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 248–255 Execute blanking zone command(10 sec before ac...
6	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
7	Tilt 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
8	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
9	Dimmer	0	0–254 closed 255–255 open
10	Dimmer Fine	0	Fine byte of Dimmer
11	C TO	0	
12	C TO Fine	0	Fine byte of C TO

Extended_540 (continued)

Ch	Function	Default	DMX values
13	B ZCommand	0	5–9 Store/overwrite blanking Zone TOP RIGHT 10–14 Store/overwrite blanking Zone BOTTOM RIGHT 15–19 Store/overwrite blanking Zone TOP LEFT 20–24 Store/overwrite blanking Zone BOTTOM LEFT 25–29 Recall blanking Zone TOP RIGHT 30–34 Recall blanking Zone BOTTOM RIGHT 35–39 Recall blanking Zone TOP LEFT 40–44 Recall blanking Zone BOTTOM LEFT 45–49 Delete blanking Zone TOP RIGHT 50–54 Delete blanking Zone BOTTOM RIGHT 55–59 Delete blanking Zone TOP LEFT 60–64 Delete blanking Zone BOTTOM LEFT 65–69 Delete blanking Zone ALL POINT 70–74 Invert Blanking Zone Off 75–99 Invert Blanking Zone On 100–109 Distance Off 110–119 Distance 10m 120–129 Distance 15m 130–139 Distance 20m 140–149 Distance 25m 150–159 Distance 30m 160–169 Distance 35m 170–179 Distance 40m 180–189 Distance 45m 190–199 Distance 50m 200–209 Distance 55m 210–255 Distance 60m
14	Zoom	19	0–127 narrow 128–254 mid 255–255 wide
15	Zoom Fine	83	Fine byte of Zoom
16	Focus	90	0–127 near 128–254 mid 255–255 far
17	Focus Fine	192	Fine byte of Focus
18	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
19	Focus1Distance Fine	0	Fine byte of Focus1Distance
20	Zoom Mode	0	0–84 Mode Beam 85–169 Mode Spot 170–255 Special Mode

Extended_540 (continued)

Ch	Function	Default	DMX values
21	Color Wheel	0	0–0 open (wheel slot 1) 1–34 Multicolor 1 (wheel slot 21) 35–50 Multicolor 2 (wheel slot 22) 51–63 Multicolor 3 (wheel slot 23) 64–64 Red (wheel slot 2) 65–65 Blue (wheel slot 3) 66–66 Orange (wheel slot 4) 67–67 Green (wheel slot 5) 68–68 Pink (wheel slot 6) 69–69 Yellow (wheel slot 7) 70–70 Velvet Green (wheel slot 8) 71–71 Amber (wheel slot 9) 72–72 Light Blue (wheel slot 10) 73–73 Follies Pink (wheel slot 11) 74–74 Slate Blue (wheel slot 12) 75–75 Dark green (wheel slot 13) 76–76 Dark Amber (wheel slot 14) 77–77 Medium Blue (wheel slot 15) 78–78 Oklahoma Yellow (wheel slot 16) 79–79 Multicolor 1 (wheel slot 17) 80–80 Multicolor 2 (wheel slot 18) 81–81 Minus Green 1/4 (wheel slot 19) 82–82 Minus Green 1/2 (wheel slot 20) 83–91 Effect Multicolor 3 (wheel slot 21) 92–100 Effect Multicolor 2 (wheel slot 22) 101–109 Effect Multicolor 1 (wheel slot 23) 110–127 NoFeature 1 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
22	Color Wheel Fine	0	Fine byte of Color Wheel
23	Cyan	0	
24	Cyan Fine	0	Fine byte of Cyan
25	Magenta	0	
26	Magenta Fine	0	Fine byte of Magenta
27	Yellow	0	
28	Yellow Fine	0	Fine byte of Yellow

Extended_540 (continued)

Ch	Function	Default	DMX values
29	Gobo	0	0–9 Open (wheel slot 1) 10–13 Eccentric Dot (wheel slot 2) 14–17 Line Mix 18 (wheel slot 3) 18–21 Dot Square 4 (wheel slot 4) 22–25 Square Beam 4 (wheel slot 5) 26–29 Nuclear (wheel slot 6) 30–33 Dot Line 5 (wheel slot 7) 34–37 Dot Ring 6 (wheel slot 8) 38–41 Dot Mix (wheel slot 9) 42–45 Five Spokes (wheel slot 10) 46–49 Nested Half Ring (wheel slot 11) 50–53 Eight Spokes (wheel slot 12) 54–57 Nested Ring Light (wheel slot 13) 91–101 Eccentric Dot (wheel slot 2) 102–112 Line Mix 18 (wheel slot 3) 113–123 Dot Square 4 (wheel slot 4) 124–134 Square Beam 4 (wheel slot 5) 135–145 Nuclear (wheel slot 6) 146–156 Dot Line 5 V (wheel slot 7) 157–167 Dot Ring 6 (wheel slot 8) 168–178 Dot Mix (wheel slot 9) 179–189 Five Spokes (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
30	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
31	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_540 (continued)

Ch	Function	Default	DMX values
32	Gobo 2	0	0–2 Open (wheel slot 36) 3–13 CW Max (wheel slot 2) 14–14 CW Min (wheel slot 2) 15–17 Stop (Speed=0) (wheel slot 2) 18–28 CCW Min (wheel slot 2) 29–29 CCW Max (wheel slot 2) 30–30 80% Iris Beam (wheel slot 1) 31–31 60% Iris Beam (wheel slot 2) 32–32 40% Iris Beam (wheel slot 3) 33–33 20% Iris Beam (wheel slot 4) 34–34 Dot Line 2 (wheel slot 5) 35–35 Dot Triangle 3 (wheel slot 6) 36–36 Dot Square 4 (wheel slot 7) 37–37 Dot Ring 5 (wheel slot 8) 38–38 Zig Zag Light (wheel slot 9) 39–39 Vortex Light (wheel slot 10) 40–40 Spiral (wheel slot 11) 41–41 Helix 5 (wheel slot 12) 42–42 Triangle Beam (wheel slot 13) 43–43 Daisy (wheel slot 14) 44–44 Nested Star (wheel slot 15) 45–45 Square Ring 8 (wheel slot 16) 46–46 Circular Saw 4 (wheel slot 17) 47–47 Waves Light (wheel slot 18) 48–48 Prison Bars (wheel slot 19) 49–49 Ink Stain (wheel slot 20) 50–50 Arrows (wheel slot 21) 51–51 Iris 8 (wheel slot 22) 52–52 Dot Mix 8 (wheel slot 23) 53–53 Quarter Beam NE (wheel slot 24) 54–54 Quarter Beam SE (wheel slot 25) 55–55 Quarter Beam SW (wheel slot 26) 56–56 Quarter Beam NW (wheel slot 27) 57–57 Half Beam Down (wheel slot 28) 58–58 Half Beam Up (wheel slot 29) 59–59 Half Beam Left (wheel slot 30) 60–60 Half Beam Right (wheel slot 31) 61–61 Crash Test Icon (wheel slot 32) 62–62 Split Triangle 4 (wheel slot 33) 63–63 Split Triangle 1 (wheel slot 34) 64–64 Iron Ball Light (wheel slot 35) 65–65 Open (wheel slot 36) 66–66 Vertical Line (wheel slot 37) 67–67 Bold Line (wheel slot 38) 68–68 Square Line 3 V (wheel slot 39) 69–69 Square Line 3 H (wheel slot 40) 70–70 Four Lines H (wheel slot 41) 71–71 Four Lines V (wheel slot 42) 72–72 Square Beam (wheel slot 43) 73–73 Rubik Cube (wheel slot 44) 74–74 Split Cross (wheel slot 45) 75–75 Square Beam 9 (wheel slot 46) 76–76 Dot Ring 6 (wheel slot 47) 77–77 Dot Ring 7 (wheel slot 48) 78–78 Split Circle 6 (wheel slot 49) 79–79 Dot Mix (wheel slot 50) 80–80 Triangle Beam (wheel slot 51) 81–81 Compass 4 (wheel slot 52) 82–82 Star Line 5 (wheel slot 53) 83–83 Star Beam (wheel slot 54) 84–84 Star 8 (wheel slot 55) 85–85 Star 10 (wheel slot 56) 86–86 Star 12 (wheel slot 57) 87–87 Arrow Ring 6 (wheel slot 58)

Extended_540 (continued)

Ch	Function	Default	DMX values
33	Prism	0	0–40 Open (wheel slot 1) 41–83 Prism 8 Circular (wheel slot 2) 84–126 Prism 6 Circular (wheel slot 3) 127–169 Prism 6 Linear (wheel slot 4) 170–212 Prism 4 Linear (wheel slot 5) 213–255 Light Frost
34	Prism Rotation	0	0–127 Prism1Pos 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
35	Prism Rotation Fine	0	Fine byte of Prism Rotation
36	Prism	0	0–40 Open (wheel slot 1) 41–83 Prism 16 Circular (wheel slot 2) 84–126 Prism 6 Circular (wheel slot 3) 127–169 Prism 6 Linear (wheel slot 4) 170–212 Prism 4 Linear (wheel slot 5) 213–255 Heavy Frost
37	Prism Rotation	0	0–127 Prism2Pos 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	0–7 Open (wheel slot 1) 8–131 Prism 5 Circular (wheel slot 2) 132–255 Prism 5 Linear (wheel slot 3)
40	Prism Rotation	0	0–127 Prism3Pos 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	Prism	0	0–7 Open (wheel slot 1) 8–131 Prism 7 Linear (wheel slot 2) 132–255 Prism 4+8 Circular (wheel slot 3)
43	Prism Rotation	0	0–127 Prism4Pos 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
44	Prism Rotation Fine	0	Fine byte of Prism Rotation
45	Effect	0	
46	B ZNumber	0	10–19 Blanking Zone #1 20–29 Blanking Zone #2 30–39 Blanking Zone #3 40–255 Blanking Zone #4
47	Control1	0	