Ayrton

Naja



Manufacturer	**Ayrton**
Type	**Moving head**
DMX modes	**1**
DMX footprint	**49 channels**
Beam angle	**0.6-21°**
Pan range	**542.12°**
Tilt range	**271.05°**
Size (W × H × D)	**276 × 500 × 259 mm**
GDTF fixture type	**DC7AE59A-F43A-4A14-B6C5-26…**

Controls

Focus · Prism · Prism rotation · Zoom · 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 — 49 ch

Extended_540

49 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 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
13	No Feature	0	
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

Extended_540 (continued)

Ch	Function	Default	DMX values
20	Zoom Mode	0	0–84 Mode Beam 85–169 Mode Spot 170–255 Special Mode
21	Color Wheel	0	0–3 Open (wheel slot 1) 4–5 Red (wheel slot 2) 6–7 Blue (wheel slot 3) 8–9 Orange (wheel slot 4) 10–11 Green (wheel slot 5) 12–13 Pink (wheel slot 6) 14–15 Yellow (wheel slot 7) 16–17 Velvet Green (wheel slot 8) 18–19 Amber (wheel slot 9) 20–21 Light Blue (wheel slot 10) 22–23 Follies Pink (wheel slot 11) 24–25 Slate Blue (wheel slot 12) 26–27 Lime (wheel slot 13) 28–29 Dark Amber (wheel slot 14) 30–31 Medium Blue (wheel slot 15) 32–33 Oklahoma Yellow (wheel slot 16) 34–35 Multicolor 1 (wheel slot 17) 36–37 Multicolor 2 (wheel slot 18) 38–39 Minus Green 1/4 (wheel slot 19) 40–41 Minus Green 1/2 (wheel slot 20) 42–127 Color Index 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	Color Wheel 2	0	0–0 Open (wheel slot 1) 1–68 Multicolor 1 (wheel slot 2) 69–138 Multicolor 2 (wheel slot 3) 139–207 Multicolor 3 (wheel slot 4) 208–223 Multicolor 1 (wheel slot 2) 224–239 Multicolor 2 (wheel slot 3) 240–255 Multicolor 3 (wheel slot 4)
24	Color Wheel 2 Fine	0	Fine byte of Color Wheel 2
25	Cyan	0	
26	Cyan Fine	0	Fine byte of Cyan
27	Magenta	0	
28	Magenta Fine	0	Fine byte of Magenta
29	Yellow	0	
30	Yellow Fine	0	Fine byte of Yellow

Extended_540 (continued)

Ch	Function	Default	DMX values
31	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) 58–68 Eccentric-Dot (wheel slot 2) 69–79 Lines Mix 18 (wheel slot 3) 80–90 Dot Square 4 (wheel slot 4) 91–101 Square Beam 4 (wheel slot 5) 102–112 Nuclear (wheel slot 6) 113–123 Dot Line 5 V (wheel slot 7) 124–134 Dot Ring 6 (wheel slot 8) 135–145 Dot mix (wheel slot 9) 146–156 Five-Spokes (wheel slot 10) 157–167 Nested Half Ring (wheel slot 11) 168–178 Eight Spokes (wheel slot 12) 179–189 Nested Ring Light (wheel slot 13) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
32	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
33	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_540 (continued)

Ch	Function	Default	DMX values
34	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
35	Prism	0	0–40 Open (wheel slot 1) 41–83 Light Frost (wheel slot 2) 84–126 Prism 8 Circular (wheel slot 3) 127–169 Skyline Prism (wheel slot 4) 170–212 Prism 6 Linear (wheel slot 5) 213–255 Heavy Frost (wheel slot 6)
36	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
37	Prism Rotation Fine	0	Fine byte of Prism Rotation
38	Prism	0	0–63 Open (wheel slot 1) 64–127 Prism 8 Circular (wheel slot 2) 128–191 Prism 32 Circular (wheel slot 3) 192–255 Prism 6 Linear (wheel slot 4)
39	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
40	Prism Rotation Fine	0	Fine byte of Prism Rotation
41	Prism	0	0–7 Open (wheel slot 1) 8–131 Prism 5 Circular (wheel slot 2) 132–255 Prism 5 Linear (wheel slot 3)
42	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
43	Prism Rotation Fine	0	Fine byte of Prism Rotation
44	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)
45	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
46	Prism Rotation Fine	0	Fine byte of Prism Rotation
47	Effect	0	
48	No Feature	0	
49	Control1	0	