

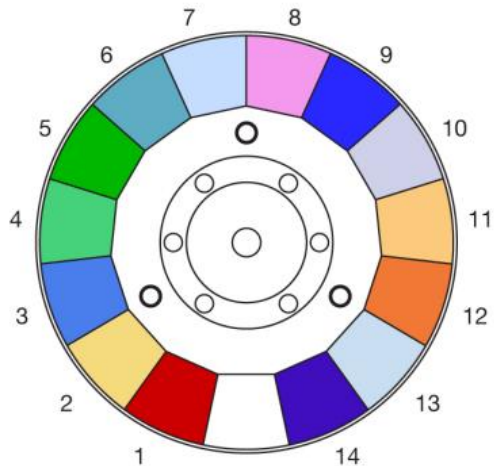
### DMX list

<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>	COLOUR WHEEL
<b>7</b>	STROBE
<b>8</b>	DIMMER
<b>9</b>	DIMMER FINE
<b>10</b>	IRIS
<b>11</b>	STATIC GOBO
<b>12</b>	ANIMATION WHEEL INSERTION
<b>13</b>	ANIMATION WHEEL ROTATION
<b>14</b>	ROTATING GOBO INSERTION
<b>15</b>	GOBO ROTATION
<b>16</b>	GOBO ROTATION FINE
<b>17</b>	4 FACET PRISM INSERTION
<b>18</b>	4 FACET PRISM ROTATION
<b>19</b>	8 FACET PRISM INSERTION
<b>20</b>	8 FACET PRISM ROTATION
<b>21</b>	FROST
<b>22</b>	ZOOM

<i>DMX Parameter</i>	<i>FUNCTION</i>
<b>23</b>	FOCUS
<b>24</b>	FOCUS FINE
<b>25</b>	BEAM MODE
<b>26</b>	FRAMING BLADE 1 MOVEMENT
<b>27</b>	FRAMING BLADE 1 SWIVELLING
<b>28</b>	FRAMING BLADE 2 MOVEMENT
<b>29</b>	FRAMING BLADE 2 SWIVELLING
<b>30</b>	FRAMING BLADE 3 MOVEMENT
<b>31</b>	FRAMING BLADE 3 SWIVELLING
<b>32</b>	FRAMING BLADE 4 MOVEMENT
<b>33</b>	FRAMING BLADE 4 SWIVELLING
<b>34</b>	FRAMING ROTATION
<b>35</b>	FRAMING MACRO
<b>36</b>	FRAMING MACRO SPEED
<b>37</b>	PAN
<b>38</b>	PAN FINE
<b>39</b>	TILT
<b>40</b>	TILT FINE
<b>41</b>	FUNCTION
<b>42</b>	RESET
<b>43</b>	LAMP CONTROL
-	-

### Function Detail

DMX Parameter	Bit Values	Function
1	000 – 255	<b>CYAN</b> Linear 0 – 100% from white to full (Colour Mixing → CMY) Linear 0 – 100% from full to white (Colour Mixing → RGB)
2	000 – 255	<b>MAGENTA</b> Linear 0 – 100% from white to full (Colour Mixing → CMY) Linear 0 – 100% from full to white (Colour Mixing → RGB)
3	000 – 255	<b>YELLOW</b> Linear 0 – 100% from white to full (Colour Mixing → CMY) Linear 0 – 100% from full to white (Colour Mixing → RGB)
4	000 – 255	<b>CTO</b> Linear 0 – 100% from white to full
5		<b>COLOR Function</b>
	000 – 089	Full Color
	090 – 170	Half Color
	171 – 255	Linear Path
6		<b>COLOR WHEEL</b>
		<b>FULL COLOR (Parameter 5 – Bit 0 - 89)</b>
	000 – 005	Empty position
	006 – 011	Dark Red
	012 – 017	2500K
	018 – 023	Brilliant Blue
	024 – 029	Light Green
	030 – 035	Dark Green
	036 – 041	Aquamarine
	042 – 047	Lavender
	048 – 053	Pink
	054 – 059	Navy Blue
	060 – 065	H.M. Green
	066 – 071	Light Orange
	072 – 077	Dark Orange
	078 – 083	CCT Blue
	084 – 089	UV
	090 – 127	CW rotation from slow to fast
128 – 255	Indexing position from 0 to 360°	





# Sharpy X Frame & FD

## DMX Chart

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<b>DMX Parameter</b>	<b>Bit Values</b>	<b>Function</b>
<b>6</b>		<b>HALF COLOR (Parameter 5 – Bit 90 - 170)</b>
	<b>000 – 002</b>	Empty position
	<b>003 – 005</b>	Empty + Dark Red
	<b>006 – 008</b>	Dark Red
	<b>009 – 011</b>	Dark Red + 2500K
	<b>012 – 014</b>	2500K
	<b>015 – 017</b>	2500K + Brilliant Blue
	<b>018 – 020</b>	Brilliant Blue
	<b>021 – 023</b>	Brilliant Blue + Light Green
	<b>024 – 026</b>	Light Green
	<b>027 – 029</b>	Light Green + Dark Green
	<b>030 – 032</b>	Dark Green
	<b>033 – 035</b>	Dark Green + Aquamarine
	<b>036 – 038</b>	Aquamarine
	<b>039 – 041</b>	Aquamarine + Lavender
	<b>042 – 044</b>	Lavender
	<b>045 – 047</b>	Lavender + Pink
	<b>048 – 050</b>	Pink
	<b>051 – 053</b>	Pink + Navy Blue
	<b>054 – 056</b>	Navy Blue
	<b>057 – 059</b>	Navy Blue + H.M. Green
	<b>060 – 062</b>	H.M. Green
	<b>063 – 065</b>	H.M. Green + Light Orange
	<b>066 – 068</b>	Light Orange
	<b>069 – 071</b>	Light Orange + Dark Orange
	<b>072 – 074</b>	Dark Orange
	<b>075 – 077</b>	Dark Orange + CCT Blue
	<b>078 – 080</b>	CCT Blue
<b>081 – 083</b>	CCT Blue + UV	
<b>084 – 086</b>	UV	
<b>087 – 089</b>	UV + Empty	
<b>090 – 127</b>	CW rotation from slow to fast	
<b>128 – 255</b>	Indexing position from 0 to 360°	



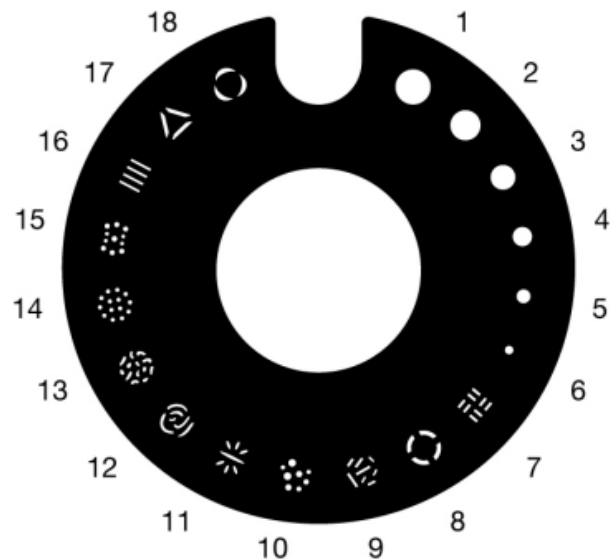
# SharpX X Frame & FD

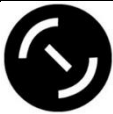

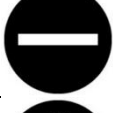
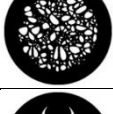
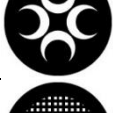
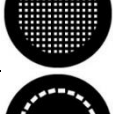
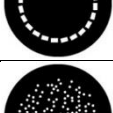

## DMX Chart

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DMX Parameter	Bit Values	Function
6		<b>LINEAR PATH (Parameter 5 – Bit 171 - 255)</b>
	000	Empty position
	006	Dark Red
	012	2500K
	018	Brilliant Blue
	024	Light Green
	030	Dark Green
	036	Aquamarine
	042	Lavender
	048	Pink
	054	Navy Blue
	060	H.M. Green
	066	Light Orange
	072	Dark Orange
	078	CCT Blue
	084	UV
	090 – 127	CW rotation from slow to fast
128 – 255	Indexing position from 0 to 360°	
7		<b>STROBE</b>
	000 – 003	Closed
	004 – 103	Linear Strobe from slow (1 flash/sec) to fast (12 flashes/sec)
	104 – 107	Open
	108 – 207	Linear Pulse from slow to fast
	208 – 212	Open
	213 – 225	Random Strobe at low frequency
	226 – 238	Random Strobe at medium frequency
	239 – 251	Random Strobe at high frequency
252 – 255	Open	
8	000 – 255	<b>DIMMER 0-100%</b>
9	000 – 255	<b>DIMMER FINE (16 bit)</b>
10		<b>IRIS</b>
	000 – 127	Linear Open from Min to Max
	128 – 131	Open
	132 – 171	Pulse from slow to fast
	172 – 211	Pulse from slow to fast - instant opening
	212 – 251	Pulse from slow to fast - instant closing
252 – 255	Open	

DMX Parameter	Bit Values	Function
11		<b>STATIC GOBO WHEEL</b>
	000 – 003	Empty position
	004 – 007	Gobo 1
	008 – 011	Gobo 2
	012 – 014	Gobo 3
	015 – 018	Gobo 4
	019 – 022	Gobo 5
	023 – 026	Gobo 6
	027 – 029	Gobo 7
	030 – 033	Gobo 8
	034 – 037	Gobo 9
	038 – 041	Gobo 10
	042 – 044	Gobo 11
	045 – 048	Gobo 12
	049 – 052	Gobo 13
	053 – 056	Gobo 14
	057 – 059	Gobo 15
	060 – 063	Gobo 16
	064 – 067	Gobo 17
	068 – 071	Gobo 18
	072 – 113	Linear CCW from fast to slow
	114 – 117	Stop
	118 – 159	Linear CW from slow to fast
	160 – 165	Gobo 1 shakes from slow to fast
	166 – 170	Gobo 2 shakes from slow to fast
	171 – 175	Gobo 3 shakes from slow to fast
	176 – 181	Gobo 4 shakes from slow to fast
	182 – 186	Gobo 5 shakes from slow to fast
	187 – 191	Gobo 6 shakes from slow to fast
	192 – 196	Gobo 7 shakes from slow to fast
	197 – 202	Gobo 8 shakes from slow to fast
	203 – 207	Gobo 9 shakes from slow to fast
208 – 212	Gobo 10 shakes from slow to fast	
213 – 218	Gobo 11 shakes from slow to fast	
219 – 223	Gobo 12 shakes from slow to fast	
224 – 228	Gobo 13 shakes from slow to fast	
229 – 233	Gobo 14 shakes from slow to fast	
234 – 239	Gobo 15 shakes from slow to fast	
240 – 244	Gobo 16 shakes from slow to fast	
245 – 249	Gobo 17 shakes from slow to fast	
250 – 255	Gobo 18 shakes from slow to fast	
12		<b>ANIMATION WHEEL INSERTION</b>
	000 – 007	Animation wheel out
	008 – 255	Animation wheel linear insertion



DMX Parameter	Bit Values	Function
<b>13</b>		<b>ANIMATION WHEEL ROTATION</b>
	<b>000 – 003</b>	Stop
	<b>004 – 127</b>	Linear CCW rotation from slow to fast
	<b>128 – 131</b>	Stop
	<b>132 – 255</b>	Linear CW rotation from slow to fast
<b>14</b>		<b>ROTATING GOBO CHANGE</b>
	<b>000 – 007</b>	Empty position
	<b>008 – 015</b>	Gobo 1 
	<b>016 – 023</b>	Gobo 2 
	<b>024 – 031</b>	Gobo 3 
	<b>032 – 039</b>	Gobo 4 
	<b>040 – 047</b>	Gobo 5 
	<b>048 – 055</b>	Gobo 6 
	<b>056 – 062</b>	Gobo 7 
	<b>063 – 071</b>	Gobo 8 
	<b>072 – 113</b>	Linear CW from fast to slow
	<b>114 – 117</b>	Stop
	<b>118 – 159</b>	Linear CCW from slow to fast
	<b>160 – 171</b>	Gobo 1 shakes from slow to fast
	<b>172 – 183</b>	Gobo 2 shakes from slow to fast
	<b>184 – 195</b>	Gobo 3 shakes from slow to fast
	<b>196 – 207</b>	Gobo 4 shakes from slow to fast
	<b>208 – 219</b>	Gobo 5 shakes from slow to fast
	<b>220 – 231</b>	Gobo 6 shakes from slow to fast
	<b>232 – 243</b>	Gobo 7 shakes from slow to fast
	<b>244 – 255</b>	Gobo 8 shakes from slow to fast

<b>DMX Parameter</b>	<b>Bit Values</b>	<b>Function</b>
<b>15</b>		<b>GOBO ROTATION</b>
	<b>000 – 127</b>	Gobo Indexing: 0° to 540° range
	<b>128 – 190</b>	Linear CW from fast to slow
	<b>191 – 192</b> <b>193 – 255</b>	Stop Linear CCW from slow to fast
<b>16</b>	<b>000 – 255</b>	<b>FINE GOBO ROTATION</b>
<b>17</b>		<b>4 PRISM INSERTION</b>
	<b>000 – 127</b> <b>128 – 255</b>	4 Prism Out 4 facet Prism In
<b>18</b>		<b>4 PRISM ROTATION</b>
	<b>000 – 127</b>	Prism indexing: 0° to 540° range
	<b>128 – 190</b>	Linear CW from fast to slow
	<b>191 – 192</b> <b>193 – 255</b>	Stop Linear CCW from slow to fast
<b>19</b>		<b>8 PRISM INSERTION</b>
	<b>000 – 127</b> <b>128 – 255</b>	8 Prism Out 8 facet Prism In
<b>20</b>		<b>8 PRISM ROTATION</b>
	<b>000 – 127</b>	Prism indexing: 0° to 540° range
	<b>128 – 190</b>	Linear CW fast to slow
	<b>191 – 192</b> <b>193 – 255</b>	Stop Linear CCW slow to fast
<b>21</b>	<b>000 – 255</b>	<b>FROST</b> 0-100% Linear
<b>22</b>	<b>000 – 255</b>	<b>ZOOM</b>
<b>23</b>	<b>000 – 255</b>	<b>FOCUS</b>
<b>24</b>	<b>000 – 255</b>	<b>FOCUS FINE</b>
<b>25</b>		<b>BEAM MODE</b>
	<b>000 – 127</b> <b>128 – 255</b>	SPOT mode BEAM mode
<b>26</b>	<b>000 – 255</b>	<b>BLADE 1 MOVEMENT</b>
<b>27</b>		<b>BLADE 1 SWIVELLING</b>
	<b>000 – 255</b>	Swivelling from -25 degrees to +25 degrees
<b>28</b>	<b>000 – 255</b>	<b>BLADE 2 MOVEMENT</b>
<b>29</b>		<b>BLADE 2 SWIVELLING</b>
	<b>000 – 255</b>	Swivelling from -25 degrees to 0 +25 degrees
<b>30</b>	<b>000 – 255</b>	<b>BLADE 3 MOVEMENT</b>
<b>31</b>		<b>BLADE 3 SWIVELLING</b>
	<b>000 – 127</b>	Swivelling from -25 degrees to +25 degrees
<b>32</b>	<b>000 – 255</b>	<b>BLADE 4 MOVEMENT</b>
<b>33</b>		<b>BLADE 4 SWIVELLING</b>
	<b>000 – 255</b>	Swivelling from -25 degrees to +25 degrees



# Sharpay X Frame & FD

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## DMX Chart

<b>DMX Parameter</b>	<b>Bit Values</b>	<b>Function</b>
<b>34</b>		<b>FRAMING ROTATION</b>
	<b>000 – 127</b>	Left to Center
	<b>128</b>	Center
	<b>129 - 255</b>	Center to Right
<b>35</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>36</b>	<b>000 – 255</b>	<b>FRAMING MACRO EFFECTS SPEED</b>
<b>37</b>	<b>000 – 255</b>	<b>PAN</b> from 0° to 540° (default setting)
<b>38</b>	<b>000 – 255</b>	<b>PAN FINE</b>



DMX Parameter	Bit Values	Function
<b>39</b>	<b>000 – 255</b>	<b>TILT</b> from 0° to 270° (default setting)
<b>40</b>	<b>000 – 255</b>	<b>TILT FINE</b>
<b>41</b>		<b>FUNCTION</b>
	<b>000 – 110</b>	Unused range
	<b>111 – 120</b>	CMY movement Normal speed
	<b>121 – 130</b>	CMY movement Fast speed (Default setting)
	<b>131 – 150</b>	Unused range
	<b>151 – 155</b>	Pan/Tilt movement STD speed
	<b>156 – 160</b>	Pan/Tilt movement Boost speed
	<b>161 – 170</b>	Display OFF (Default setting)
	<b>171 – 180</b>	Display ON
	<b>181 – 190</b>	Framing dimming delay ON
	<b>191 – 200</b>	Framing dimming delay OFF (Default setting)
	<b>201 – 210</b>	CMY curve Standard (Default)
	<b>211 – 220</b>	CMY curve Linear
	<b>221 – 225</b>	Dimmer calibration factory
	<b>226 – 230</b>	Dimmer calibration customized
	<b>231 – 235</b>	Set customized dimmer calibration When this option is activated is possible to set dimmer calibration of the 2 blades controlling the Cyan and Magenta DMX parameters.
	<b>236 – 240</b>	Record customized dimmer calibration
<b>241 – 245</b>	Safety Black Out On (Default) The dimmer is set automatically to zero in case of absence of DMX signal.	
<b>246 – 250</b>	Safety Black Out OFF	
<b>251 – 255</b>	Not used	
		<b>IMPORTANT:</b> Functions are activated/selected staying in the necessary range for 3 seconds
<b>42</b>		<b>RESET</b>
	<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>IMPORTANT:</b> Reset sequence is activated staying in the range for 5 seconds
<b>43</b>	<b>000 – 025</b>	<b>LAMP CONTROL</b> Unused range
	<b>026 – 100</b>	Lamp OFF Lamp switch-off staying in this range for 3 seconds
	<b>101 – 255</b>	Lamp ON Lamp switch-on staying in this range for 3 seconds <b>Important: SHARPY X Frame</b> is not provided with hot re-strike igniter After switching-off the lamp wait at least 2 minutes before switching-on it again

### **IMPORTANT NOTES**

After switching-off the lamp we recommend to wait at least 2 minutes before switching-on it again

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 fixture Channels have been excluded (DMX level = 0 bit.).

Remember to "Switch-Off" the lamp, before to "Switch-Off" the fixture.

To ensure reliable operation of the effects, it is suggested to keep the lamp 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.