



### OPERATING MODE

Arolla Spot MP has two different operating modes.

Standard mode that takes 29 DMX parameters.

Extended mode that takes 31 DMX parameters (Available from firmware version V5.4).

### DMX PROTOCOL

<i>STANDARD Mode</i>	<i>EXTENDED Mode</i>	<i>FUNCTION</i>
1	1	CYAN
2	2	MAGENTA
3	3	YELLOW
4	4	CTO
5	5	COLOR FUNCTION
6	6	COLOR WHEEL
7	7	STROBE
8	8	DIMMER
9	9	DIMMER FINE
10	10	IRIS
11	11	ROTATING GOBO 1 INSERTION
12	12	GOBO 1 ROTATION
13	13	GOBO 1 ROTATION FINE
14	14	ROTATING GOBO 2 INSERTION
15	15	GOBO 2 ROTATION
16	16	GOBO 2 ROTATION FINE
17	17	PRISM INSERTION
18	18	PRISM ROTATION
19	19	EFFECT WHEEL INSERTION
20	20	EFFECT WHEEL ROTATION
21	21	FROST
22	22	FOCUS
-	23	FOCUS FINE
23	24	ZOOM
-	25	ZOOM FINE
24	26	PAN
25	27	PAN FINE
26	28	TILT
27	29	TILT FINE
28	30	RESET
29	31	FUNCTION

### Function details

STANDARD Mode	EXTENDED Mode	Bit Values	Function
1	1	0 – 255	<b>CYAN</b>
			Linear 0 – 100% white to full (Color → CMY)
			Linear 0 – 100% full to white (Color → RGB)
2	2	0 – 255	<b>MAGENTA</b>
			Linear 0 – 100% white to full (Color → CMY)
			Linear 0 – 100% full to white (Color → RGB)
3	3	0 – 255	<b>YELLOW</b>
			Linear 0 – 100% white to full (Color → CMY)
			Linear 0 – 100% full to white (Color → RGB)
4	4	0 – 255	<b>CTO</b>
			Linear 0 – 100% white to full.
5	5		<b>COLOR Function</b>
		000 – 085	Full Color
		086 – 170	Half Color
		171 – 255	Linear Path



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## DMX chart

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

















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STANDARD Mode	EXTENDED Mode	Bit Values	Function
7	7		<b>STROBE</b>
		000 – 003	Closed
		004 – 103	Linear Strobe slow (1 flash/sec) to fast (25 flashes/sec)
		104 – 107	Open
		108 – 207	Linear Pulse slow to fast
		208 – 212	Open
		213 – 225	Random Strobe low frequency
		226 – 238	Random Strobe medium frequency
		239 – 251	Random Strobe high frequency
		252 – 255	Open
8	8	000 – 255	<b>DIMMER</b>
			Linear Dimmer 0-100%.
9	9	000 – 255	<b>DIMMER FINE (16 bit)</b>
10	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 slow to fast - instant opening
		212 – 251	Pulse slow to fast - instant closing
		252 – 255	Open

STANDARD Mode	EXTENDED Mode	Bit Values	Function
11	11		<b>ROTATING GOBO 1 CHANGE</b>
		000 – 008	Empty position
		009 – 017	Gobo 1 
		018 – 026	Gobo 2 
		027 – 035	Gobo 3 
		036 – 044	Gobo 4 
		045 – 053	Gobo 5 
		054 – 062	Gobo 6 
		063 – 071	Gobo 7 
		072 – 113	Linear CCW fast to slow
		114 – 117	Stop
		118 – 159	Linear CW slow to fast
		160 – 173	Gobo 1 shakes slow to fast
		174 – 187	Gobo 2 shakes slow to fast
		188 – 200	Gobo 3 shakes slow to fast
		201 – 214	Gobo 4 shakes slow to fast
		215 – 227	Gobo 5 shakes slow to fast
		228 – 241	Gobo 6 shakes slow to fast
		242 - 255	Gobo 7 shakes slow to fast
12	12		<b>GOBO 1 ROTATION</b>
		000 – 127	Gobo indexing: 0° to 540° range
		128 – 190	Linear CW fast to slow
		191 – 192	Stop
		193 – 255	Linear CCW slow to fast

STANDARD Mode	EXTENDED Mode	Bit Values	Function
<b>13</b>	<b>13</b>	<b>0 – 255</b>	<b>FINE GOBO 1 ROTATION</b>
			Fine CCW Gobo Indexing
<b>14</b>	<b>14</b>		<b>ROTATING GOBO 2 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 fast to slow
		<b>114 – 117</b>	Stop
		<b>118 – 159</b>	Linear CW slow to fast
		<b>160 – 173</b>	Gobo 1 shakes slow to fast
		<b>174 – 187</b>	Gobo 2 shakes slow 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		



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STANDARD Mode	EXTENDED Mode	Bit Values	Function
15	15		<b>GOBO 2 ROTATION</b>
		000 – 127	Indexing: 0° to 540° range
		128 – 190	Linear CW fast to slow
		191 – 192	Stop
		193 – 255	Linear CCW slow to fast
16	16		<b>FINE GOBO 2 ROTATION</b>
		000 – 255	Fine CCW
17	17		<b>4 FACET PRISM</b>
		000 – 127	Prism Out
		128 – 255	4 facet Prism IN
18	18		<b>4 FACET PRISM ROTATION</b>
		000 – 127	Prism indexing: 0° to 540° range
		128 – 190	CW linearly fast to slow
		191 – 192	Stop
		193 – 255	CCW linearly slow to fast
19	19		<b>EFFECT WHEEL INSERTION</b>
		000 – 007	Effect wheel out
		008 – 255	Effect wheel linear in
20	20		<b>EFFECT WHEEL ROTATION</b>
		000 – 004	Stop
		005 – 127	CW linearly slow to fast
		128 – 131	Stop
		132 – 255	CCW linearly slow fast
21	21	0 – 255	<b>FROST</b>
			Linear Frost
22	22	0 – 255	<b>FOCUS</b>
			Linear Focus
-	23	0 – 255	<b>FOCUS FINE</b> Focus fine
23	24	0 – 255	<b>ZOOM</b> Linear narrow 000 to wide 255 (Default setting 128 Bit)
-	25	0 – 255	<b>ZOOM FINE</b> Zoom fine
24	26	000 – 255	<b>PAN</b>
			Pan CCW 0° to 540° (default setting)
25	27	000 – 255	<b>PAN FINE</b>
			Fine CCW Pan
26	28	000 – 255	<b>TILT</b>
			Tilt CW 0° to 270° (default setting)
27	29	000 – 255	<b>TILT FINE</b>
			Fine CW Tilt



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STANDARD Mode	EXTENDED Mode	Bit Values	Function	
28	30		<b>RESET</b> The reset sequence is activated staying in the range for 5 seconds	
		000 – 025	Unused range	
		026 – 076	Effects reset	
		077 – 127	Pan / Tilt reset	
		128 – 255	Complete fixture reset	
29	31		<b>FUNCTION</b>	
		000 – 020	Unused range	
		021 – 030	P/T Smooth OFF	
		031 – 040	P/T Smooth ON ( <b>Default</b> )	
		041 – 050	Dimmer curve 1	<b>Details at page 11</b>
		051 – 060	Dimmer curve 2	
		061 – 070	Dimmer curve 3	
		071 – 080	Dimmer curve 4	
		081 – 090	Fan mode Auto ( <b>Default</b> )	
		091 – 095	Fan mode SLN	
		096 – 100	Fan mode Theatre	
		101 – 105	Fan mode RNR	
		106 – 110	Fan mode Standard	
		111 – 120	Pan/Tilt Slow speed	
		121 – 130	Pan/Tilt Medium speed	
		131 – 140	Pan/Tilt Fast speed ( <b>Default</b> )	
		141 – 150	CMY Normal speed	
		151 – 160	CMY Fast speed ( <b>Default</b> )	
		161 – 170	Display OFF ( <b>Default</b> )	
		171 – 180	Display ON	
		181 – 190	PWM Frequency 600Hz	
		191 – 200	PWM Frequency 1200Hz	
		201 – 210	PWM Frequency 2000Hz	
		211 – 220	PWM Frequency 4000Hz	
		221 – 230	PWM Frequency 6000Hz	
		231 – 240	PWM Frequency 20000Hz ( <b>Default</b> )	
		241 – 250	Pan/Tilt Follow Spot	
251 – 255	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 few minutes before turning off the power of the fixture.

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

