High End Systems

Halcyon Platinum Ultra-Bright



Manufacturer	**High End Systems**
Type	**Profile spot**
DMX modes	**1**
DMX footprint	**60 channels**
Beam angle	**3.8-55°**
Pan range	**540°**
Tilt range	**220°**
Size (W × H × D)	**402 × 617 × 333 mm**
GDTF fixture type	**E092D5FE-DE79-4BDC-B511-E4…**

Controls

Fan · Frost · Iris · Prism · CMY colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer · Pan and tilt · Animation wheel · Gobos · Gobo rotation

Safety-relevant functions

Haze or smoke output · Fixture reset · Service functions · Strobe

DMX modes

Standard 60 ch

Standard

60 channels

Ch	Function	Default	DMX values
1	Pan	127	0–126 Min 127–254 Home 255–255 Max
2	Pan Fine	255	Fine byte of Pan
3	Tilt	127	0–126 Min 127–254 Home 255–255 Max
4	Tilt Fine	255	Fine byte of Tilt
5	Color Mix Mode	0	0–31 Pure Mix 32–47 Cycle 48–63 Random 64–79 Pure Mix Fast 80–95 Cycle Fast 96–127 Random Fast 128–159 Pure Mix 160–175 Cycle 176–191 Random 192–207 Pure Mix Fast 208–223 Cycle Fast 224–255 Random Fast
6	Cyan	255	0–254 Full Saturation 255–255 Open
7	Magenta	255	0–254 Full Saturation 255–255 Open
8	Yellow	255	0–254 Full Saturation 255–255 Open
9	C TO	255	0–254 Full Saturation 255–255 Open
10	Color Wheel1Mode	48	0–15 Indexed 16–31 Forward Spin 32–47 Reverse Spin 48–63 Continuous 64–79 Scan 80–127 Random 128–143 Indexed 144–159 Forward Spin 160–175 Reverse Spin 176–191 Continuous 192–207 Scan 208–255 Random

Standard (continued)

Ch	Function	Default	DMX values
11	Color Wheel	0	0–3 Open (wheel slot 1) 4–15 Slow 16–29 Open/Red 30–31 Red/Blue 32–47 Red (wheel slot 2) 48–59 Red/Blue 60–63 Blue/TM30 64–79 Blue (wheel slot 3) 80–89 Blue/TM-30 90–95 TM-30/Orange 96–111 TM-30 (wheel slot 4) 112–119 TM-30/Orange 120–127 Orange/Dark Blue 128–143 Orange (wheel slot 5) 144–149 Orange/Dark Blue 150–159 Dark Blue/CTB 160–175 Dark Blue (wheel slot 6) 176–179 Dark Blue/CTB 180–191 CTB/Open 192–207 CTB (wheel slot 7) 208–223 CTB/Open 224–254 Open (wheel slot 1) 255–255 Fast
12	Gobo Wheel1Mode	0	0–15 Indexed 16–31 Forward Spin 32–47 Reverse Spin 48–63 Scan 64–127 Random 128–143 Indexed 144–159 Forward Spin 160–190 Reverse Spin 191–191 Scan 192–255 Random
13	Gobo	0	0–3 Open (wheel slot 1) 4–15 Slow 16–31 Wiggle Lines (wheel slot 2) 32–47 Mycelium (wheel slot 3) 48–63 Bob's Brush (wheel slot 4) 64–79 The Claw (wheel slot 5) 80–95 Cut Cone (wheel slot 6) 96–111 Split S (wheel slot 7) 112–254 Ice (wheel slot 8) 255–255 Fast
14	Gobo1Mode	0	0–15 Indexed 16–31 Forward Spin 32–47 Reverse Spin 48–63 Forward Animate 64–255 Reverse Animate
15	Gobo Rotation	127	0–3 0 4–126 Slow 127–254 180 255–255 359
16	Gobo Rotation Fine	255	Fine byte of Gobo Rotation

Standard (continued)

Ch	Function	Default	DMX values
17	Gobo Wheel2Mode	0	0–15 Indexed 16–31 Forward Spin 32–47 Reverse Spin 48–63 Scan 64–127 Random 128–143 Indexed 144–159 Forward Spin 160–190 Reverse Spin 191–191 Scan 192–255 Random
18	Gobo 2	0	0–3 Open (wheel slot 1) 4–15 Slow 16–31 Texture Drops (wheel slot 2) 32–47 Lovely Bubbly (wheel slot 3) 48–63 Art Ducko (wheel slot 4) 64–79 Window Matrix (wheel slot 5) 80–95 Swirly Gig (wheel slot 6) 96–111 Fenced In (wheel slot 7) 112–254 The Only Way is Up (wheel slot 8) 255–255 Fast
19	Gobo2Mode	0	0–15 Indexed 16–31 Forward Spin 32–47 Reverse Spin 48–63 Forward Animate 64–255 Reverse Animate
20	Gobo Rotation 2	127	0–3 0 4–126 Slow 127–254 180 255–255 359
21	Gobo Rotation 2 Fine	255	Fine byte of Gobo Rotation 2
22	Blade1A	0	0–254 Removed 255–255 Inserted
23	Blade1B	0	0–254 Removed 255–255 Inserted
24	Blade2A	0	0–254 Removed 255–255 Inserted
25	Blade2B	0	0–254 Removed 255–255 Inserted
26	Blade3A	0	0–254 Removed 255–255 Inserted
27	Blade3B	0	0–254 Removed 255–255 Inserted
28	Blade4A	0	0–254 Removed 255–255 Inserted
29	Blade4B	0	0–254 Removed 255–255 Inserted
30	Shaper Rot	127	0–126 -90 127–254 0 255–255 90
31	Shaper Rot Fine	255	Fine byte of Shaper Rot
32	Animation Wheel1Pos	0	

Standard (continued)

Ch	Function	Default	DMX values
33	Animation Wheel1	0	0–0 Stop 1–62 Slow 63–63 Fast 64–64 Stop 65–126 Slow 127–127 Fast 128–128 Stop 129–190 Slow 191–191 Fast 192–192 Stop 193–254 Slow 255–255 Fast
34	Prism1Mode	0	0–15 Removed 16–31 Continuous 32–47 Forward Spin 48–63 Reverse Spin 64–79 Forward Animate 80–255 Reverse Animate
35	Prism	127	0–3 Removed 4–126 Slow 127–254 180 255–255 359
36	Prism Fine	255	Fine byte of Prism
37	Prism2Mode	0	0–15 Removed 16–31 Continuous 32–47 Forward Spin 48–63 Reverse Spin 64–79 Forward Animate 80–255 Reverse Animate
38	Prism	127	0–3 Removed 4–126 Slow 127–254 180 255–255 359
39	Prism Fine	255	Fine byte of Prism
40	Trifusion	0	
41	Frost1	0	0–254 Removed 255–255 Soft Edge
42	Frost2	0	0–254 Removed 255–255 Soft Edge
43	Frost3	0	0–254 Removed 255–255 Soft Edge
44	Focus	127	0–126 Min 127–254 Home 255–255 Max
45	Focus Fine	255	Fine byte of Focus
46	Zoom	127	0–126 Min 127–254 Home 255–255 Max
47	Zoom Fine	255	Fine byte of Zoom
48	Focus1Distance	0	0–3 Auto Focus Off 4–255 Auto Focus - In to Out
49	Focus1Distance Fine	0	Fine byte of Focus1Distance
50	Iris	255	0–254 Closed 255–255 Open

Standard (continued)

Ch	Function	Default	DMX values
51	Strobe1Mode	0	0–31 Normal 32–63 Random 64–255 Synchronous Random
52	Strobe1	255	0–23 Closed 24–228 Slow 229–254 Fast 255–255 Open
53	Dimmer	0	0–126 Off 127–254 50% 255–255 Full
54	Dimmer Fine	0	Fine byte of Dimmer
55	L EDAnimation	0	0–3 Macro Off 4–7 M1 (L to R - 1) 8–11 M2 (L to R - 2) 12–15 M3 (L to R - 3) 16–19 M4 (R to L - 1) 20–23 M5 (R to L - 2) 24–27 M6 (R to L - 3) 28–31 M7 (Scan - 1) 32–35 M8 (Scan - 2) 36–39 M9 (Scan - 3) 40–43 M10 (Invert L to R - 1) 44–47 M11 (Invert L to R - 2) 48–51 M12 (Invert L to R - 3) 52–55 M13 (Invert R to L - 1) 56–59 M14 (Invert R to L - 2) 60–63 M15 (Invert R to L - 3) 64–67 M16 (Invert Scan - 1) 68–71 M17 (Invert Scan - 12 72–75 M18 (Invert Scan - 3) 76–79 M19 (Out/In - 1) 80–83 M20 (Out/In - 3) 84–87 M21 (In/Out - 1) 88–91 M22 (Out/In/Out - 1) 92–95 M23 (Invert Out/In - 1) 96–99 M24 (Invert In/Out - 1) 100–103 M25 (Invert Out/In/Out - 1) 104–107 M26 (Alternate - 4) 108–111 M27 (Alternate - 5) 112–115 M28 (Stairs L to R - 1) 116–119 M29 (Stairs L to R - 2) 120–123 M30 (Stairs R to L - 1) 124–127 M31 (Stairs R to L - 2) 128–131 M32 (Invert Stairs L to R - 1) 132–135 M33 (Invert Stairs L to R - 2) 136–139 M34 (Invert Stairs R to L - 1) 140–255 M35 (Invert Stairs R to L - 2)
56	L EDAnimation Speed	0	
57	L EDAnimation Xfade	0	
58	Global MSpeed	0	0–0 Disabled 1–254 Longest 255–255 Shortest
59	Control1	0	0–31 Idle 32–47 Display Off (Hold 3s) 48–79 Display On (Hold 3s) 80–95 Home All (Hold 3s) 96–111 Shutdown (Hold 9s) 112–127 Disable Pan Tilt Motors (Hold 9s) 128–143 Dimming Mode - 2:4KHz (Hold 9s) 144–255 Dimming Mode - 16KHz (Hold 9s)

Standard (continued)

Ch	Function	Default	DMX values
60	Fan	0	0–15 Idle 16–206 Slow 207–207 Fast 208–223 Auto 224–255 Studio

Fixture model: gdtf-high-end-systems-halcyon-platinum-ultra-bright-66040
Creator: HitLight
Modifications: Original in-house Blender geometry authored by worker thread thr_eigezu4ees from published dimensions and reference views....