Martin Professional

MAC Allure Profile



Manufacturer	**Martin Professional**
Type	**Profile spot**
DMX modes	**2**
DMX footprint	**32, 68 channels**
Beam angle	**10-25°**
Pan range	**540°**
Tilt range	**268°**
Heads / cells	**8**
Size (W × H × D)	**276 × 413 × 242 mm**
GDTF fixture type	**E4BCB0D8-8FFC-4384-A58E-1E…**

Controls

Focus · Iris · Prism · Prism rotation · Zoom · RGB colour mixing · Colour temperature · Colour wheel · Effect speed · Strobe · Dimmer · Pixel control · Pan and tilt · Gobos · Gobo rotation

Safety-relevant functions

Built-in effect programmes

DMX modes

Basic	32 ch
Extended	68 ch

Basic

32 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	0–63 Closed 64–127 25% 128–191 50% 192–254 75% 255–255 Open
3	Dimmer Fine	0	Fine byte of Dimmer
4	C TC	0	

Basic (continued)

Ch	Function	Default	DMX values
5	Color Wheel	0	0–10 Open (wheel slot 1) 11–12 Moroccan Pink (wheel slot 2) 13–14 Pink (wheel slot 3) 15–16 Special Rose Pink (wheel slot 4) 17–18 Follies Pink (wheel slot 5) 19–20 Fuchsia Pink (wheel slot 6) 21–22 Surprise Pink (wheel slot 7) 23–24 Congo Blue (wheel slot 8) 25–26 Tokyo Blue (wheel slot 9) 27–28 Deep Blue (wheel slot 10) 29–30 Just Blue (wheel slot 11) 31–32 Medium Blue (wheel slot 12) 33–34 Double CT Blue (wheel slot 13) 35–36 Slate Blue (wheel slot 14) 37–38 Full CT Blue (wheel slot 15) 39–40 Half CT Blue (wheel slot 16) 41–42 Steel Blue (wheel slot 17) 43–44 Lighter Blue (wheel slot 18) 45–46 Light Blue (wheel slot 19) 47–48 Medium Blue Green (wheel slot 20) 49–50 Dark Green (wheel slot 21) 51–52 Primary Green (wheel slot 22) 53–54 Moss Green (wheel slot 23) 55–56 Fern Green (wheel slot 24) 57–58 Jas Green (wheel slot 25) 59–60 Lime Green (wheel slot 26) 61–62 Spring Yellow (wheel slot 27) 63–64 Deep Amber (wheel slot 28) 65–66 Chrome Orange (wheel slot 29) 67–68 Orange (wheel slot 30) 69–70 Gold Amber (wheel slot 31) 71–72 Millennium Gold (wheel slot 32) 73–74 Deep Golden Amber (wheel slot 33) 75–76 Flame Red (wheel slot 34) 77–78 Red Magenta (wheel slot 35) 79–80 Medium Lavender (wheel slot 36) 81–82 Pure White (wheel slot 37) 83–84 Pure Red (wheel slot 38) 85–86 Pure Yellow (wheel slot 39) 87–88 Pure Green (wheel slot 40) 89–90 Pure Cyan (wheel slot 41) 91–92 Pure Blue (wheel slot 42) 93–94 Pure Magenta (wheel slot 43) 95–96 Peacock Blue (wheel slot 44) 97–98 Dark Lavender (wheel slot 45) 99–100 Double CT Orange (wheel slot 46) 101–102 Full CT Orange (wheel slot 47) 103–104 Half CT Orange (wheel slot 48) 105–106 Deep Straw (wheel slot 49) 107–190 NoFeature 191–201 CW Max 202–213 CW Med 214–214 CW Min 215–219 Stop 220–231 CCW Min 232–242 CCW Med 243–243 CCW Max 244–248 Fast 249–254 Medium 255–255 Slow

Basic (continued)

Ch	Function	Default	DMX values
6	Gobo	0	0–4 Open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 1 (wheel slot 2) 40–44 Gobo 2 (wheel slot 3) 45–49 Gobo 3 (wheel slot 4) 50–54 Gobo 4 (wheel slot 5) 55–59 Gobo 5 (wheel slot 6) 60–64 Gobo 6 (wheel slot 7) 65–88 Gobo 1 (wheel slot 2) 89–112 Gobo 2 (wheel slot 3) 113–136 Gobo 3 (wheel slot 4) 137–160 Gobo 4 (wheel slot 5) 161–184 Gobo 5 (wheel slot 6) 185–208 Gobo 6 (wheel slot 7) 209–209 NoFeature 210–220 CW Max 221–231 CW Med 232–232 CW Min 233–243 CCW Min 244–254 CCW Med 255–255 CCW Max
7	Gobo Rotation	128	0–1 197 deg 2–10 CW Max 11–62 180 deg 63–68 CW Med 69–124 90 deg 125–127 CW Min 128–185 0 deg 186–189 -90 deg 190–243 CCW Med 244–251 -180 deg 252–254 CCW Max 255–255 -197 deg
8	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
9	Prism	0	0–10 Open (wheel slot 1) 11–138 Prism Index (wheel slot 2) 139–255 Prism Rotation (wheel slot 2)
10	Prism Rotation	128	0–2 -180 deg 3–63 CW Max 64–125 -90 deg 126–126 CW Min 127–127 Stop 128–129 0 deg 130–191 CCW Min 192–252 90 deg 253–253 CCW Max 254–254 Stop 45 255–255 180 deg

Basic (continued)

Ch	Function	Default	DMX values
11	Iris	0	0–49 Open 50–99 25% 100–149 50% 150–199 75% 200–200 Closed 201–212 Fast 213–224 Medium 225–225 Slow 226–230 Pulse Stop 231–242 Slow 243–254 Medium 255–255 Fast
12	Zoom	128	0–127 Wide 128–254 Medium 255–255 Narrow
13	Zoom Fine	0	Fine byte of Zoom
14	Focus	128	0–127 Far 128–254 Medium 255–255 Near
15	Focus Fine	0	Fine byte of Focus
16	Pan	128	
17	Pan Fine	0	Fine byte of Pan
18	Tilt	128	
19	Tilt Fine	0	Fine byte of Tilt
20	Control1	0	
21	P3Mix	0	0–26 DMX Mode 27–126 DMX 127–227 Mix 228–228 Video 229–255 Video Mode

Basic (continued)

Ch	Function	Default	DMX values
22	Effect	0	0–0 No Effect 1–1 Wave 2–2 Step 3–3 Pulse 4–4 Blackout Strobe 5–5 2x Strobe 6–6 3x Strobe 7–7 4x Strobe 8–8 Up Down Flash 9–9 Up Flash Down Flash 10–10 Random Levels 11–11 SparkleStars 12–12 Starfield 13–13 Fiberoptic 14–14 PixelKiller 15–15 BuildUpDown 16–16 In-Out Wave 17–17 In-Out Step 18–18 In-Out Pulse 19–19 Waterdrop 20–20 Radar Spinning 21–21 Cross Spinning 22–22 Cross Circle Wave 23–23 Circling Snake 24–24 Single LED Chase 25–25 Double LED Chase 26–26 Triple LED Chase 27–27 Random Chase 1 Wave 28–28 Random Chase 1 Step 29–29 Random Chase 1 Pulse 30–30 Random Chase 3 Wave 31–31 Random Chase 3 Step 32–32 Random Chase 3 Pulse 33–33 Horizontal Bouncing Line 34–34 Vertical Bouncing Line 35–35 HorVer Bouncing Line 36–36 Atomic Chase 37–37 Triangle Wave 38–38 Triangle Step 39–39 Vertical Swoosh 40–40 Horizontal Swoosh 41–41 Bar Rotation 42–42 Noise 43–43 Movie Flicker 44–44 Atomic Lighting 45–45 Thunderstorm 46–46 Split Index 47–47 Split Rotate 48–48 PixelMasks 49–63 No Function 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step

Basic (continued)

Ch	Function	Default	DMX values
23	Effect Speed	128	

Basic (continued)

Ch	Function	Default	DMX values
24	Effect 2	0	0–0 No Effect 1–1 Wave 2–2 Step 3–3 Pulse 4–4 Blackout Strobe 5–5 2x Strobe 6–6 3x Strobe 7–7 4x Strobe 8–8 Up Down Flash 9–9 Up Flash Down Flash 10–10 Random Levels 11–11 SparkleStars 12–12 Starfield 13–13 Fiberoptic 14–14 PixelKiller 15–15 BuildUpDown 16–16 In-Out Wave 17–17 In-Out Step 18–18 In-Out Pulse 19–19 Waterdrop 20–20 Radar Spinning 21–21 Cross Spinning 22–22 Cross Circle Wave 23–23 Circling Snake 24–24 Single LED Chase 25–25 Double LED Chase 26–26 Triple LED Chase 27–27 Random Chase 1 Wave 28–28 Random Chase 1 Step 29–29 Random Chase 1 Pulse 30–30 Random Chase 3 Wave 31–31 Random Chase 3 Step 32–32 Random Chase 3 Pulse 33–33 Horizontal Bouncing Line 34–34 Vertical Bouncing Line 35–35 HorVer Bouncing Line 36–36 Atomic Chase 37–37 Triangle Wave 38–38 Triangle Step 39–39 Vertical Swoosh 40–40 Horizontal Swoosh 41–41 Bar Rotation 42–42 Noise 43–43 Movie Flicker 44–44 Atomic Lighting 45–45 Thunderstorm 46–46 Split Index 47–47 Split Rotate 48–48 PixelMasks 49–63 No Function 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step

Basic (continued)

Ch	Function	Default	DMX values
25	Effect Speed 2	128	
26	Effects Sync	36	0–0 No Sync 1–1 Fixture Offset 10deg 2–2 Fixture Offset 20deg 3–3 Fixture Offset 30deg 4–4 Fixture Offset 40deg 5–5 Fixture Offset 50deg 6–6 Fixture Offset 60deg 7–7 Fixture Offset 70deg 8–8 Fixture Offset 80deg 9–9 Fixture Offset 90deg 10–10 Fixture Offset 100deg 11–11 Fixture Offset 110deg 12–12 Fixture Offset 120deg 13–13 Fixture Offset 130deg 14–14 Fixture Offset 140deg 15–15 Fixture Offset 150deg 16–16 Fixture Offset 160deg 17–17 Fixture Offset 170deg 18–18 Fixture Offset 180deg 19–19 Fixture Offset 190deg 20–20 Fixture Offset 200deg 21–21 Fixture Offset 210deg 22–22 Fixture Offset 220deg 23–23 Fixture Offset 230deg 24–24 Fixtrue Offset 240deg 25–25 Fixture Offset 250deg 26–26 Fixture Offset 260deg 27–27 Fixture Offset 270deg 28–28 Fixture Offset 280deg 29–29 Fixture Offset 290deg 30–30 Fixture Offset 300deg 31–31 Fixture Offset 310deg 32–32 Fixture Offset 320deg 33–33 Fixture Offset 330deg 34–34 Fixture Offset 340deg 35–35 Fixture Offset 350deg 36–100 Synchronized 101–120 Random Start 121–255 Random Duration
27	Red	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
28	Red Fine	255	Fine byte of Red
29	Green	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
30	Green Fine	255	Fine byte of Green
31	Blue	255	0–63 Min 64–127 25% 128–191 50% 192–254 75% 255–255 Max
32	Blue Fine	255	Fine byte of Blue

Extended

68 channels

Ch	Function	Default	DMX values
1	Shutter / Strobe	30	0–19 Closed 20–49 Open 50–124 Strobe · Slow 1–10.4 Hz 125–199 Strobe · Medium 10.5–19.9 Hz 200–200 Strobe · Fast 20 Hz 201–210 Open 211–232 Strobe Random · Slow 1–10.1 Hz 233–254 Strobe Random · Medium 10.5–19.6 Hz 255–255 Strobe Random · Fast 20 Hz
2	Dimmer	0	
3	Dimmer Fine	0	Fine byte of Dimmer
4	C TC	0	

Extended (continued)

Ch	Function	Default	DMX values
5	Color Wheel	0	0–10 Open (wheel slot 1) 11–12 Moroccan Pink (wheel slot 2) 13–14 Pink (wheel slot 3) 15–16 Special Rose Pink (wheel slot 4) 17–18 Follies Pink (wheel slot 5) 19–20 Fuchsia Pink (wheel slot 6) 21–22 Surprise Pink (wheel slot 7) 23–24 Congo Blue (wheel slot 8) 25–26 Tokyo Blue (wheel slot 9) 27–28 Deep Blue (wheel slot 10) 29–30 Just Blue (wheel slot 11) 31–32 Medium Blue (wheel slot 12) 33–34 Double CT Blue (wheel slot 13) 35–36 Slate Blue (wheel slot 14) 37–38 Full CT Blue (wheel slot 15) 39–40 Half CT Blue (wheel slot 16) 41–42 Steel Blue (wheel slot 17) 43–44 Lighter Blue (wheel slot 18) 45–46 Light Blue (wheel slot 19) 47–48 Medium Blue Green (wheel slot 20) 49–50 Dark Green (wheel slot 21) 51–52 Primary Green (wheel slot 22) 53–54 Moss Green (wheel slot 23) 55–56 Fern Green (wheel slot 24) 57–58 Jas Green (wheel slot 25) 59–60 Lime Green (wheel slot 26) 61–62 Spring Yellow (wheel slot 27) 63–64 Deep Amber (wheel slot 28) 65–66 Chrome Orange (wheel slot 29) 67–68 Orange (wheel slot 30) 69–70 Gold Amber (wheel slot 31) 71–72 Millennium Gold (wheel slot 32) 73–74 Deep Golden Amber (wheel slot 33) 75–76 Flame Red (wheel slot 34) 77–78 Red Magenta (wheel slot 35) 79–80 Medium Lavender (wheel slot 36) 81–82 Pure White (wheel slot 37) 83–84 Pure Red (wheel slot 38) 85–86 Pure Yellow (wheel slot 39) 87–88 Pure Green (wheel slot 40) 89–90 Pure Cyan (wheel slot 41) 91–92 Pure Blue (wheel slot 42) 93–94 Pure Magenta (wheel slot 43) 95–96 Peacock Blue (wheel slot 44) 97–98 Dark Lavender (wheel slot 45) 99–100 Double CT Orange (wheel slot 46) 101–102 Full CT Orange (wheel slot 47) 103–104 Half CT Orange (wheel slot 48) 105–106 Deep Straw (wheel slot 49) 107–190 NoFeature 191–201 CW Max 202–213 CW Med 214–214 CW Min 215–219 Stop 220–231 CCW Min 232–242 CCW Med 243–243 CCW Max 244–248 Fast 249–254 Medium 255–255 Slow

Extended (continued)

Ch	Function	Default	DMX values
6	Gobo	0	0–4 Open (wheel slot 1) 5–9 Gobo 1 (wheel slot 2) 10–14 Gobo 2 (wheel slot 3) 15–19 Gobo 3 (wheel slot 4) 20–24 Gobo 4 (wheel slot 5) 25–29 Gobo 5 (wheel slot 6) 30–34 Gobo 6 (wheel slot 7) 35–39 Gobo 1 (wheel slot 2) 40–44 Gobo 2 (wheel slot 3) 45–49 Gobo 3 (wheel slot 4) 50–54 Gobo 4 (wheel slot 5) 55–59 Gobo 5 (wheel slot 6) 60–64 Gobo 6 (wheel slot 7) 65–88 Gobo 1 (wheel slot 2) 89–112 Gobo 2 (wheel slot 3) 113–136 Gobo 3 (wheel slot 4) 137–160 Gobo 4 (wheel slot 5) 161–184 Gobo 5 (wheel slot 6) 185–208 Gobo 6 (wheel slot 7) 209–209 NoFeature 210–220 CW Max 221–231 CW Med 232–232 CW Min 233–243 CCW Min 244–254 CCW Med 255–255 CCW Max
7	Gobo Rotation	128	0–1 197 deg 2–10 CW Max 11–62 180 deg 63–68 CW Med 69–124 90 deg 125–127 CW Min 128–185 0 deg 186–189 -90 deg 190–243 CCW Med 244–251 -180 deg 252–254 CCW Max 255–255 -197 deg
8	Gobo Rotation Fine	0	Fine byte of Gobo Rotation
9	Prism	0	0–10 Open (wheel slot 1) 11–138 Prism Index (wheel slot 2) 139–255 Prism Rotation (wheel slot 2)
10	Prism Rotation	128	
11	Iris	0	
12	Zoom	128	
13	Zoom Fine	0	Fine byte of Zoom
14	Focus	128	
15	Focus Fine	0	Fine byte of Focus
16	Pan	128	
17	Pan Fine	0	Fine byte of Pan
18	Tilt	128	
19	Tilt Fine	0	Fine byte of Tilt
20	Control1	0	
21	P3Mix	0	

Extended (continued)

Ch	Function	Default	DMX values
22	Effect	0	0–0 No Effect 1–1 Wave 2–2 Step 3–3 Pulse 4–4 Blackout Strobe 5–5 2x Strobe 6–6 3x Strobe 7–7 4x Strobe 8–8 Up Down Flash 9–9 Up Flash Down Flash 10–10 Random Levels 11–11 SparkleStars 12–12 Starfield 13–13 Fiberoptic 14–14 PixelKiller 15–15 BuildUpDown 16–16 In-Out Wave 17–17 In-Out Step 18–18 In-Out Pulse 19–19 Waterdrop 20–20 Radar Spinning 21–21 Cross Spinning 22–22 Cross Circle Wave 23–23 Circling Snake 24–24 Single LED Chase 25–25 Double LED Chase 26–26 Triple LED Chase 27–27 Random Chase 1 Wave 28–28 Random Chase 1 Step 29–29 Random Chase 1 Pulse 30–30 Random Chase 3 Wave 31–31 Random Chase 3 Step 32–32 Random Chase 3 Pulse 33–33 Horizontal Bouncing Line 34–34 Vertical Bouncing Line 35–35 HorVer Bouncing Line 36–36 Atomic Chase 37–37 Triangle Wave 38–38 Triangle Step 39–39 Vertical Swoosh 40–40 Horizontal Swoosh 41–41 Bar Rotation 42–42 Noise 43–43 Movie Flicker 44–44 Atomic Lighting 45–45 Thunderstorm 46–46 Split Index 47–47 Split Rotate 48–48 PixelMasks 49–63 No Function 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step

Extended (continued)

Ch	Function	Default	DMX values
23	Effect Speed	128	

Extended (continued)

Ch	Function	Default	DMX values
24	Effect 2	0	0–0 No Effect 1–1 Wave 2–2 Step 3–3 Pulse 4–4 Blackout Strobe 5–5 2x Strobe 6–6 3x Strobe 7–7 4x Strobe 8–8 Up Down Flash 9–9 Up Flash Down Flash 10–10 Random Levels 11–11 SparkleStars 12–12 Starfield 13–13 Fiberoptic 14–14 PixelKiller 15–15 BuildUpDown 16–16 In-Out Wave 17–17 In-Out Step 18–18 In-Out Pulse 19–19 Waterdrop 20–20 Radar Spinning 21–21 Cross Spinning 22–22 Cross Circle Wave 23–23 Circling Snake 24–24 Single LED Chase 25–25 Double LED Chase 26–26 Triple LED Chase 27–27 Random Chase 1 Wave 28–28 Random Chase 1 Step 29–29 Random Chase 1 Pulse 30–30 Random Chase 3 Wave 31–31 Random Chase 3 Step 32–32 Random Chase 3 Pulse 33–33 Horizontal Bouncing Line 34–34 Vertical Bouncing Line 35–35 HorVer Bouncing Line 36–36 Atomic Chase 37–37 Triangle Wave 38–38 Triangle Step 39–39 Vertical Swoosh 40–40 Horizontal Swoosh 41–41 Bar Rotation 42–42 Noise 43–43 Movie Flicker 44–44 Atomic Lighting 45–45 Thunderstorm 46–46 Split Index 47–47 Split Rotate 48–48 PixelMasks 49–63 No Function 64–64 Rainbow Wave 65–65 Rainbow Step 66–66 Rainbow Pulse 67–67 RGB Wave 68–68 RGB Step 69–69 RGB Pulse 70–70 CMY Wave 71–71 CMY Step 72–72 CMY Pulse 73–73 Mix to White Wave 74–74 Mix to White Step 75–75 Mix to White Pulse 76–76 Random Mix Wave 77–77 Random Mix Step

Extended (continued)

Ch	Function	Default	DMX values
25	Effect Speed 2	128	
26	Effects Sync	36	
27	Red	255	
28	Red Fine	255	Fine byte of Red
29	Green	255	
30	Green Fine	255	Fine byte of Green
31	Blue	255	
32	Blue Fine	255	Fine byte of Blue
33	Red	255	
34	Red Fine	255	Fine byte of Red
35	Green	255	
36	Green Fine	255	Fine byte of Green
37	Blue	255	
38	Blue Fine	255	Fine byte of Blue
39	Red	255	
40	Red Fine	255	Fine byte of Red
41	Green	255	
42	Green Fine	255	Fine byte of Green
43	Blue	255	
44	Blue Fine	255	Fine byte of Blue
45	Red	255	
46	Red Fine	255	Fine byte of Red
47	Green	255	
48	Green Fine	255	Fine byte of Green
49	Blue	255	
50	Blue Fine	255	Fine byte of Blue
51	Red	255	
52	Red Fine	255	Fine byte of Red
53	Green	255	
54	Green Fine	255	Fine byte of Green
55	Blue	255	
56	Blue Fine	255	Fine byte of Blue
57	Red	255	
58	Red Fine	255	Fine byte of Red
59	Green	255	
60	Green Fine	255	Fine byte of Green
61	Blue	255	
62	Blue Fine	255	Fine byte of Blue
63	Red	255	
64	Red Fine	255	Fine byte of Red
65	Green	255	
66	Green Fine	255	Fine byte of Green
67	Blue	255	
68	Blue Fine	255	Fine byte of Blue