



## OPERATING MODE

Arolla Profile MP has one single operating mode that take 37 DMX channels.

## DMX PROTOCOL

<i>DMX Parameter</i>	<i>FUNCTION</i>
<b>1</b>	CYAN
<b>2</b>	MAGENTA
<b>3</b>	YELLOW
<b>4</b>	CTO
<b>5</b>	COLOR FUNCTION
<b>6</b>	COLOR WHEEL
<b>7</b>	STROBE
<b>8</b>	DIMMER
<b>9</b>	DIMMER FINE
<b>10</b>	IRIS
<b>11</b>	ROTATING GOBO INSERTION
<b>12</b>	GOBO ROTATION
<b>13</b>	GOBO ROTATION FINE
<b>14</b>	PRISM INSERTION
<b>15</b>	PRISM ROTATION
<b>16</b>	EFFECT WHEEL INSERTION
<b>17</b>	EFFECT WHEEL ROTATION
<b>18</b>	FROST
<b>19</b>	FOCUS








<i>DMX Parameter</i>	<i>FUNCTION</i>
<b>20</b>	ZOOM
<b>21</b>	FRAMING BLADE 1 MOVEMENT
<b>22</b>	FRAMING BLADE 1 SWIVELLING
<b>23</b>	FRAMING BLADE 2 MOVEMENT
<b>24</b>	FRAMING BLADE 2 SWIVELLING
<b>25</b>	FRAMING BLADE 3 MOVEMENT
<b>26</b>	FRAMING BLADE 3 SWIVELLING
<b>27</b>	FRAMING BLADE 4 MOVEMENT
<b>28</b>	FRAMING BLADE 4 SWIVELLING
<b>29</b>	FRAMING ROTATION
<b>30</b>	FRAMING MACRO
<b>31</b>	FRAMING MACRO SPEED
<b>32</b>	PAN
<b>33</b>	PAN FINE
<b>34</b>	TILT
<b>35</b>	TILT FINE
<b>36</b>	RESET
<b>37</b>	FUNCTION

## Function details

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
<b>1</b>	<b>000 – 255</b>	<b>CYAN</b>
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
<b>2</b>	<b>000 – 255</b>	<b>MAGENTA</b>
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
<b>3</b>	<b>000 – 255</b>	<b>YELLOW</b>
		Linear 0 – 100% white to full (CMY)
		Linear 0 – 100% full to white (RGB)
<b>4</b>	<b>000 – 255</b>	<b>CTO</b>
		Linear 0 – 100% white to CT
<b>5</b>		<b>COLOR Function</b>
	<b>000 – 085</b>	Full Colour
	<b>086 – 170</b>	Half Colour
	<b>171 – 255</b>	Linear Path

<b>DMX Parameter</b>	<b>Bit Values</b>	<b>Function</b>
<b>6</b>		<b>COLOR WHEEL</b>
		<b>FULL COLOR MODE</b>
	<b>000 – 009</b>	White
	<b>010 – 019</b>	Dark Red
	<b>020 – 029</b>	Brilliant Blue
	<b>030 – 039</b>	Deep Green
	<b>040 – 049</b>	Golden Amber
	<b>050 – 059</b>	CRI-4
	<b>060 – 069</b>	Dark Orange
	<b>070 – 079</b>	Navy Blue
	<b>080 – 127</b>	CW rotation from slow to fast
	<b>128 – 255</b>	Linear colour insertion
		<b>HALF COLOR MODE</b>
	<b>000 – 004</b>	White
	<b>005 – 009</b>	Empty + Dark Red
	<b>010 – 014</b>	Dark Red
	<b>015 – 019</b>	Dark Red + Brilliant Blue
	<b>020 – 024</b>	Brilliant Blue
	<b>025 – 029</b>	Brilliant Blue + Deep Green
	<b>030 – 034</b>	Deep Green
	<b>035 – 039</b>	Deep Green + Golden Amber
	<b>040 – 044</b>	Golden Amber
	<b>045 – 049</b>	Golden Amber + CRI-4
	<b>050 – 054</b>	CRI-4
	<b>055 – 059</b>	CRI-4 + Dark Orange
	<b>060 – 064</b>	Dark Orange
	<b>065 – 069</b>	Dark Orange + Navy Blue
	<b>070 – 074</b>	Navy Blue
	<b>075 – 079</b>	Navy Blue + White
	<b>080 – 127</b>	CW rotation from slow to fast
	<b>128 – 255</b>	Linear colour insertion
		<b>LINEAR PATH</b>
	<b>000 – 009</b>	White
	<b>010 – 019</b>	Dark Red
	<b>020 – 029</b>	Brilliant Blue
	<b>030 – 039</b>	Deep Green
	<b>040 – 049</b>	Golden Amber
	<b>050 – 059</b>	CRI-4
	<b>060 – 069</b>	Dark Orange
	<b>070 – 079</b>	Navy Blue
	<b>080 – 127</b>	CW rotation from slow to fast
	<b>128 – 255</b>	Linear colour insertion

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
<b>7</b>		<b>STROBE</b>
	<b>000 – 003</b>	Closed
	<b>004 – 103</b>	Linear Strobe slow (1 flash/sec) to fast (25 flashes/sec)
	<b>104 – 107</b>	Open
	<b>108 – 207</b>	Linear Pulse slow to fast
	<b>208 – 212</b>	Open
	<b>213 – 225</b>	Random Strobe at low frequency
	<b>226 – 238</b>	Random Strobe at medium frequency
	<b>239 – 251</b>	Random Strobe at high frequency
	<b>252 – 255</b>	Open
<b>8</b>		<b>DIMMER</b>
	<b>000 – 255</b>	Linear Dimmer 0-100%
<b>9</b>	<b>000 – 255</b>	<b>DIMMER FINE (16 bit)</b>
<b>10</b>		<b>IRIS</b>
	<b>000 – 127</b>	Linear open Min to Max
	<b>128 – 131</b>	Open
	<b>132 – 171</b>	Pulse slow to fast
	<b>172 – 211</b>	Pulse slow to fast - instant opening
	<b>212 – 251</b>	Pulse slow to fast - instant closing
	<b>252 – 255</b>	Open

DMX Parameter	Bit Values	Function
<b>11</b>		<b>ROTATING GOBO CHANGE</b>
	<b>000 – 008</b>	Empty position
	<b>009 – 017</b>	Gobo 1 
	<b>018 – 026</b>	Gobo 2 
	<b>027 – 035</b>	Gobo 3 
	<b>036 – 044</b>	Gobo 4 
	<b>045 – 053</b>	Gobo 5 
	<b>054 – 062</b>	Gobo 6 
	<b>063 – 071</b>	Gobo 7 
	<b>072 – 113</b>	Linear CCW wheel rotation from fast to slow
	<b>114 – 117</b>	Stop
	<b>118 – 159</b>	Linear CW wheel rotation from slow to fast
	<b>160 – 173</b>	Gobo 1 shakes low to fast
	<b>174 – 187</b>	Gobo 2 shakes low to fast
	<b>188 – 200</b>	Gobo 3 shakes slow to fast
<b>201 – 214</b>	Gobo 4 shakes slow to fast	
<b>215 – 227</b>	Gobo 5 shakes slow to fast	
<b>228 – 241</b>	Gobo 6 shakes slow to fast	
<b>242 - 255</b>	Gobo 7 shakes slow to fast	

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
<b>12</b>		<b>GOBO ROTATION</b>
	<b>000 – 127</b>	Gobo indexing: 0° to 540° range
	<b>128 – 190</b>	Linear CW fast to slow
	<b>191 – 192</b>	Stop
	<b>193 – 255</b>	Linear CCW slow to fast
<b>13</b>		<b>FINE GOBO ROTATION</b>
	<b>000 – 255</b>	Fine CCW gobo Indexing
<b>14</b>		<b>4 Facet PRISM INSERTION</b>
	<b>000 – 127</b>	Prism Out
	<b>128 – 255</b>	Prism In
<b>15</b>		<b>PRISM ROTATION</b>
	<b>000 – 127</b>	Prism indexing: 0° to 540° range
	<b>128 – 190</b>	Continuous CW fast to slow
	<b>191 – 192</b>	Stop
<b>16</b>		<b>EFFECT WHEEL INSERTION</b>
	<b>000 – 007</b>	Effect wheel Out
	<b>008 – 255</b>	Effect wheel In
<b>17</b>		<b>EFFECT WHEEL ROTATION</b>
	<b>000 – 004</b>	Stop
	<b>005 – 127</b>	CW linear slow to fast
	<b>128 – 131</b>	Stop
	<b>132 – 255</b>	CCW linear slow fast

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
<b>18</b>		<b>FROST</b>
	<b>000 – 255</b>	Linear Frost
<b>19</b>		<b>FOCUS</b>
	<b>000 – 255</b>	Linear Focus
<b>20</b>		<b>ZOOM</b>
	<b>000 – 255</b>	Linear narrow 000 – wide 255 (beam angle 128 default setting)
<b>21</b>	<b>000 – 255</b>	<b>BLADE 1 - Linear Insertion</b>
<b>22</b>		<b>BLADE 1 SWIVELLING</b>
	<b>000 – 127</b>	Swivelling from -25 degrees to 0 degrees
	<b>128</b>	0 degrees
	<b>129 – 255</b>	Swivelling from 0 degrees to +25 degrees
<b>23</b>	<b>000 – 255</b>	<b>BLADE 2 - Linear Insertion</b>
<b>24</b>		<b>BLADE 2 SWIVELLING</b>
	<b>000 – 127</b>	Swivelling from -25 degrees to 0 degrees
	<b>128</b>	0 degrees
	<b>129 – 255</b>	Swivelling from 0 degrees to +25 degrees
<b>25</b>	<b>000 – 255</b>	<b>BLADE 3 - Linear Insertion</b>
<b>26</b>		<b>BLADE 3 SWIVELLING</b>
	<b>000 – 127</b>	Swivelling from -25 degrees to 0 degrees
	<b>128</b>	0 degrees
	<b>129 – 255</b>	Swivelling from 0 degrees to +25 degrees
<b>27</b>	<b>000 – 255</b>	<b>BLADE 4 - Linear Insertion</b>
<b>28</b>		<b>BLADE 4 SWIVELLING</b>
	<b>000 – 127</b>	Swivelling from -25 degrees to 0 degrees
	<b>128</b>	0 degrees
	<b>129 – 255</b>	Swivelling from 0 degrees to +25 degrees
<b>29</b>		<b>FRAMING ROTATION</b>
	<b>000 – 127</b>	Linear rotation CCW
	<b>128</b>	Middle
	<b>129-255</b>	Linear rotation CW



<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
<b>30</b>		<b>FRAMING MACRO EFFECTS</b>
	<b>000 – 003</b>	Macro OFF
	<b>004 – 011</b>	Macro 1
	<b>012 – 018</b>	Macro 2
	<b>019 – 025</b>	Macro 3
	<b>026 – 032</b>	Macro 4
	<b>033 – 039</b>	Macro 5
	<b>040 – 047</b>	Macro 6
	<b>048 – 054</b>	Macro 7
	<b>055 – 061</b>	Macro 8
	<b>062 – 068</b>	Macro 9
	<b>069 – 075</b>	Macro 10
	<b>076 – 082</b>	Macro 11
	<b>083 – 090</b>	Macro 12
	<b>091 – 097</b>	Macro 13
	<b>098 – 104</b>	Macro 14
	<b>105 – 111</b>	Macro 15
	<b>112 – 118</b>	Macro 16
	<b>119 – 125</b>	Macro 17
	<b>126 – 133</b>	Macro 18
	<b>134 – 140</b>	Macro 19
	<b>141 – 147</b>	Macro 20
	<b>148 – 154</b>	Macro 21
	<b>155 – 161</b>	Macro 22
	<b>162 – 168</b>	Macro 23
	<b>169 – 176</b>	Macro 24
	<b>177 – 183</b>	Macro 25
	<b>184 – 190</b>	Macro 26
	<b>191 – 197</b>	Macro 27
	<b>198 – 204</b>	Macro 28
	<b>205 – 211</b>	Macro 29
	<b>212 – 219</b>	Macro 30
	<b>220 – 226</b>	Macro 31
	<b>227 – 233</b>	Macro 32
	<b>234 – 240</b>	Macro 33
<b>241 – 247</b>	Macro 34	
<b>248 – 255</b>	Macro 35	
<b>31</b>		<b>FRAMING MACRO EFFECTS SPEED</b>
	<b>000 – 255</b>	Macro Speed Slow to Fast
<b>32</b>		<b>PAN</b>
	<b>000 – 255</b>	Pan CCW 0° to 540° (default setting)
<b>33</b>	<b>000 – 255</b>	<b>PAN FINE</b>

<i>DMX Parameter</i>	<i>Bit Values</i>	<i>Function</i>
	<b>000 – 255</b>	<b>TILT</b> CW 0° to 270° (default setting)
<b>35</b>	<b>000 – 255</b>	<b>TILT FINE</b>
<b>36</b>		<b>RESET:</b> The reset sequence is activated staying in the range for 5 seconds
	<b>000 – 025</b>	Unused range
	<b>026 – 076</b>	Effects reset
	<b>077 – 127</b>	Pan / Tilt reset
	<b>128 – 255</b>	Complete fixture reset
<b>37</b>		<b>FUNCTION</b>
	<b>000 – 020</b>	Unused range
	<b>021 – 030</b>	P/T Smooth OFF
	<b>031 – 040</b>	P/T Smooth ON (Default)
	<b>041 – 050</b>	Dimmer curve 1
	<b>051 – 060</b>	Dimmer curve 2
	<b>061 – 070</b>	Dimmer curve 3
	<b>071 – 080</b>	Dimmer curve 4
	<b>081 – 090</b>	Fan mode Auto (Default)
	<b>091 – 095</b>	Fan mode SLN
	<b>096 – 100</b>	Fan mode Theatre
	<b>101 – 105</b>	Fan mode RNR
	<b>106 – 110</b>	Fan mode Standard
	<b>111 – 120</b>	Pan/Tilt Slow speed
	<b>121 – 130</b>	Pan/Tilt Medium speed
	<b>131 – 140</b>	Pan/Tilt Fast speed (Default)
	<b>141 – 150</b>	CMY Normal speed
	<b>151 – 160</b>	CMY Fast speed (Default)
	<b>161 – 170</b>	Display OFF (Default)
	<b>171 – 180</b>	Display ON
	<b>181 – 190</b>	PWM Frequency 600Hz
	<b>191 – 200</b>	PWM Frequency 1200Hz
	<b>201 – 210</b>	PWM Frequency 2000Hz
	<b>211 – 220</b>	PWM Frequency 4000Hz
	<b>221 – 230</b>	PWM Frequency 6000Hz
<b>231 – 240</b>	PWM Frequency 20000Hz (Default)	
<b>241 – 255</b>	Unused range	
		<b>IMPORTANT:</b> The functions are activated/selected staying in the necessary range for 3 seconds

## IMPORTANT NOTE

To ensure reliable operation of the effects, it is suggested to keep the light source of the projector switch-on for few minutes before moving the effects. Claypaky use a high-performance lubricant that is designed to work within the high temperature environment in Claypaky's modern moving light fixtures. In cold environments, it may take several minutes for the lubricant to reach optimum fluidity and all functions to reach optimum performance.

To preserve the LED engine, it is suggested to set the Dimmer channel @ 0bit a few minutes before turning off the fixture.

To prevent accidental breakage of the effects, which could collide with each other's during transport, before switching the projector OFF, check that all the DMX parameters have been excluded (DMX level @0 bit).

