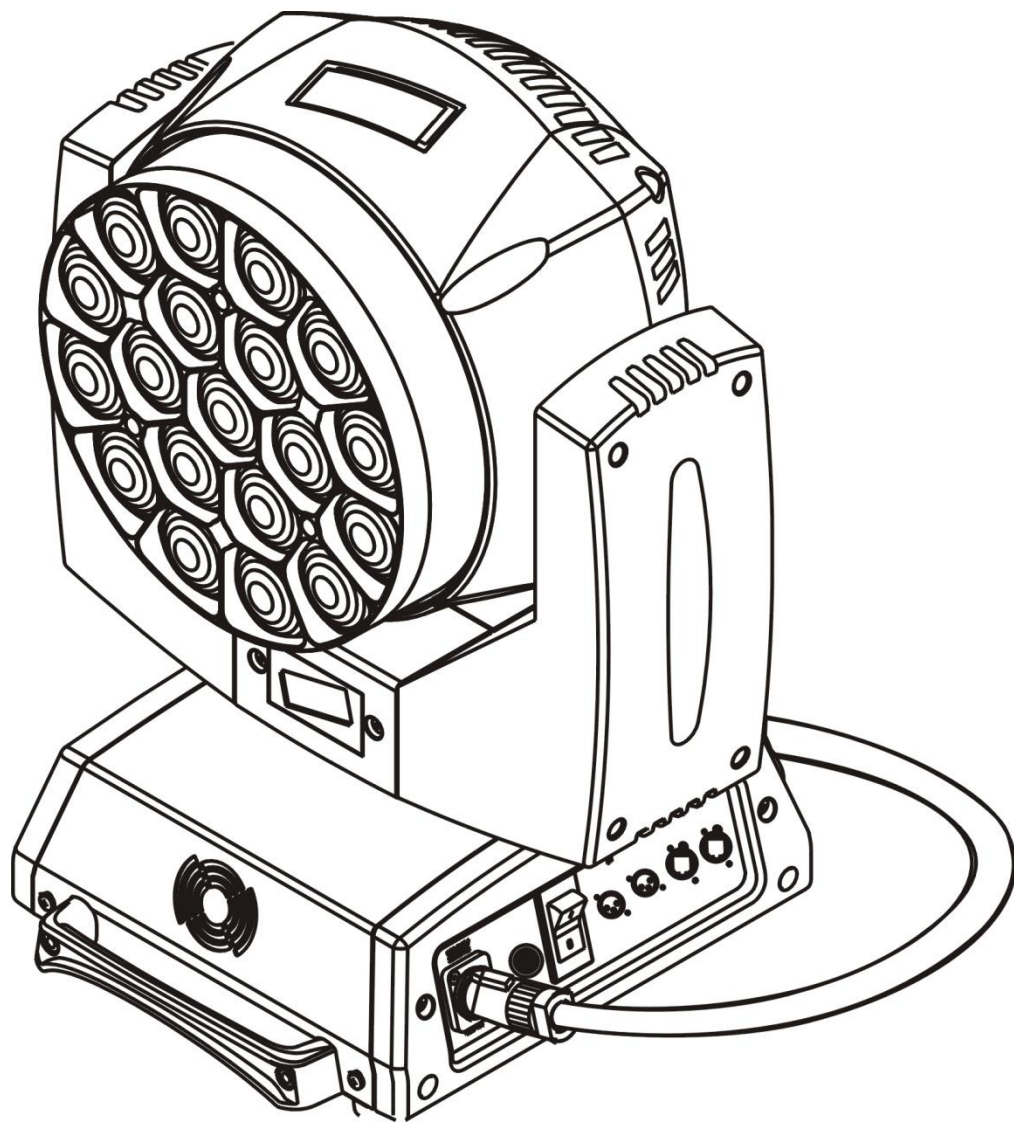


LED MOVING HEAD

USER MANUAL



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1. Before Using

What is include

- Equipment x 1
- Power cable with Plug x 1
- User manual x 1
- Iron holder x 2

General Instruction



Help preserve the environment! Ensure that this product is recycled at the end of its life. Your supplier can give details of local arrangements for the disposal of products.

Please carefully read and understand the instructions in this manual thoroughly before attempting to operate this unit. These instructions contain important safety information regarding the use and maintenance of this unit. Please keep this manual with the unit for future reference.

AC Power Supply

The equipment power supply is able to adapt to the wide input voltage. Please confirm the input voltage is in the scale of rated voltage. The equipment can adapt to 100V-240V AC voltage, Frequency 50-60HZ. It can not run a rheostat(variable resistor) or dimmer circuits.

Safety Instruction

This product is I level protection equipment, so it is must be connected well and connected by the professional people.

- Make sure the voltage don't be above or below which the user manual rated values.
- Confirm the power cord is not a sword cut or damaged.
- Must be cut off the power supply in the condition of no using or cleaning.
- Only allowed with the power cord plug connection. Please do not force when unplug the power cord to pull the plug.
- Be careful in the process of installation of equipment. Avoid touching the bare wire, otherwise it will suffer fatal shocks.

- Don't look the light source directly, otherwise it will hurts the eyes.
- When choosing installation position of equipment and the equipment must be more than 0.5m distance between objects.
- Please use the equipment wires appropriate.
- Without the manufacturer's authorization or laypeople don't remove, repair and modification of equipment.
- The maximum operating temperature is 40°C, don't operate the equipment when it is over 40°C
- Do not connect the equipment to the dimmer equipment.
- Under the condition of 120V, output power don't series more than 10pcs equipments, under the condition of 230V, output power don't series more than 20pcs.

2. Introduction

Specification

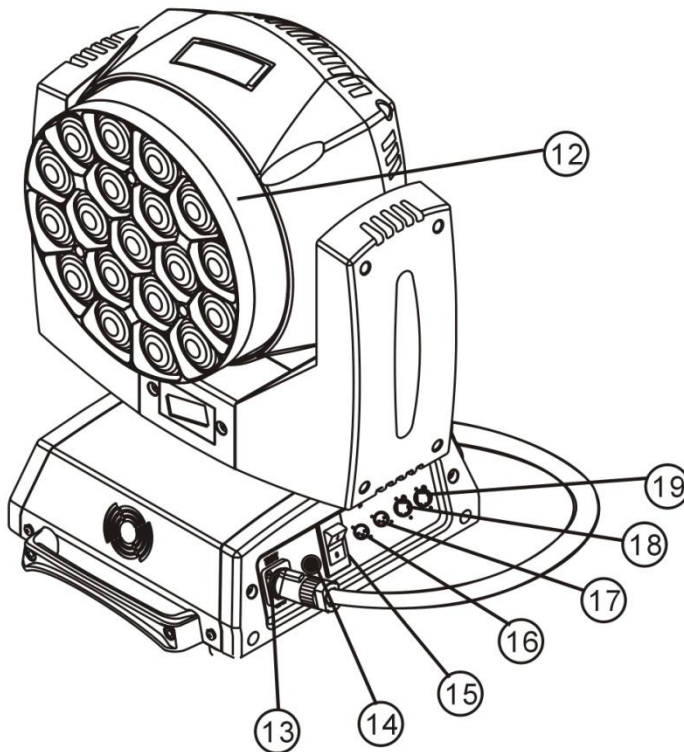
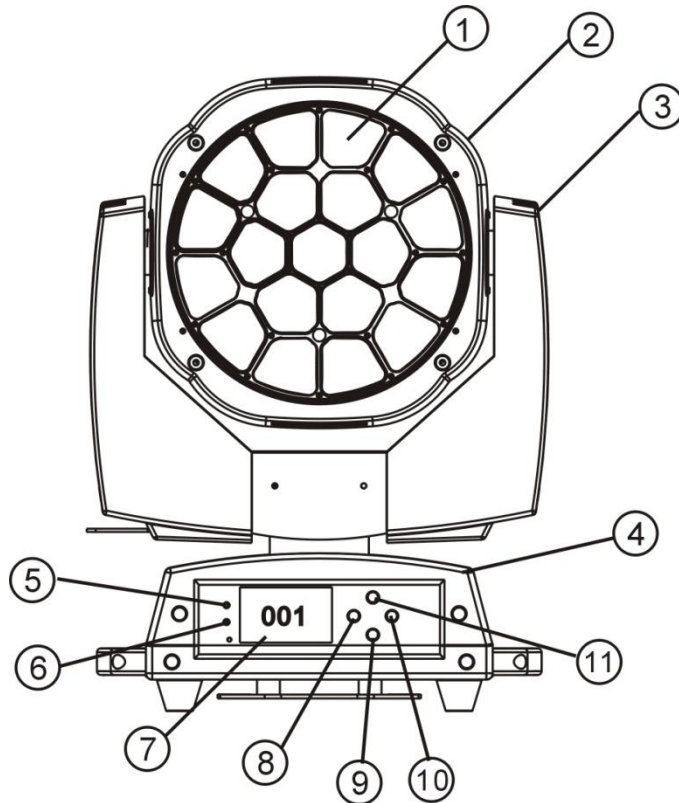
- Rated Voltage: AC100V ~ 240V 50-60HZ
- Rated Power: 450W
- LED Qty: 19x15W high power 4 in 1 LEDs
- LED Drive Current: 1000mA
- Beam Angle: 4-60 °Zoom
- IP: IP20
- DMX Mode: 21CH(Standard) /35CH(Shapes) /78CH(Extend) /96CH(Extend RGBW) /92CH(Full)
- Net weight: 15 Kg
- Gross weight: 18.2Kg

Product feature

- XLR sockets input/output 3Pin
- Power input/output
- 4 kinds of control model: DMX512, Auto ,Sound active, Master/slave
- LCD display screen

- Display screen can be turned upside down with 180° to fit the installation in different place
 - Indoor operation temperature: -20 °C~+40 °C
 - 5 DMX channels: 21/35/78/96/92CH
 - Dimmer: 0-100% linear dimmer
 - Pan/tilt:
 - 16bit fine pan/tilt control
 - Smooth and accurate locating
 - Pan: 540 °Tilt:210 °
 - Motor rotation in forward and reverse can be setting up
 - Each LED can be controlled individually, rich color
 - Smooth and accurate positioning
 - Tilt:540 °Pan270 °rotation
 - Tilt, Pan high-speed infinite rotation, speed can be adjusted
 - The scanning position can be memory it will be automatically reset without expected movement after rotation.
 - 0-20Hz Strobe, pulse strobe, Asynchronous stroboscopic effect.
 - Super mixed color and rainbow effect.
 - All the color can be for the total dimmer.
 - 7 programmable program is invoked by controller.
 - Fan cooling(fan will be change the speed with the temperature variation.
- Temperature detecting system (If the temperature detection error, the light doesn't work).

3. Product Introduction

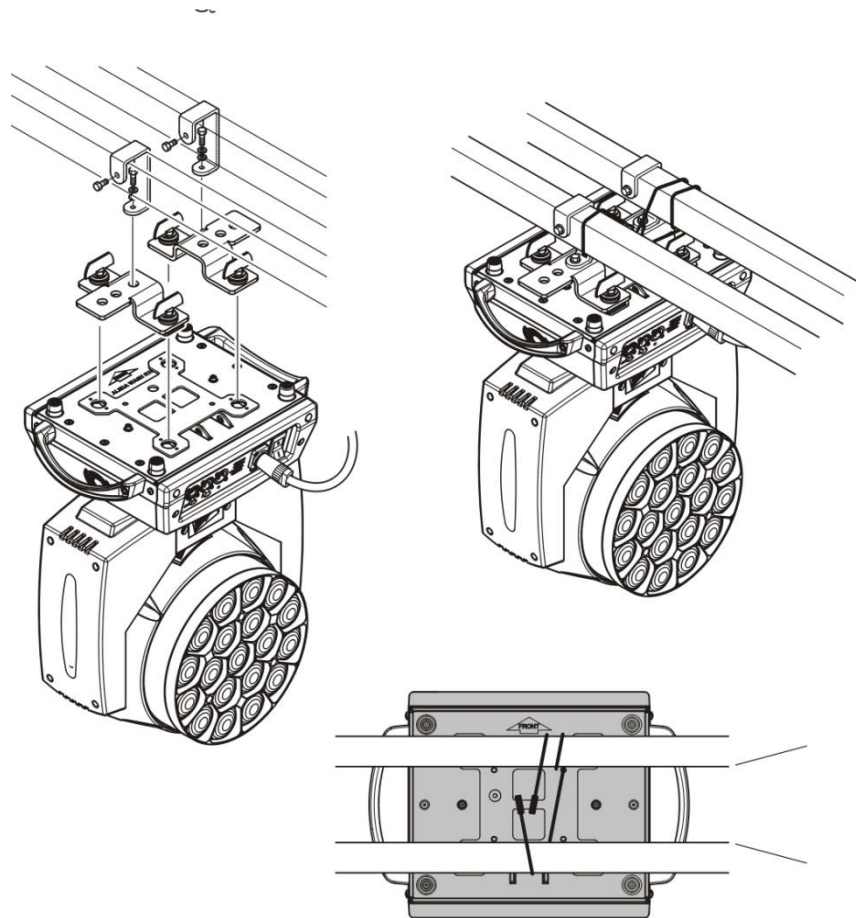


- ① Lens
- ② Head
- ③ Arm
- ④ Botton
- ⑤ Dmx signal LED
- ⑥ Artnet signal LED
- ⑦ LCD Display
- ⑧ Menu-button
- ⑨ Down-button
- ⑩ Enter-button
- ⑪ UP-button
- ⑫ Lens plate
- ⑬ Power in
- ⑭ Fuse
- ⑮ Power switch
- ⑯ DMX in
- ⑰ DMX out
- ⑱ Rj45 in
- ⑲ Rj45 out

4. Installation

Installation Requirements

- This equipment can be used in many places, it can hang and put on the ground.
- Choosing a suitable place to put or hang the equipment when installation. Must be use the special screws and hook to make sure the lamp's weight is in the weight range.
- When installing the equipment, ensure no flammable and explosive goods at 0.5 meter distance.
- Please ask the professionals to install the equipment, any improper installation will cause personal injury or material damage.
- To prevent others entering the working area below, the installation or maintenance of equipment with suitable and stable platform.
- The equipment must be placed in ventilated place, at least 50 cm from the ground, please ensure that the vent without clogging.



Power supply connection

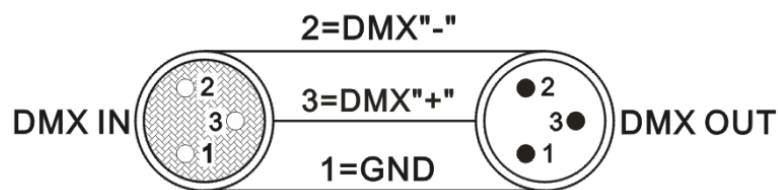
The equipment can be used in the wide voltage input. Please make sure the voltage is the scale of rated voltage when connecting the power. The equipment can adapt to 100V to 240 V AC voltage and 50-60 Hz.

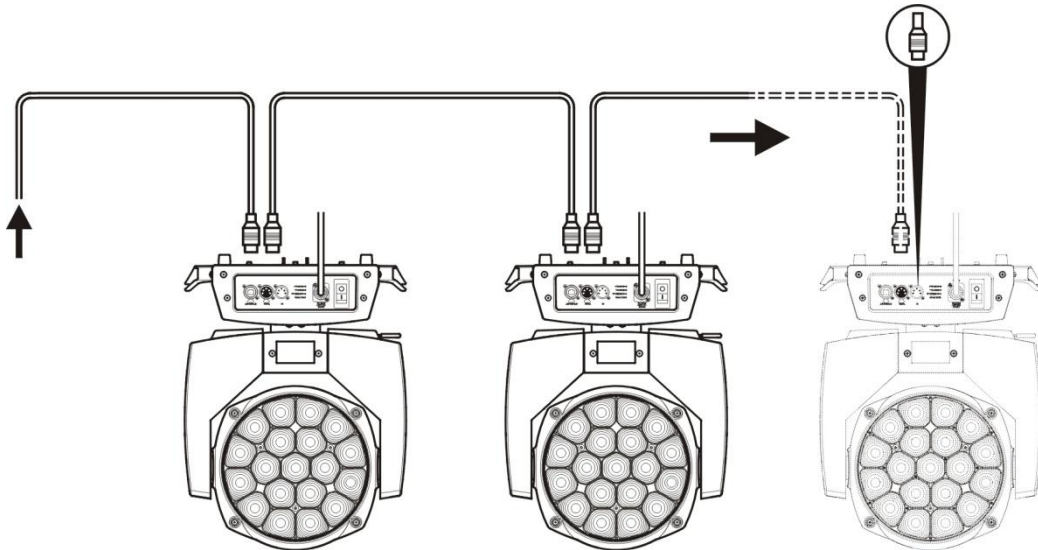
- The front lens may be infinite rotation in forward and reverse
- 0-20HZ strobe
- Zoom range : 4 °-60 °

s	Connection	Pin
Brown	AC Live	1
Blue	AC Neutral	2
Green/Yellow	AC Ground	3

DMX Signal Connection

1. Use DMX512 controller, use the DMX signal (male) to plug into the first lamp (female) 3 pin.
2. Put out of the equipment of the first signal wire(head),connected to the equipment of the next 3 pin plug(female), so on. See below pictures.



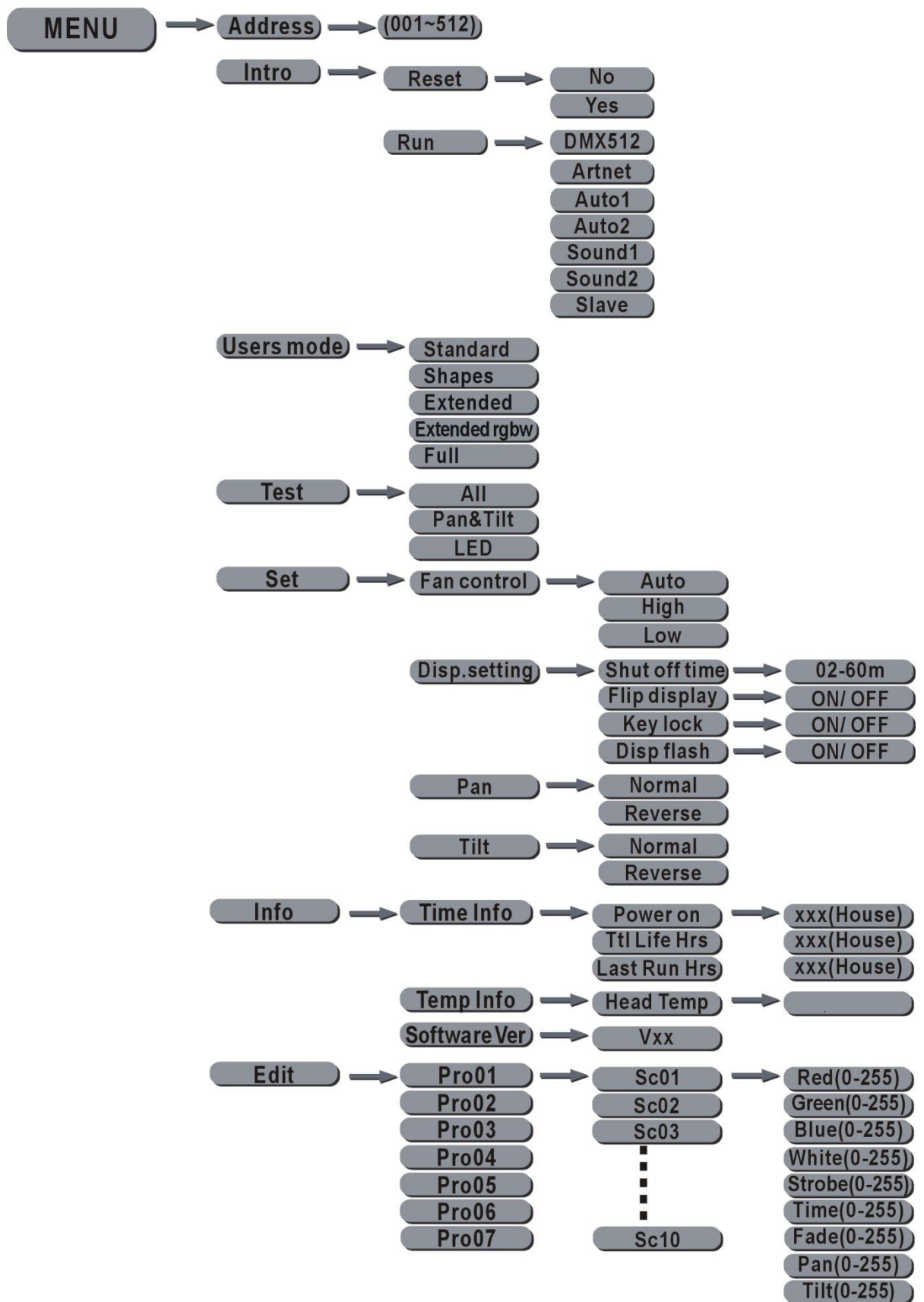


5. Operating Instruction

Control board function

Button	Function
MENU	Choose Menu or function exit
ENTER	Current show menu or enter into the current selected function
UP	Increase the value
DOWN	Decrease the value

Menu Map

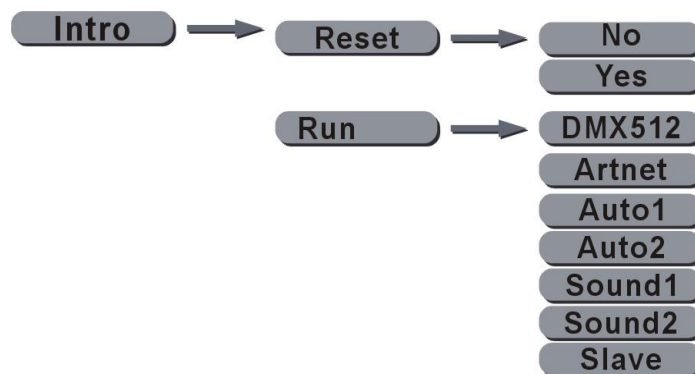


Menu Instruction:



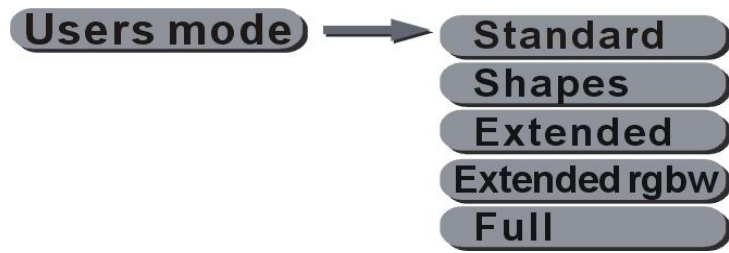
[DMX address setting]

- Press MENU when it shows [Address] then press ENTER.
- Change the DMX address by UP or DOWN.



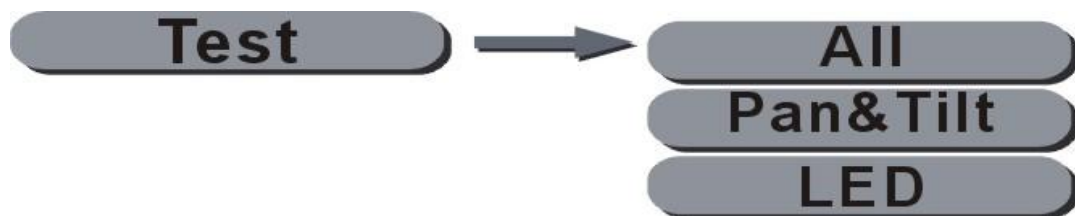
[Function selection]

- Press MENU until it shows [Intro, press] ENTER
- Press UP or DOWN to choose [Reset], [Run].
- When choosing Reset, press ENTER, and press UP or DOWN to choose [YES] or [NO]. When choosing [YES], press ENTER, the equipment reset, restore factory sett
- When choosing Run, press ENTER, press UP or DOWN to choose [DMX512], [Artnet], [Auto1], [Auto2], [Sound1], [Sound2], [Slave]. When choosing [DMX512], the DMX controller sending the signal(3 pin or 5 pin signal is valid), the corresponding display board DMX 512LED flashing. When selecting [Artnet], use Artnet function, RJ45 interface valid, it received RJ45 signal, the corresponding display board Artnet LED flashing.
- When choosing [Auto1], [Auto2], [Sound1] or [Sound2], [Auto1], [Auto2], [Sound1], [Sound2], choose Auto or Sound mode, it can be used as the master. When choosing [Slave], it is Slave, receive the Master signal. Choose the Slave need to quit to the main menu can be controlled.



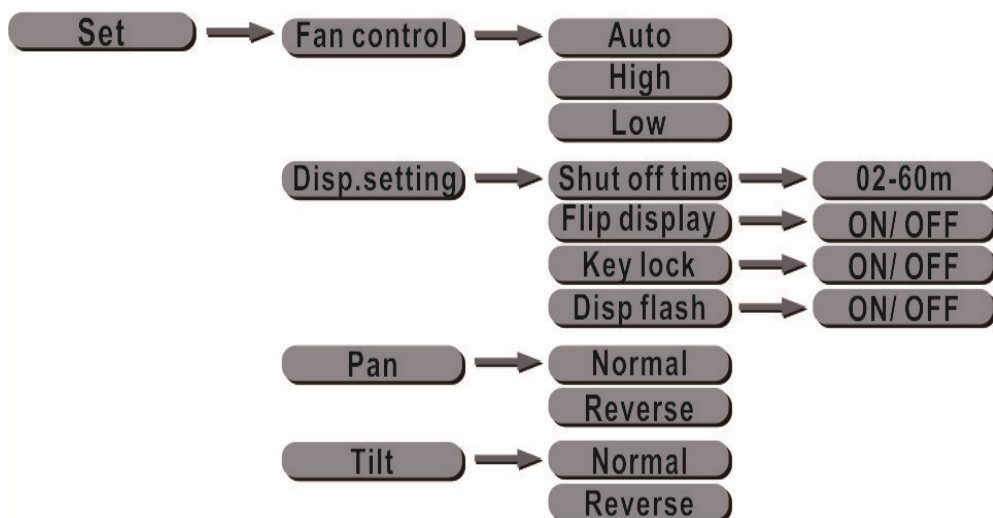
[DMX Mode selection]

- Press MENU until it shows [Users mode], press ENTER.
- Choose CH mode by pressing UP or DOWN:[Stand mode], [Basic mode] or [Extend mode].



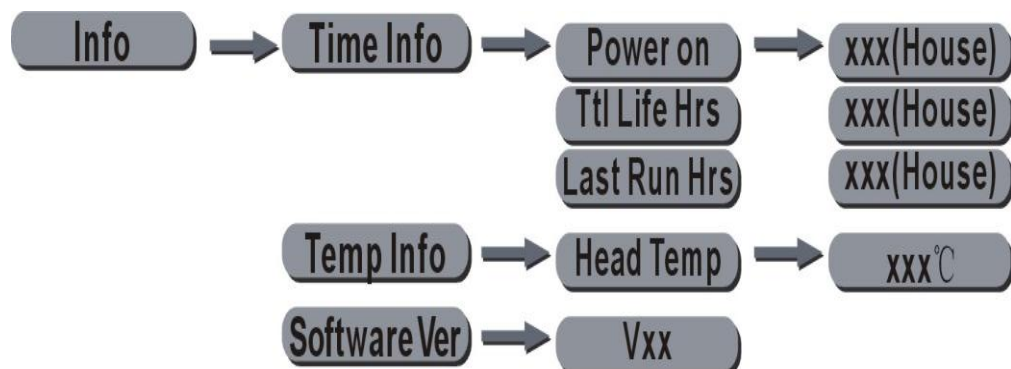
[Test Procedure]

- Press MENU, until it shows [Test], and then press ENTER.
- Press UP or DOWN to choose [All], [Pan& Tilt] and [LED]. When selecting [All], it is testing the motor and LED, When selecting [Pan& Tilt] to test the motor, choose [LED] it is only LED operated.



[Adaptive function setting]

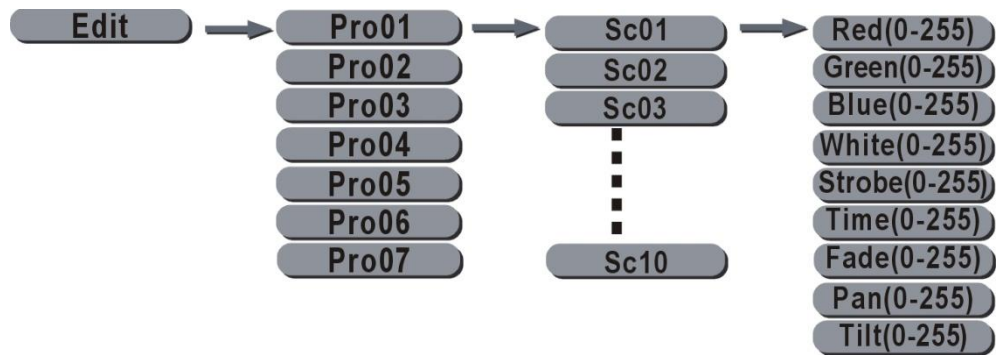
- Press MENU, until it shows[Set], and then press ENTER.
- Press UP or DOWN to choose [Fan control],[Disp. setting], [Pan], [Tilt].
- When selecting [Fan control], press ENTER, press UP or DOWN to choose the 3 kinds of Fan control.[Auto]mode will according the lamp's head to auto control the fan's speed. [High]mode is the fan's high speed operation,[Low] mode is fan's low speed operation.
- When selecting [Disp. setting], press ENTER, press UP or DOWN to choose [Shut off time],[Flip display],[Key lock]or [Disp flash], If selecting[Shut off time], press ENTER , operate UP or DOWN, it can be set LCD backlight close from 2-60 mins. If selecting[Flip display], press ENTER, operate UP or DOWN, press[ON/OFF]to choose[ON], the screens can rotate 180°. When selecting[Key lock], press ENTER, operate UP or DOWN, press[ON/OFF]to choose[ON], when the backlight closed, the button key is locked, the operation is invalid at this time. It must be entered Up, Down, Up, Down, press ENTER to confirm the unlock. When selecting[Disp flash], press ENTER, operate UP or DOWN, it can be choosed [ON/OFF], choose[ON], the screen's backlight begin to blink when the equipment received the DMX signal, that means it is received the DMX signal. The screen's backlight closed when there is no signal.
- When selecting[Pan] or [Tilt], press ENTER, operate UP or DOWN, Choose[Normal] or [Reverse] to set the forward any reverse operation.



[Check equipment information]

- Press MENU, until it shows[Info], press ENTER.
- Operate UP or DOWN to choose [Time Info], [Temp Info],[Software Ver].
 - When selecting[Time Info], press ENTER, operate UP or DOWN to choose[Power on], [Ttl Life hrs] or [Last Run Hrs], If choosing [Power on], press ENTER to enter into the equipment “XXXX” hours. If selecting [Ttl Life hrs], press ENTER to enter into the equipment total operation time “XXXX” hours, If selecting [Last Run Hrs], press ENTER to show the LED's last operation “XXXX” hours.

- When selecting[Temp Info], press ENTER to show[Head Temp], and then press ENTER, it will show the head temperature “XXX°C”.
- When selecting[Software Ver] , press ENTER ,it will show the equipment’ software version.



[Adaptive Program]

This function can edit 7 program, each program can edit 10 step

- Press MENU, until it shows [Edit],and then press ENTER.
- Operate UP or DOWN to choose the needed edit program[Pro01]-[Pro07], when selecting one needed edit program, press ENTER, choose each edit step[Sc01]-[Sc10], enter each step can choose [Red 0-255], [Green 0-255], [Blue 0-255], [White 0-255], [Strobe 0-255], [Time 0-255][Fade 0-255], [Pan 0-255], [Tilt 0-255].

Remarks: Every step in the editing program[Time 0-255]can not be 0.

6. DMX Channel Table

STANDARD

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue

6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro color
11	Strobe
12	Dimmer
13	Dimmer Fine
14	PanPan
15	PanPan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation

SHAPES

CHANNEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO

10	Macro color
11	Strobe
12	Dimmer
13	Dimmer Fine
14	PanPan
15	PanPan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Shape Selection
23	Shape Speed
24	Shape Fade
25	Shape R
26	Shape G
27	Shape B
28	Shape W
29	Shape Dimmer
30	Background Dimmer
31	Shape Transition
32	Shape Offset
33	Foreground Strobe (reserved)
34	Background Strobe (reserved)
35	Background Select (reserved)

EXTENDED

CHAN-NEL	CHANNEL MODE
1	Red

2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro color
11	Strobe
12	Dimmer
13	Dimmer Fine
14	PanPan
15	PanPan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Red LED 1
23	Green LED 1
24	Blue LED 1
....	Red LED ...
....	Green LED ...
....	Blue LED ...
76	Red LED 19
77	Green LED 19
78	Blue LED 19

EXTENDED RGBW

CHANNEL	CHANNEL MODE
1	Red

2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro color
11	Strobe
12	Dimmer
13	Dimmer Fine
14	PanPan
15	PanPan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Red LED 1
23	Green LED 1
24	Blue LED 1
25	White LED 1
....	Red LED ...
....	Green LED ...
....	Blue LED ...

....	White LED ...
90	Red LED 18
91	Green LED 18
92	Blue LED 18
93	White LED 18
94	Red LED 19
95	Green LED 19
96	Blue LED 19
97	White LED 19


FULL


CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro color
11	Strobe

12	Dimmer
13	Dimmer Fine
14	PanPan
15	PanPan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Shape Selection
23	Shape Speed
24	Shape Fade
25	Shape R
26	Shape G
27	Shape B
28	Shape W
29	Shape Dimmer
30	Background Dimmer
31	Shape Transition
32	Shape Offset
33	Foreground Strobe (reserved)
34	Background Strobe (reserved)
35	Background Select (reserved)
36	Red LED 1
37	Green LED 1
38	Blue LED 1

....	Red LED ...
....	Green LED ...
....	Blue LED ...
90	Red LED 19
91	Green LED 19
92	Blue LED 19

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 128 bit - Tilt 128 bit) all the others channels stay at 0 bit.

<ul style="list-style-type: none"> • RED GREEN BLUE WHITE 		BIT	EFFECT
		255	LED ON
		0	LED OFF

<ul style="list-style-type: none"> • RED FINE GREEN FINE BLUE FINE 		BIT	EFFECT
		255	UP
		22	
		0	LOE

WHITE FINE

• **LINEAR CTO**

BIT	EFFECT
255	2500K
.....
224	3200K
.....
188	4000K
.....
144	5000K
.....
117	6000K
.....
99	7000K
.....
54	8000K
.....	UNUSED RANGE
10	
0-9	

Note: If CTO channel is active, the WHITE channel is disabled.

• **MACRO COLOR**

BIT	LEE REFERENCE	COLOR	BIT VALUE			
			R	G	B	W

209-255	--	White	255	235	66	255
208	--	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0、
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blue Green	206	255	56	0
125	115		51	255	51	0

123-124	113	Peacock Blue	255	20	15	0
121-122	111	Magenta	255	109	33	0
120	110	Dark Pink	217	130	28	0
119	109	Middle Rose	255	138	31	0
118	108	Light Salmon	255	148	23	0
117	107	English Rose	255	141	31	0
115-116	105	Light Rose	255	122	0	0
114	104	Orange	255	166	0	0
113	103	Deep Amber	230	160	0	69
112	102	Straw	237	163	0	0
110-111	100	Light Amber	245	202	0	0
100-109	90	Spring Yellow	41	219	0	0
89-99	79	Dark yellow green	0	194	130	0
78-88	68	Just Blue	0	255	135	0
68-77	58	Sky Blue	243	117	133	199
62-67	52	Lavender	243	117	39	197
49-61	39	Light Lavender	255	107	0	130
46-48	36	Pink Carnation	255	87	0	107
45	35	Medium Pink	255	112	0	141
35-44	25	Light Pink	255	83	2	0
		Sunrise Red				

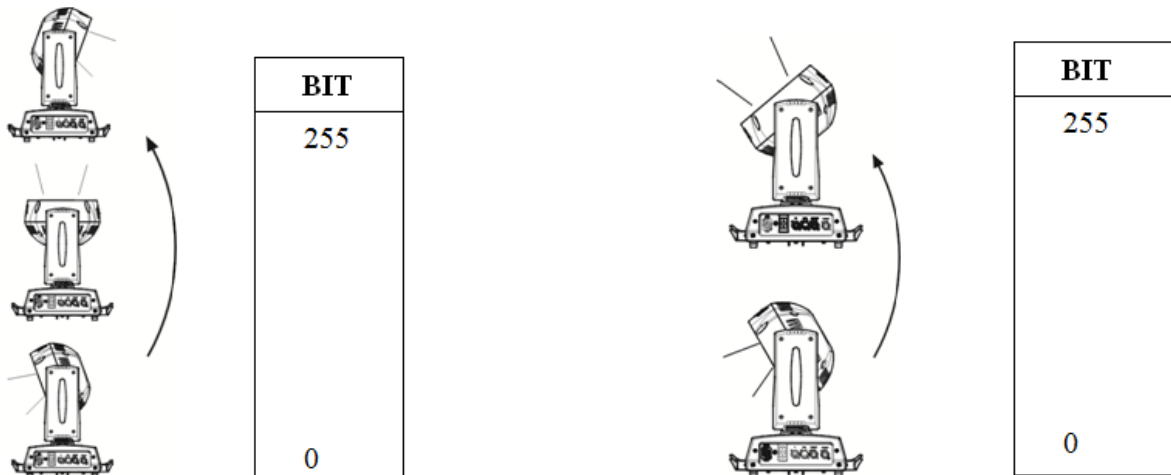
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• **STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE**



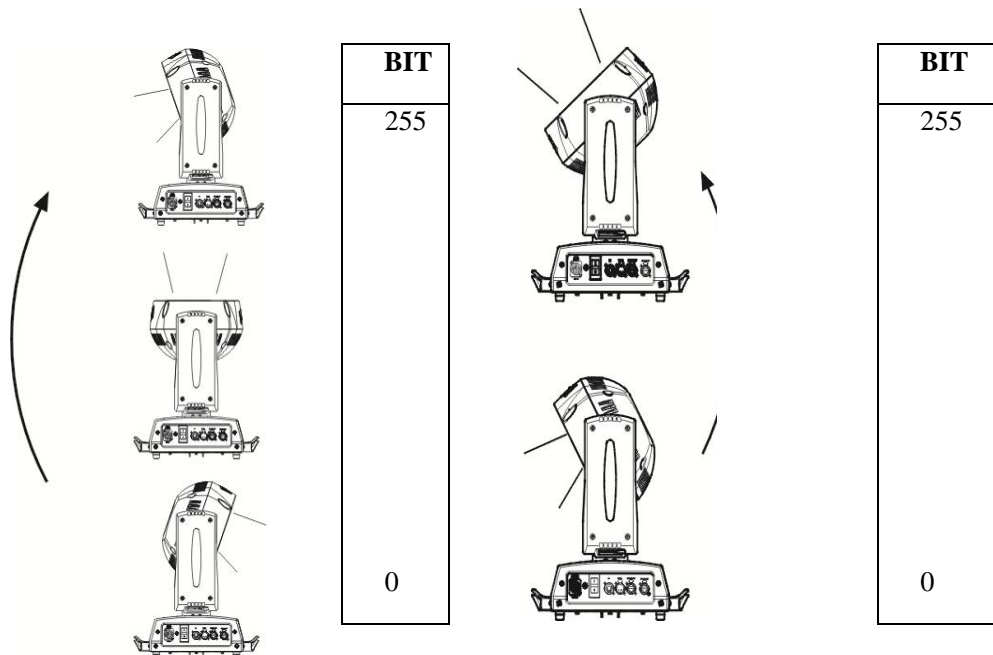
BIT	EFFECT
252-252	OPEN
239-251	RANDOM FAST STROBE
226-238	RANDOM MEDIUM STROBE
213-225	RANDOM SLOW STROBE
208-212	OPEN
207	FAST PULSATION (25 flash/sec)
.	
.	
.	
.	
.	
.	
108	SLOW PULSATION (0,5 flash/sec)
104-107	OPEN
103	FAST STROBE (25 flash/sec)
.	
.	
.	
.	
.	
4	SLOW STROBE (1 flash/sec)
0-3	CLOSED

- TILT



Operation with option Invert Pan

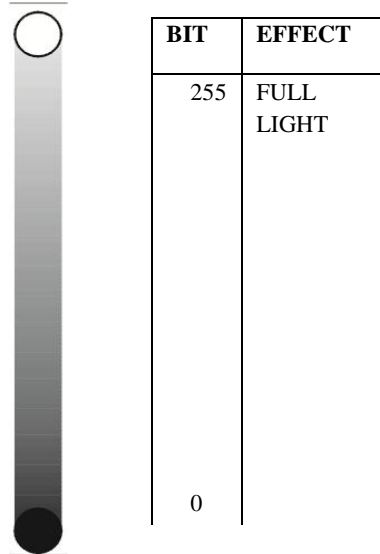
(Tilt conventionally represented at 35 bit and option Invert Tilt)



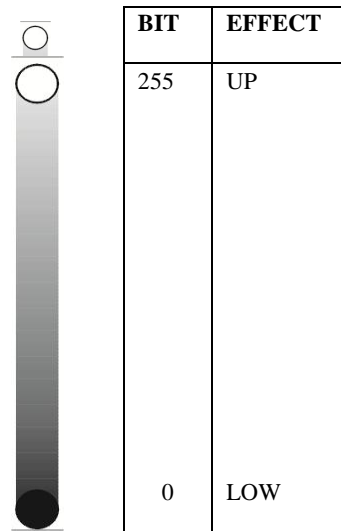
Operation with option Invert Pan 《》 GOff

(Tilt conventionally represented at 35 bit and option Invert Tilt 《》 GOff)

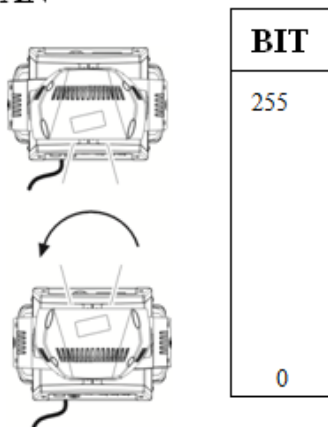
• DIMMER



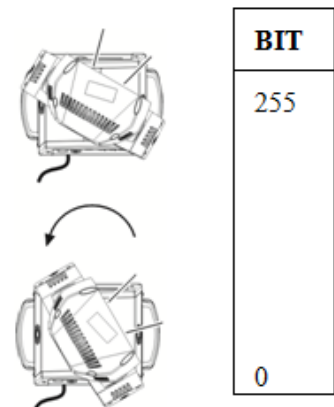
• DIMMER FIN



• PAN



• PAN FINE



Operation with option Invert Pan 《》 GOff

(Tilt conventionally represented at 35 bit and option Invert Tilt 《》 GOff)



Operation with option Invert Pan 《》 GOn

(Tilt conventionally represented at 35 bit and option Invert Til 《》 tGOff)

•FUNCTION

BIT	EFFECT
103 – 255	Reserved
98 – 102	Halogen Lamp Simulation, type 5 (2500 W) Linear CTO @ 0 bit
93 – 97	tHalogen Lamp Simulation, type 4 (2000 W) Linear CTO @ 0 bit
88 – 92	Halogen Lamp Simulation, type 3 (1200 W) Linear CTO @ 0 bit
83 – 87	Halogen Lamp Simulation, type 2 (1000 W) Linear CTO @ 0 bit
78 – 82	Halogen Lamp Simulation, type 1 (750W) Linear CTO @ 0 bit
73 – 77	Halogen Lamp Simulation OFF (Default) RGBW Gamma curve 3 – gamma = 2.0 RGBW =2.0RGBW
68 – 72	Halogen Lamp Simulation OFF (Default) RGBW Gamma curve 2 – gamma = 1.5 RGBW
63 – 67	
58 – 62	

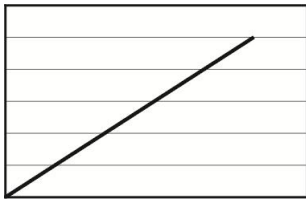
52 – 57	=2.0RGBW
48 – 52	RGBW Gamma curve 1 – gamma = 1.0 RGBW =2.0RGBW
43 – 47	Dimmer Curve 4
38 – 42	Dimmer Curve 3
24 – 37	Dimmer Curve 2
12 – 24	Dimmer Curve 1 Pan Tilt Normal xy
0 – 11	Pan Tilt Fast (Default) XY Function off – rearmed

The functions are active passing through the “unused range” and staying 5 seconds in necessary level.

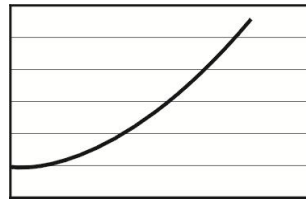
Last selected function still active. Enable setting a new function.

17

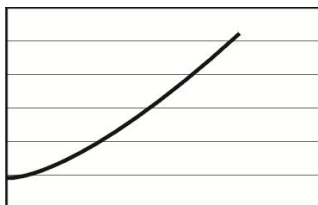
DIMMER CURVE 1 - GAMMA 1 LINEAR



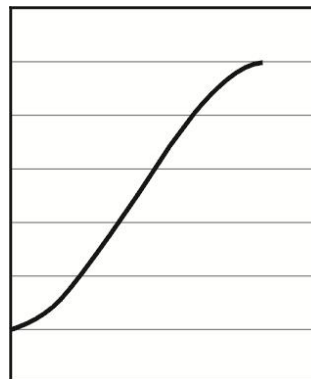
DIMMER CURVE 3 - GAMMA 2,



DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 4 - S



•RESET

BIT	EFFECT
255	COMPLETE RESET
.	
.	Complete reset is activated passing through the unused range and staying 5 seconds in
.	complete reset levels
.	
..	COMPLETE RESET
128	PAN / TILT RESET
127	PAN / TILT RESET
.	
.	Pan / Tilt reset is activated passing through the unused range and staying 5 seconds in
.	Pan / Tilt reset levels
.	
.	
.	
.	
.	
77	PAN / TILT RESET
76	PAN / TILT RESET
.	ZOOM RESET
.	
.	Effects reset is activated passing through the unused range and staying 5 seconds in
.	Effects reset levels.
.	
.	
26	ZOOM RESET
25	ZOOM RESET
0	UNUSED RANGE

-ZOOM



BIT	EFFECT
255	WIDE BEAM
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
.	.
0	NARROW BEAM

•ZOOM ROTATION



BIT	EFFECT
255	FAST ROTATION
.	
.	
.	
.	
193	SLOW ROTATIONPAN / TILT RESET
191-192	STOP
190	SLOW ROTATION
.	
.	
.	
128	FAST ROTATION
127	
.	
.	
.	
.	
.	
.	
0	LINEAR ROTATION

•ZOOMROTATION(available on zoom channel from 0 bit to 42 bit)

BIT	EFFECT
193-255	CCW Rotation, speed from 3 RPH to 10 RPM CCW
191-192	CW Rotation, speed from 10 RPM to 3 RPH
128-190	Indexed zone. Lens angle = 60.00
	Indexed zone. Lens angle = 59.52
127.	
126	
.....	
3	Indexed zone. Lens angle = 1.42
2	Indexed zone. Lens angle = 0.94
1	Indexed zone. Lens angle = 0.47
0	Indexed zone. Lens angle = 0

•ZOOMROTATION(available)

BIT	EFFECT
128-255	Lens offset angle: 0.00 degree
127.	Lens offset angle: +4.00 degree
126	Lens offset angle: +3.94 degree
125	Lens offset angle: +3.87 degree
.....	
1	Lens offset angle: +0.06 degree
0	Lens offset angle: 0.00 degree

• RED LED 1 to...

GREEN LED 1 to...

BLUE LED 1 to...

WHITE LED 1 to...

BIT	EFFECT
255	LED ON
0	LED OFF

SHAPE SELECTION-SHAPE SPED-SHAPE OFFSET

BI T	SHAPE- SELECTION	On k10	Description	PANDOM COLORS 1	SHAP E SPEED	SHAPE OFFSET
0-7	Macro OFF	Yes		N.a	N.a	N.a
8	Ring 1	Yes	Static effects. The ring or rings used by the macro are turned-on with the foreground color.	N.a	N.a	N.a
9	Ring 2	Yes				
10	Ring 3	Yes				
11	Ring 4	Yes				
12	Ring 1+2	Yes				
13	Ring 1+3	Yes				
14	Ring 1+4	Yes				
15	Ring Opening (Closing)	Yes		Yes	0-63 = Radius size, static. 64-158 = max to min speed, Closing effect	0-9 → continuous 10-255→ random distribution of flash from 2 to 20 fixtures
16	Ring Opening (Closing) Filled	Yes		Yes	159-160 =STOP 161-255 = min to max speed, Opening effect	
17	Ring Opening (Close/open)	Yes		Yes	0-63 = Radius size, static. 64-158 = max to min speed, Closing effect	
18	Ring Opening (Close/open) Filled	Yes		Yes	159-160 = STOP.	

					161-255 = min to max speed, Opening effect	
19	Random pixels distributed on many fixtures	Yes		Yes	0-63 = STOP 64-158 = max to min speed, Instant-on +fadeout.	0-255 → select random distribution from 2 up to 20 fixtures
20	Random pixels with variable density and speed	Yes		Yes	159-160 = STOP. 161-255 = min to max speed, Fade In + Fade Out. Fade or snap depending on fade channel	0-255 →select pixel density
21	Rainbow 1 Variable speed	Yes		N.a	0-63 = Angle 0-360°, static. 64-158 = max to min speed, c. cw rotation 159-160 = STOP 161-255 = min to max speed, cw rotation,cw	0-255 → angle offset from 0 to 360°
22	Rainbow 2 Fixed speed with variable color offset	Yes		N.a	0-63 = STOP 64-158 = c.cw rotation c. cw 159-160 = STOP 161-255 = cw	

					rotation cw The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle).	N.a
23	Fan (3 ams)	Yes		N.a	0-63 = angle offset, 0-360 ° 64-158 = max to min speed, c.cw rotation, c,cw 159-160 = STOP1 61-255 = min to max speed, cw rotation, cw	0-255 → angle offset from 0 to 360 °
24	Bar (2 ams)	Yes				
25	Half moon	Yes				
26	Triangle	Yes				
27	Two rotating bars of different colors	Yes				
28	Two rotating arcs of different colors	Yes				
29	Two rotating arcs of different colors and direction	Yes				
30-255	Reserved	Yes		N.a	N.a	

Macro Off

DMX channel value: from 0 to 7

No shape effects activated Turns off any previously selected shape

Static Rings

DMX channel value: from 8 to 14

The ring or ring used by the macro are turned on with the foreground color (Shape Red+ Shape Green+ Shape blue+ Shape White)

Available combinations: Ring 1 On, Ring 2 On, Ring 3 On (Aleda K10 only), Ring 4 On
Ring 1+2 On, Ring 1+3 On (Aleda K10 only)

Dynamic Rings

DMX channel DMX

Dynamic Ring

DMX channel value: From 15 to 18

The ring used by the macro are turned on sequentially, simulating an opening, closing or both.

The Shape Speed channel increases the speed from 126 (min speed) to 0 (max speed) for the

Closing and closing/opening effects and from 129 (min speed) to 255 (max speed) for the opening and opening/closing effects, With DMX value=127 or 128the macro stays still

The Shape Offset channel defines the macro effect diction over a number of fixtures (affects also the behavior of a single fixture)

Dmx values from 0 to 9:continuous distribution.

Dmx values from 10 to 255 random distribution of flash from 2 to 20 fixtures.

If foreground colors are all set to 0, the Random-Colors mode is activated

Rings with variable radius

DMX channel value:19-20.

The Shape Speed channel defines the ring radius: 0=min, 255=,ax

Random pixels

Random pixels

DMX channel value: 21-22.

Leds are turned and off randomly

The Shape Speed channel increases the speed and defines the fade effect for the leds: from 126(min speed) to 0(max speed) with a Instant-on/fade-out led effect and from 129 (min speed) to 255 (max speed)with a fade-in +fade-out led effect, At a DMX value of 127 and 128 the macro stays still.

For macro 21 the Shape Offset channel defines leds random distribution from 0 (2 fixtures) to 255 over a set of fixtures (20 fixtures)

For macro 22 the Shape Offset channel defines define pixels density from 0 (min density) to 255 (max density)

If foreground colors are all set to 0 the Random-Colors mode is activated.

The Shape Smoothing channel adjusts the fading effect applied to the macro movement

The color used by the macro changes at every restart.

Rainbows

DMX channel value:23-24

Lt simulates a rainbow effect.

The Shape Speed channel increases the speed and defines the rotation: from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation. With DMX value 127 or 128 the macro stays still.

For the macro 24 (Rainbow with fixed) the Shape Speed channel also defines angle offset (the orange sector starting angle)

Rotating shapes

DMX channel value: from 25 to 31

Shapes available: Fan(3 arms), Bar (2 arms), Half Moon, Triangle, Two rotating bars of different colors, Two rotating arcs of different colors, Two rotating arcs of different colors and direction

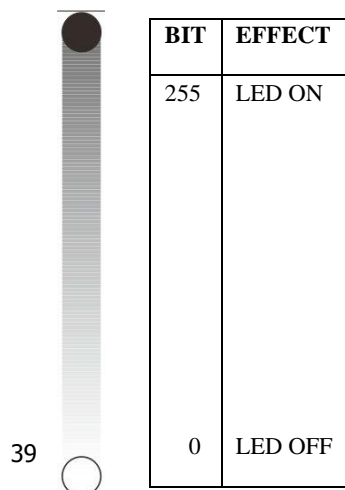
The Shape Speed channel increases the speed and defines the rotation: from 126 (min speed) to 0 (max speed) counter clock wise rotation and from 129 (min speed) to 255 (max speed) clock wise rotation With DMX value 127 or 128 the macro stays still. The Shape Offset channel defines the angle offset from 0 (0 degree) to 255 (360 degree).

• SHAPE FADE

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma*
245	Smooth, fading curve
243	gamma 2
244	Smooth, fading curve
.	gamma 1,986
.	Smooth, fading curve
.	gamma 1,993
.	Smooth, fading curve
18	gamma 0,513
17	Smooth, fading curve
16	gamma 0,506
0-15	Smooth, fading curve
	gamma 0,5
	Snap

•SHAPE RGBW

SHAPE DIMMER BACKGROUND DIMMER



• **SHAPE TRANSITION**

LED reference number for pixel mapping

TILT: channel 16 @ 200 bit

BIT	EFFECT
255	4 sec
.	
.	
216	3 sec
.	
.	
171	2 sec
.	
.	
113	1 sec
.	
.	
73	0,5 sec
.	
.	100 ms
5	No fade
0-4	

