Ayrton

Stradale Profile



Manufacturer	**Ayrton**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**42, 65 channels**
Beam angle	**4-55°**
Pan range	**542.12°**
Tilt range	**271.05°**
Size (W × H × D)	**257 × 444 × 205 mm**
GDTF fixture type	**A1B400D7-16B3-433B-8B0A-58…**

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

Haze or smoke output

DMX modes

Standard_540	42 ch
Extended_540	65 ch

Standard_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	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
6	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
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	Zoom	128	0–127 narrow 128–254 mid 255–255 wide
11	Zoom Fine	0	Fine byte of Zoom
12	Focus	128	0–127 near 128–254 mid 255–255 far
13	Focus Fine	0	Fine byte of Focus

Standard_540 (continued)

Ch	Function	Default	DMX values
14	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 QuarterCTB (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) 32–43 Open (wheel slot 1) 44–55 Quarter CTB (wheel slot 2) 56–67 Magenta (wheel slot 3) 68–79 Congo Blue (wheel slot 4) 80–91 Green (wheel slot 5) 92–103 Orange (wheel slot 6) 104–115 Blue (wheel slot 7) 116–127 Red (wheel slot 8) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
15	Color Wheel Fine	0	Fine byte of Color Wheel
16	Cyan	0	
17	Magenta	0	
18	Yellow	0	
19	C TO	0	
20	C TP	0	0–118 Mix 119–119 Max 120–132 White (wheel slot 1) 133–145 Yellow (wheel slot 2) 146–158 Red (wheel slot 3) 159–172 Blue (wheel slot 4) 173–185 Magenta (wheel slot 5) 186–198 Cyan (wheel slot 6) 199–212 Green (wheel slot 7) 213–225 Yellow 2 (wheel slot 8) 226–238 Magenta 2 (wheel slot 9) 239–239 White 1 (wheel slot 10) 240–255 Color1EffectShake

Standard_540 (continued)

Ch	Function	Default	DMX values
21	Gobo	0	0–9 OPEN (wheel slot 1) 10–13 Dot Line 7 (wheel slot 2) 14–17 Star Field (wheel slot 3) 18–21 Nested Triangle (wheel slot 4) 22–25 Breaking Glass (wheel slot 5) 26–29 Bread Stix (wheel slot 6) 30–33 Circle of square (wheel slot 7) 34–37 Nested Rings Yellow (wheel slot 8) 38–41 CMY Liquid Effect (wheel slot 9) 42–45 Glass Animation (wheel slot 10) 46–61 DotLine 7 (wheel slot 2) 62–77 Star Field (wheel slot 3) 78–93 NestedTriangle (wheel slot 4) 94–109 Breaking Glass (wheel slot 5) 110–125 Bread Stix (wheel slot 6) 126–141 Circle of Square (wheel slot 7) 142–157 Nested Ring Yellow (wheel slot 8) 158–173 CMY Liquid Effect (wheel slot 9) 174–189 CMY Liquid Effect (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
23	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
24	Gobo 2	0	0–9 OPEN (wheel slot 1) 10–17 Conical Tunnel Effect (wheel slot 2) 18–25 Smoke Rings (wheel slot 3) 26–33 Fireworks (wheel slot 4) 34–41 Abstract Square (wheel slot 5) 42–49 Iron Filings (wheel slot 6) 50–57 Lost In The Brain (wheel slot 7) 58–65 Deep Forest (wheel slot 8) 66–73 Tree Bark (wheel slot 9) 74–81 Abstract Speck (wheel slot 10) 82–89 Zebra Stripes (wheel slot 11) 90–99 Conical Tunnel Effect (wheel slot 2) 100–109 Smoke Rings (wheel slot 3) 110–119 Fireworks (wheel slot 4) 120–129 Abstract Square (wheel slot 5) 130–139 Iron Filings (wheel slot 6) 140–149 Lost In The Brain (wheel slot 7) 150–159 Deep Forest (wheel slot 8) 160–169 Tree Bark 1 (wheel slot 9) 170–179 Abstract Speck (wheel slot 10) 180–189 Zebra Stripes (wheel slot 11) 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
25	Animation Wheel1	0	0–7 open 8–126 CW max (wheel slot 1) 127–127 CW min (wheel slot 1) 128–135 stop (wheel slot 1) 136–254 CCW min (wheel slot 1) 255–255 CCW max (wheel slot 1)
26	Iris	0	0–190 open 191–191 close 192–222 pulse max 223–223 pulse min 224–254 Pulse slow 255–255 Pulse fast
27	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
28	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
29	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
30	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
31	Frost1	0	0–254 open 255–255 Light Frost
32	Frost2	0	0–254 open 255–255 Heavy Frost
33	Blade3B	0	
34	Blade3A	0	
35	Blade1B	0	
36	Blade1A	0	
37	Blade4B	0	
38	Blade4A	0	
39	Blade2B	0	
40	Blade2A	0	
41	Shaper Rot	128	0–127 min 128–254 default 255–255 max
42	Control1	0	

Extended_540

65 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	

Extended_540 (continued)

Ch	Function	Default	DMX values
6	Pan Rotate	0	
7	Tilt Rotate	0	
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	
10	Dimmer Fine	0	Fine byte of Dimmer
11	Zoom	128	
12	Zoom Fine	0	Fine byte of Zoom
13	Focus	128	
14	Focus Fine	0	Fine byte of Focus
15	Focus1Distance	0	
16	Focus1Distance Fine	0	Fine byte of Focus1Distance
17	Color Wheel	0	0–3 Open (wheel slot 1) 4–7 QuarterCTB (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) 32–43 Open (wheel slot 1) 44–55 Quarter CTB (wheel slot 2) 56–67 Magenta (wheel slot 3) 68–79 Congo Blue (wheel slot 4) 80–91 Green (wheel slot 5) 92–103 Orange (wheel slot 6) 104–115 Blue (wheel slot 7) 116–127 Red (wheel slot 8) 128–188 CW max 189–189 CW min 190–193 stop 194–254 CCW min 255–255 CCW max
18	Color Wheel Fine	0	Fine byte of Color Wheel
19	Cyan	0	
20	Cyan Fine	0	Fine byte of Cyan
21	Magenta	0	
22	Magenta Fine	0	Fine byte of Magenta
23	Yellow	0	
24	Yellow Fine	0	Fine byte of Yellow
25	C TO	0	
26	C TO Fine	0	Fine byte of C TO
27	C TP	0	
28	C TP Fine	0	Fine byte of C TP
29	Tint	0	

Extended_540 (continued)

Ch	Function	Default	DMX values
30	No Feature	0	
31	No Feature Fine	0	Fine byte of No Feature
32	Gobo	0	0–9 OPEN (wheel slot 1) 10–13 Dot Line 7 (wheel slot 2) 14–17 Star Field (wheel slot 3) 18–21 Nested Triangle (wheel slot 4) 22–25 Breaking Glass (wheel slot 5) 26–29 Bread Stix (wheel slot 6) 30–33 Circle of square (wheel slot 7) 34–37 Nested Rings Yellow (wheel slot 8) 38–41 CMY Liquid Effect (wheel slot 9) 42–45 Glass Animation (wheel slot 10) 46–61 DotLine7 (wheel slot 2) 62–77 StarDust (wheel slot 3) 78–93 NestedTriangle (wheel slot 4) 94–109 Infinite Stairs (wheel slot 5) 110–125 Bread Stix (wheel slot 6) 126–141 Circle of Square (wheel slot 7) 142–157 NestedRingY (wheel slot 8) 158–173 CMYLiquidEffect (wheel slot 9) 174–189 Glass Animation (wheel slot 10) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
33	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
34	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
35	Gobo 2	0	0–9 OPEN (wheel slot 1) 10–17 Conical Tunnel Effect (wheel slot 2) 18–25 Smoke Rings (wheel slot 3) 26–33 Fireworks (wheel slot 4) 34–41 Abstract Square (wheel slot 5) 42–49 Iron Filings (wheel slot 6) 50–57 Lost In The Brain (wheel slot 7) 58–65 Deep Forest (wheel slot 8) 66–73 Tree Bark (wheel slot 9) 74–81 Abstract Speck (wheel slot 10) 82–89 Zebra Stripes (wheel slot 11) 90–99 Conical Tunnel Effect (wheel slot 2) 100–109 Smoke Rings (wheel slot 3) 110–119 Fireworks (wheel slot 4) 120–129 Abstract Square (wheel slot 5) 130–139 Iron Filings (wheel slot 6) 140–149 Lost In The Brain (wheel slot 7) 150–159 Deep Forest (wheel slot 8) 160–169 Tree Bark 1 (wheel slot 9) 170–179 Abstract Speck (wheel slot 10) 180–189 Zebra Stripes (wheel slot 11) 190–220 CW max 221–221 CW min 222–223 Stop 224–254 CCW min 255–255 CCW max
36	Animation Wheel1	0	

Extended_540 (continued)

Ch	Function	Default	DMX values
37	Iris	0	
38	Iris Fine	0	Fine byte of Iris
39	Prism	0	0–127 Open (wheel slot 1) 128–255 5-Facet (wheel slot 2)
40	Prism Rotation	0	
41	Prism Rotation Fine	0	Fine byte of Prism Rotation
42	Prism	0	0–127 Open (wheel slot 1) 128–255 Linear (wheel slot 2)
43	Prism Rotation	0	
44	Prism Rotation Fine	0	Fine byte of Prism Rotation
45	Frost1	0	
46	Frost2	0	
47	Blade3B	0	
48	Blade3B Fine	0	Fine byte of Blade3B
49	Blade3A	0	
50	Blade3A Fine	0	Fine byte of Blade3A
51	Blade1B	0	
52	Blade1B Fine	0	Fine byte of Blade1B
53	Blade1A	0	
54	Blade1A Fine	0	Fine byte of Blade1A
55	Blade4B	0	
56	Blade4B Fine	0	Fine byte of Blade4B
57	Blade4A	0	
58	Blade4A Fine	0	Fine byte of Blade4A
59	Blade2B	0	
60	Blade2B Fine	0	Fine byte of Blade2B
61	Blade2A	0	
62	Blade2A Fine	0	Fine byte of Blade2A
63	Shaper Rot	128	
64	Shaper Rot Fine	0	Fine byte of Shaper Rot
65	Control1	0	