Elation

Artiste Monet



Manufacturer	**Elation**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**40, 67 channels**
Beam angle	**8-56°**
Pan range	**540°**
Tilt range	**244°**
Size (W × H × D)	**339 × 587 × 282 mm**
GDTF fixture type	**309521E9-22D8-46F1-8BE2-C3…**

Controls

Focus · Frost · Iris · Prism · Prism rotation · Zoom · CMY colour mixing · Extra LED colours · RGB colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Movement speed · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Strobe

DMX modes

Standard	40 ch
Extended	67 ch

Standard

40 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Color Add C	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
6	Color Add M	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
7	Color Add Y	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
8	C TO	0	
9	Pure Red	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
10	Pure Green	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
11	Pure Blue	0	0–62 0 % 63–126 25 % 127–190 50 % 191–254 75 % 255–255 100 %
12	Color Wheel	0	0–19 Open (wheel slot 1) 20–37 Red (wheel slot 2) 38–55 Green (wheel slot 3) 56–73 UV (wheel slot 4) 74–91 High CRI (wheel slot 5) 92–109 Orange (wheel slot 6) 110–127 Blue (wheel slot 7) 128–189 Fast to Slow 190–193 Stop 194–255 Slow to Fast

Standard (continued)

Ch	Function	Default	DMX values
13	Gobo	0	0–9 Open (wheel slot 1) 10–19 Splat O Miser (wheel slot 2) 20–29 Tear me Up (wheel slot 3) 30–39 Triangular (wheel slot 4) 40–49 Concentric (wheel slot 5) 50–59 Tri Slice (wheel slot 6) 60–69 Star Trekking (wheel slot 7) 70–77 Texture Glass (wheel slot 8) 78–93 Splat O Miser (wheel slot 2) 94–109 Tear me Up (wheel slot 3) 110–125 Triangular (wheel slot 4) 126–141 Concentric (wheel slot 5) 142–157 Tri Slice (wheel slot 6) 158–173 Star Trekking (wheel slot 7) 174–189 Texture Glass (wheel slot 8) 190–221 Fast to Slow 222–223 Stop 224–255 Slow to Fast
14	Gobo Rotation	0	0–127 Gobo Indexing 128–189 CW FAST to SLOW 190–193 NO Rotation 194–255 CCW SLOW to FAST
15	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
16	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 Puddles (wheel slot 2) 20–29 Broken Dreams (wheel slot 3) 30–39 Sunset City (wheel slot 4) 40–49 Highway Math (wheel slot 5) 50–59 Starburst (wheel slot 6) 60–69 Beams (wheel slot 7) 70–77 Super Sic (wheel slot 8) 78–93 Puddles (wheel slot 2) 94–109 Broken Dreams (wheel slot 3) 110–125 Sunset City (wheel slot 4) 126–141 Highway Math (wheel slot 5) 142–157 Starburst (wheel slot 6) 158–173 Beams (wheel slot 7) 174–189 Super Sic (wheel slot 8) 190–221 Fast to Slow 222–223 Stop 224–255 Slow to Fast
17	Prism	0	0–63 Open (wheel slot 1) 64–95 4-Facet Circular Prism (wheel slot 2) 96–127 4-Facet Linear Prism (wheel slot 3) 128–135 1 (wheel slot 1) 136–143 2 (wheel slot 1) 144–151 3 (wheel slot 1) 152–159 4 (wheel slot 1) 160–167 5 (wheel slot 1) 168–175 6 (wheel slot 1) 176–183 7 (wheel slot 1) 184–191 8 (wheel slot 1) 192–199 9 (wheel slot 1) 200–207 10 (wheel slot 1) 208–215 11 (wheel slot 1) 216–223 12 (wheel slot 1) 224–231 13 (wheel slot 1) 232–239 14 (wheel slot 1) 240–247 15 (wheel slot 1) 248–255 16 (wheel slot 1)

Standard (continued)

Ch	Function	Default	DMX values
18	Prism Rotation	0	0–127 Prism Indexing 128–189 CW FAST to SLOW 190–193 NO Rotation 194–255 CCW SLOW to FAST
19	Focus	127	
20	Focus Fine	255	Fine byte of Focus
21	Zoom	127	
22	Zoom Fine	255	Fine byte of Zoom
23	Shutter / Strobe	50	0–31 Shutter Closed 32–63 No Function (Shutter Open) 64–95 Strobe SLOW to FAST 96–127 No Function (Shutter Open) 128–159 Pulse-effect in sequences 160–191 No Function (Shutter Open) 192–223 Random strobe effect slow to fast 224–255 No Function (Shutter Open)
24	Dimmer	0	0–62 0 percent 63–126 25 percent 127–190 50 percent 191–254 75 percent 255–255 100 percent
25	Dimmer Fine	0	Fine byte of Dimmer
26	Dimmer Mode	0	0–20 Standard 21–40 Stage 41–60 TV 61–80 Architectural 81–100 Theatre 101–120 Stage 2 121–121 0s 122–122 0*1s 123–123 0*2s 124–124 0*3s 125–125 0*4s 126–126 0*5s 127–127 0*6s 128–128 0*7s 129–129 0*8s 130–130 0*9s 131–131 1s 132–132 1*5s 133–133 2s 134–134 3s 135–135 4s 136–136 5s 137–137 6s 138–138 7s 139–139 8s 140–140 9s 141–141 10s 142–255 Idle
27	Iris	0	0–191 MAX Diameter to MIN Diameter 192–223 Pulse Closing FAST to SLOW 224–255 Pulse Opening SLOW to FAST
28	Frost1	0	0–127 Open to LIGHT Frost 128–255 Open to WASH Frost
29	Animation Wheel1	8	0–7 Open (wheel slot 1) 8–255 Animation Rotation MIN to MAX (wheel slot 2)

Standard (continued)

Ch	Function	Default	DMX values
30	Animation Wheel1Pos	0	0–127 Animation Wheel Indexing 128–189 CW from FAST to SLOW 190–193 No Rotation 194–255 CCW from SLOW to FAST
31	Blade1A	0	
32	Blade1B	0	
33	Blade2A	0	
34	Blade2B	0	
35	Blade3A	0	
36	Blade3B	0	
37	Blade4A	0	
38	Blade4B	0	
39	Shaper Rot	127	0–127 Frame Indexing (0-360 degrees) 128–189 CW Frame Rotation from FAST to SLOW 190–193 No Rotation 194–255 CCW Frame rotation from FAST to SLOW
40	Function	0	

Extended

67 channels

Ch	Function	Default	DMX values
1	Pan	127	
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	
4	Tilt Fine	255	Fine byte of Tilt
5	Cyan	0	
6	Cyan Fine	0	Fine byte of Cyan
7	Magenta	0	
8	Magenta Fine	0	Fine byte of Magenta
9	Yellow	0	
10	Yellow Fine	0	Fine byte of Yellow
11	C TO	0	
12	C TO Fine	0	Fine byte of C TO
13	Pure Red	0	
14	Pure Red Fine	0	Fine byte of Pure Red
15	Pure Green	0	
16	Pure Green Fine	0	Fine byte of Pure Green
17	Pure Blue	0	
18	Pure Blue Fine	0	Fine byte of Pure Blue
19	Color Wheel	0	0–19 Open (wheel slot 1) 20–37 Red (wheel slot 2) 38–55 Green (wheel slot 3) 56–73 UV (wheel slot 4) 74–91 High CRI (wheel slot 5) 92–109 Orange (wheel slot 6) 110–127 Blue (wheel slot 7) 128–189 Fast to Slow 190–193 Stop 194–255 Slow to Fast
20	Color Wheel Fine	0	Fine byte of Color Wheel

Extended (continued)

Ch	Function	Default	DMX values
21	Gobo	0	0–9 Open (wheel slot 1) 10–19 Splat O Miser (wheel slot 2) 20–29 Tear me Up (wheel slot 3) 30–39 Triangular (wheel slot 4) 40–49 Concentric (wheel slot 5) 50–59 Tri Slice (wheel slot 6) 60–69 Star Trekking (wheel slot 7) 70–77 Texture Glass (wheel slot 8) 78–93 Splat O Miser (wheel slot 2) 94–109 Tear me Up (wheel slot 3) 110–125 Triangular (wheel slot 4) 126–141 Concentric (wheel slot 5) 142–157 Tri Slice (wheel slot 6) 158–173 Star Trekking (wheel slot 7) 174–189 Texture Glass (wheel slot 8) 190–221 Fast to Slow 222–223 Stop 224–255 Slow to Fast
22	Gobo Rotation	0	0–127 Gobo Indexing 128–189 Gobo Scroll CW FAST to SLOW 190–193 NO Rotation 194–255 Gobo Scroll CCW SLOW to FAST
23	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
24	Gobo 2	0	0–9 Open (wheel slot 1) 10–19 Puddles (wheel slot 2) 20–29 Broken Dreams (wheel slot 3) 30–39 Sunset City (wheel slot 4) 40–49 Highway Math (wheel slot 5) 50–59 Starburst (wheel slot 6) 60–69 Beams (wheel slot 7) 70–77 Super Sic (wheel slot 8) 78–93 Puddles (wheel slot 2) 94–109 Broken Dreams (wheel slot 3) 110–125 Sunset City (wheel slot 4) 126–141 Highway Math (wheel slot 5) 142–157 Starburst (wheel slot 6) 158–173 Beams (wheel slot 7) 174–189 Super Sic (wheel slot 8) 190–221 Fast to Slow 222–223 Stop 224–255 Slow to Fast
25	Gobo 2 Fine	0	Fine byte of Gobo 2
26	Prism	0	0–63 Open (wheel slot 1) 64–95 4-Facet Circular Prism (wheel slot 2) 96–127 4-Facet Linear Prism (wheel slot 3) 128–135 1 (wheel slot 1) 136–143 2 (wheel slot 1) 144–151 3 (wheel slot 1) 152–159 4 (wheel slot 1) 160–167 5 (wheel slot 1) 168–175 6 (wheel slot 1) 176–183 7 (wheel slot 1) 184–191 8 (wheel slot 1) 192–199 9 (wheel slot 1) 200–207 10 (wheel slot 1) 208–215 11 (wheel slot 1) 216–223 12 (wheel slot 1) 224–231 13 (wheel slot 1) 232–239 14 (wheel slot 1) 240–247 15 (wheel slot 1) 248–255 16 (wheel slot 1)

Extended (continued)

Ch	Function	Default	DMX values
27	Prism Rotation	0	
28	Prism Rotation Fine	0	Fine byte of Prism Rotation
29	Focus	127	
30	Focus Fine	255	Fine byte of Focus
31	Zoom	127	
32	Zoom Fine	255	Fine byte of Zoom
33	Focus Mode	0	
34	Focus Mode Fine	0	Fine byte of Focus Mode
35	Shutter / Strobe	50	0–31 Shutter Closed 32–63 No Function (Shutter Open) 64–95 Strobe SLOW to FAST 96–127 No Function (Shutter Open) 128–159 Pulse-effect in sequences 160–191 No Function (Shutter Open) 192–223 Random strobe effect slow to fast 224–255 No Function (Shutter Open)
36	Dimmer	0	
37	Dimmer Fine	0	Fine byte of Dimmer
38	Dimmer Mode	0	
39	Iris	0	
40	Iris Fine	0	Fine byte of Iris
41	Frost1	0	
42	Animation Wheel1	8	
43	Animation Wheel1Pos	0	
44	Color Macro1Rate	0	
45	Color Macro1	0	
46	Blade1A	0	
47	Blade1A Fine	0	Fine byte of Blade1A
48	Blade1B	0	
49	Blade1B Fine	0	Fine byte of Blade1B
50	Blade2A	0	
51	Blade2A Fine	0	Fine byte of Blade2A
52	Blade2B	0	
53	Blade2B Fine	0	Fine byte of Blade2B
54	Blade3A	0	
55	Blade3A Fine	0	Fine byte of Blade3A
56	Blade3B	0	
57	Blade3B Fine	0	Fine byte of Blade3B
58	Blade4A	0	
59	Blade4A Fine	0	Fine byte of Blade4A
60	Blade4B	0	
61	Blade4B Fine	0	Fine byte of Blade4B
62	Shaper Rot	127	
63	Shaper Rot Fine	255	Fine byte of Shaper Rot
64	Frame MSpeed	0	
65	Shaper Macros	0	
66	Position MSpeed	0	

Extended (continued)

Ch	Function	Default	DMX values
67	Function	0	