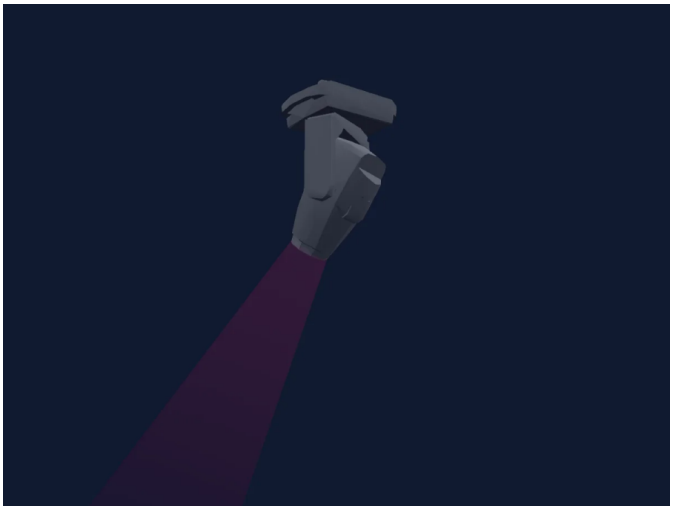
Ayrton

Perseo BEAM



Manufacturer	**Ayrton**
Type	**Moving head**
DMX modes	**3**
DMX footprint	**29, 31, 42 channels**
Beam angle	**2-42°**
Pan range	**542.12°**
Tilt range	**264.04°**
Size (W × H × D)	**310 × 512 × 280 mm**
GDTF fixture type	**189F927F-F925-409C-87A9-07F…**

Controls

Focus · Frost · 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	29 ch
Standard_540	31 ch
Extended_540	42 ch

Basic_540

29 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	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
5	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
6	Dimmer	0	0–254 closed 255–255 open
7	No Feature	0	
8	No Feature Fine	0	Fine byte of No Feature
9	No Feature Ultra Fine	0	
10	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
11	Focus	128	0–127 near 128–254 mid 255–255 far
12	Focus1Distance	0	0–50 NoAutoFocus 51–100 5m 101–150 7_5m 151–200 10m 201–255 15m
13	Focus1Distance Fine	0	Fine byte of Focus1Distance

Basic_540 (continued)

Ch	Function	Default	DMX values
14	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 Quarter CTB (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) 32–35 Medium Yellow (wheel slot 9) 36–39 Dark Green (wheel slot 10) 40–43 Medium Blue (wheel slot 11) 44–47 Light Amber (wheel slot 12) 48–51 Half CTB (wheel slot 13) 52–55 Quarter Minus Green (wheel slot 14) 56–59 Half Minus Green (wheel slot 15) 60–63 Pink (wheel slot 16) 64–67 UV (wheel slot 17) 68–71 Amber (wheel slot 18) 72–74 Open (wheel slot 1) 75–77 Quarter CTB (wheel slot 2) 78–80 Magenta (wheel slot 3) 81–83 Congo Blue (wheel slot 4) 84–87 Green (wheel slot 5) 88–90 Orange (wheel slot 6) 91–93 Blue (wheel slot 7) 94–96 Red (wheel slot 8) 97–99 Medium Yellow (wheel slot 9) 100–102 Dark Green (wheel slot 10) 103–105 Medium Blue (wheel slot 11) 106–108 Light Amber (wheel slot 12) 109–111 Half CTB (wheel slot 13) 112–115 Quarter Minus Green (wheel slot 14) 116–118 Half Minus Green (wheel slot 15) 119–121 Pink (wheel slot 16) 122–124 UV (wheel slot 17) 125–127 Amber (wheel slot 18) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
15	Cyan	0	
16	Magenta	0	
17	Yellow	0	
18	C TO	0	

Basic_540 (continued)

Ch	Function	Default	DMX values
19	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
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	0–31 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 (wheel slot 1) 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) 64–64 Arrow (wheel slot 33) 65–65 Open (wheel slot 1) 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)

Basic_540 (continued)

Ch	Function	Default	DMX values
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	Prism	0	0–63 Open (wheel slot 1) 64–127 8-Circular (wheel slot 2) 128–255 6-Linear (wheel slot 3)
24	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
25	Prism	0	0–63 Open (wheel slot 1) 64–127 6-linear (wheel slot 2) 128–255 16-Circular (wheel slot 3)
26	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
27	Frost1	0	0–254 open 255–255 Light Frost
28	Frost2	0	0–254 open 255–255 Heavy Frost

Basic_540 (continued)

Ch	Function	Default	DMX values
29	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 Scan 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 Progresive OFF 103–105 Frost Progresive ON 106–108 CMY Speed Slow 109–111 CMY Speed Fast 112–114 Prerig INIT Off 115–117 Prerig INIT On 118–120 Pan/Tilt speed Fast 121–123 Pan/Tilt speed Medium 124–126 Pan/Tilt speed Slow 127–129 Pan/Tilt speed FS Mode 130–150 Pan/Tilt speed Tracking360 151–153 Pan Degree 540 154–255 Pan Degree 630

Standard_540

31 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	No Feature	0	
10	No Feature Fine	0	Fine byte of No Feature
11	No Feature Ultra Fine	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	0–3 Open (wheel slot 1) 4–7 Quarter CTB (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) 32–35 Medium Yellow (wheel slot 9) 36–39 Dark Green (wheel slot 10) 40–43 Medium Blue (wheel slot 11) 44–47 Light Amber (wheel slot 12) 48–51 Half CTB (wheel slot 13) 52–55 Quarter Minus Green (wheel slot 14) 56–59 Half Minus Green (wheel slot 15) 60–63 Pink (wheel slot 16) 64–67 UV (wheel slot 17) 68–71 Amber (wheel slot 18) 72–74 Open (wheel slot 1) 75–77 Quarter CTB (wheel slot 2) 78–80 Magenta (wheel slot 3) 81–83 Congo Blue (wheel slot 4) 84–87 Green (wheel slot 5) 88–90 Orange (wheel slot 6) 91–93 Blue (wheel slot 7) 94–96 Red (wheel slot 8) 97–99 Medium Yellow (wheel slot 9) 100–102 Dark Green (wheel slot 10) 103–105 Medium Blue (wheel slot 11) 106–108 Light Amber (wheel slot 12) 109–111 Half CTB (wheel slot 13) 112–115 Quarter Minus Green (wheel slot 14) 116–118 Half Minus Green (wheel slot 15) 119–121 Pink (wheel slot 16) 122–124 UV (wheel slot 17) 125–127 Amber (wheel slot 18) 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	C TO	0	

Standard_540 (continued)

Ch	Function	Default	DMX values
21	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
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	0–31 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 (wheel slot 1) 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) 64–64 Arrow (wheel slot 33) 65–65 Open (wheel slot 1) 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)

Standard_540 (continued)

Ch	Function	Default	DMX values
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	Prism	0	0–63 Open (wheel slot 1) 64–127 8-Circular (wheel slot 2) 128–255 6-Linear (wheel slot 3)
26	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
27	Prism	0	0–63 Open (wheel slot 1) 64–127 6-linear (wheel slot 2) 128–255 16-Circular (wheel slot 3)
28	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
29	Frost1	0	0–254 open 255–255 Light Frost
30	Frost2	0	0–254 open 255–255 Heavy Frost

Standard_540 (continued)

Ch	Function	Default	DMX values
31	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 Scan 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 Progresive OFF 103–105 Frost Progresive ON 106–108 CMY Speed Slow 109–111 CMY Speed Fast 112–114 Prerig INIT Off 115–117 Prerig INIT On 118–120 Pan/Tilt speed Fast 121–123 Pan/Tilt speed Medium 124–126 Pan/Tilt speed Slow 127–129 Pan/Tilt speed FS Mode 130–150 Pan/Tilt speed Tracking360 151–153 Pan Degree 540 154–255 Pan Degree 630

Extended_540

42 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	0–3 Open (wheel slot 1) 4–7 Quarter CTB (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) 32–35 Medium Yellow (wheel slot 9) 36–39 Dark Green (wheel slot 10) 40–43 Medium Blue (wheel slot 11) 44–47 Light Amber (wheel slot 12) 48–51 Half CTB (wheel slot 13) 52–55 Quarter Minus Green (wheel slot 14) 56–59 Half Minus Green (wheel slot 15) 60–63 Pink (wheel slot 16) 64–67 UV (wheel slot 17) 68–71 Amber (wheel slot 18) 72–74 Open (wheel slot 1) 75–77 Quarter CTB (wheel slot 2) 78–80 Magenta (wheel slot 3) 81–83 Congo Blue (wheel slot 4) 84–87 Green (wheel slot 5) 88–90 Orange (wheel slot 6) 91–93 Blue (wheel slot 7) 94–96 Red (wheel slot 8) 97–99 Medium Yellow (wheel slot 9) 100–102 Dark Green (wheel slot 10) 103–105 Medium Blue (wheel slot 11) 106–108 Light Amber (wheel slot 12) 109–111 Half CTB (wheel slot 13) 112–115 Quarter Minus Green (wheel slot 14) 116–118 Half Minus Green (wheel slot 15) 119–121 Pink (wheel slot 16) 122–124 UV (wheel slot 17) 125–127 Amber (wheel slot 18) 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
27	C TO	0	
28	C TO Fine	0	Fine byte of C TO

Extended_540 (continued)

Ch	Function	Default	DMX values
29	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
30	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
31	Gobo Rotation Fine	0	Fine byte of Gobo Rotation

Extended_540 (continued)

Ch	Function	Default	DMX values
32	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 (wheel slot 1) 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) 64–64 Arrow (wheel slot 33) 65–65 Open (wheel slot 1) 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)

Extended_540 (continued)

Ch	Function	Default	DMX values
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	Prism	0	0–63 Open (wheel slot 1) 64–127 8-Circular (wheel slot 2) 128–255 6-Linear (wheel slot 3)
35	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
36	Prism Rotation Fine	0	Fine byte of Prism Rotation
37	Prism	0	0–63 Open (wheel slot 1) 64–127 6-linear (wheel slot 2) 128–255 16-Circular (wheel slot 3)
38	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
39	Prism Rotation Fine	0	Fine byte of Prism Rotation
40	Frost1	0	0–254 open 255–255 Light Frost
41	Frost2	0	0–254 open 255–255 Heavy Frost

Extended_540 (continued)

Ch	Function	Default	DMX values
42	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 Scan 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 Progresive OFF 103–105 Frost Progresive ON 106–108 CMY Speed Slow 109–111 CMY Speed Fast 112–114 Prerig INIT Off 115–117 Prerig INIT On 118–120 Pan/Tilt speed Fast 121–123 Pan/Tilt speed Medium 124–126 Pan/Tilt speed Slow 127–129 Pan/Tilt speed FS Mode 130–150 Pan/Tilt speed Tracking360 151–153 Pan Degree 540 154–255 Pan Degree 630