CLXSQUAD

Aurora33ch



Manufacturer	**CLXSQUAD**
Type	**Moving head**
DMX modes	**1**
DMX footprint	**33 channels**
Beam angle	**2-42°**
Pan range	**540°**
Tilt range	**270°**
Size (W × H × D)	**285 × 453 × 254 mm**
GDTF fixture type	**9C60B9C0-6CF3-46A2-B8F9-E9…**

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

Lamp on and off · Fixture reset · Built-in effect programmes

DMX modes

33CH — 33 ch

33CH

33 channels

Ch	Function	Default	DMX values
1	Pan	128	
2	Pan Fine	128	Fine byte of Pan
3	Tilt	128	
4	Tilt Fine	128	Fine byte of Tilt
5	Position MSpeed	0	0–0 Standard mode 1–1 Max Speed Mode 2–254 Pan/Tilt Speed/Time 255–255 Min Speed Mode
6	Control1	0	0–19 No function 20–24 LCD display On 25–29 LCD display Off 30–34 High CRI 35–59 Standard CRI 60–64 Fans mode: Auto 65–129 Fans mode: High 130–139 Lamp On 140–149 Pan/Tilt Reset 150–159 Colour Reset 160–169 Gobo Reset 170–179 Dimmer/Shutter Reset 180–189 Zoom Reset 190–199 Effect Reset 200–229 Total Reset 230–255 Lamp Off
7	Cyan	0	
8	Magenta	0	
9	Yellow	0	
10	Color Wheel	0	0–129 White (wheel slot 1) 130–134 Red (wheel slot 2) 135–138 Orange (wheel slot 3) 139–143 Cyan (wheel slot 4) 144–147 Light green (wheel slot 5) 148–152 Green (wheel slot 6) 153–157 Lavender (wheel slot 7) 158–161 Pink (wheel slot 8) 162–166 Yellow (wheel slot 9) 167–171 Magenta (wheel slot 10) 172–176 Blue (wheel slot 11) 177–180 CTO 1 (wheel slot 12) 181–185 CTO 2 (wheel slot 13) 186–189 UV (wheel slot 14) 190–215 >>> 216–217 Stop 218–243 <<< 244–249 Random colour selection 250–255 Random
11	Color Wheel Fine	0	Fine byte of Color Wheel
12	Animation Wheel1	0	0–126 Open (wheel slot 1) 127–127 Animation (wheel slot 2) 128–170 <<>> (wheel slot 2) 171–213 <> (wheel slot 2) 214–255 <><> (wheel slot 2)
13	Animation Wheel1Pos	128	0–0 No rotation 1–127 >>> 128–191 No rotation 192–255 <<<

33CH (continued)

Ch	Function	Default	DMX values
14	Gobo	0	0–3 Open/Hole (wheel slot 1) 4–9 Gobo 1 (wheel slot 1) 10–15 Gobo 2 (wheel slot 2) 16–21 Gobo 3 (wheel slot 3) 22–27 Gobo 4 (wheel slot 4) 28–33 Gobo 5 (wheel slot 5) 34–39 Gobo 6 (wheel slot 6) 40–45 Gobo 7 (wheel slot 7) 46–51 Gobo 8 (wheel slot 8) 52–57 Gobo 9 (wheel slot 9) 58–63 Gobo 10 (wheel slot 10) 64–69 Beam reducer 1 (wheel slot 11) 70–75 Beam reducer 2 (wheel slot 13) 76–81 Beam reducer 3 (wheel slot 13) 82–87 Beam reducer 4 (wheel slot 14) 88–95 Gobo 1 (wheel slot 2) 96–103 Gobo 2 (wheel slot 3) 104–111 Gobo 3 (wheel slot 4) 112–119 Gobo 4 (wheel slot 5) 120–127 Gobo 5 (wheel slot 6) 128–135 Gobo 6 (wheel slot 7) 136–143 Gobo 7 (wheel slot 8) 144–151 Gobo 8 (wheel slot 9) 152–159 Gobo 9 (wheel slot 10) 160–167 Gobo 10 (wheel slot 11) 168–175 Beam reducer 1 (wheel slot 12) 176–183 Beam reducer 2 (wheel slot 13) 184–191 Beam reducer 3 (wheel slot 14) 192–199 Beam reducer 4 200–201 Open/hole (wheel slot 1) 202–222 >>> 223–228 Stop 229–249 <<< 250–250 Auto random gobo selection fast 251–254 Auto random gobo selection from fast to slow 255–255 Auto random gobo selection slow
15	Gobo 2	0	0–0 Open/Hole (wheel slot 1) 1–4 Hole (flat field) (wheel slot 1) 5–16 Gobo 1 (wheel slot 2) 17–28 Gobo 2 (wheel slot 3) 29–40 Gobo 3 (wheel slot 4) 41–52 Gobo 4 (wheel slot 5) 53–64 Gobo 5 (wheel slot 6) 65–76 Gobo 6 (wheel slot 7) 77–88 Gobo 7 (wheel slot 8) 89–100 Gobo 8 (wheel slot 9) 101–112 Gobo 9 (wheel slot 10) 113–124 Gobo 1 - Shaking Rotation (wheel slot 2) 125–136 Gobo 2 - Shaking Rotation (wheel slot 3) 137–148 Gobo 3 - Shaking Rotation (wheel slot 4) 149–160 Gobo 4 - Shaking Rotation (wheel slot 5) 161–172 Gobo 5 - Shaking Rotation (wheel slot 6) 173–184 Gobo 6 - Shaking Rotation (wheel slot 7) 185–196 Gobo 7 - Shaking Rotation (wheel slot 8) 197–208 Gobo 8 - Shaking Rotation (wheel slot 9) 209–220 Gobo 9 - Shaking Rotation (wheel slot 10) 221–249 Open/Hole (wheel slot 1) 250–255 Auto Random

33CH (continued)

Ch	Function	Default	DMX values
16	Gobo Rotation 2	0	0–5 min 6–126 center 127–127 max 128–187 >>> 188–195 Stop 196–255 <<<
17	Prism	0	0–3 Open position/hole (wheel slot 1) 4–15 Prism 1 (wheel slot 2) 16–27 Prism 2 (wheel slot 3) 28–39 Prism 3 (wheel slot 4) 40–51 Prism 1 <> (wheel slot 2) 52–63 Prism 2 <> (wheel slot 3) 64–255 Prism 3 <> (wheel slot 4)
18	Prism Rotation	128	0–0 min 1–124 >>> 125–127 >> 128–128 center 129–232 max 233–255 <<<
19	Prism	0	0–3 Open (wheel slot 1) 4–15 Prism (wheel slot 2) 16–255 Prism <> (wheel slot 2)
20	Prism Rotation	128	0–0 min 1–124 >>> 125–127 >> 128–128 center 129–232 max 233–255 <<<
21	Effect	0	0–3 Open position/hole 4–14 Pattern 1 15–25 Pattern 2 26–36 Pattern 3 37–47 Pattern 4 48–58 Pattern 5 59–69 Pattern 6 70–80 Pattern 7 81–91 Pattern 1 <> 92–102 Pattern 2 <> 103–113 Pattern 3 <> 114–124 Pattern 4 <> 125–135 Pattern 5 <> 136–146 Pattern 6 <> 147–157 Pattern 7 <> 158–168 Pattern 8 <> 169–179 Pattern 9 <> 180–255 Pattern 10 <>
22	Effects1Pos	128	0–0 Effects indexing min 1–127 >>> 128–128 Effects indexing center 129–255 Effects indexing max

33CH (continued)

Ch	Function	Default	DMX values
23	Frost1	0	0–0 Open 1–50 Light Frost from 0% to 100% - Light frost 51–53 100% Light Frost - Light frost 54–63 Pulse closing from slow to fast - Light frost 64–73 Pulse opening from fast to slow - Light frost 74–83 Ramping from fast to slow - Light frost 84–86 Open 87–136 Medium Frost from 0% to 100% - Medium frost 137–139 100% Medium Frost - Medium frost 140–149 Pulse closing from slow to fast - Medium frost 150–159 Pulse opening from fast to slow - Medium frost 160–169 Ramping from fast to slow - Medium frost 170–172 Open - Medium frost 173–222 Medium Frost from 0% to 100% (Light Frost insert… 223–225 100% Medium Frost (Light Frost inserted) - Mediu… 226–235 Pulse closing from slow to fast - Medium frost 236–245 Pulse opening from fast to slow - Medium frost 246–255 Ramping from fast to slow - Medium frost
24	Zoom	127	
25	Zoom Fine	127	Fine byte of Zoom
26	Focus	128	
27	Focus Fine	128	Fine byte of Focus
28	Focus2	128	
29	Focus1Distance	16	0–15 OFF 16–55 10m 56–95 15m 96–135 20m 136–175 30m 176–215 40m 216–255 50m
30	Shutter / Strobe	224	0–31 Closed 32–63 Open 64–78 Strobe · Slow to fast 1/12 79–94 Strobe · Slow to fast 6/12 95–95 Strobe · Slow to fast 11/12 96–127 open 128–134 StrobePulseOpen · Slow to fast 1/7 135–140 StrobePulseOpen · Slow to fast 4/7 141–143 StrobePulseOpen · Slow to fast 7/7 144–149 StrobePulseClose · Fast to slow 1/7 150–155 StrobePulseClose · Fast to slow 4/7 156–159 StrobePulseClose · Fast to slow 7/7 160–191 open 192–223 Random strobe from slow to fast 224–255 open
31	Dimmer	0	0–254 Closed 255–255 Open
32	Dimmer Fine	0	Fine byte of Dimmer
33	Hotspot	1	0–254 Closed 255–255 Open