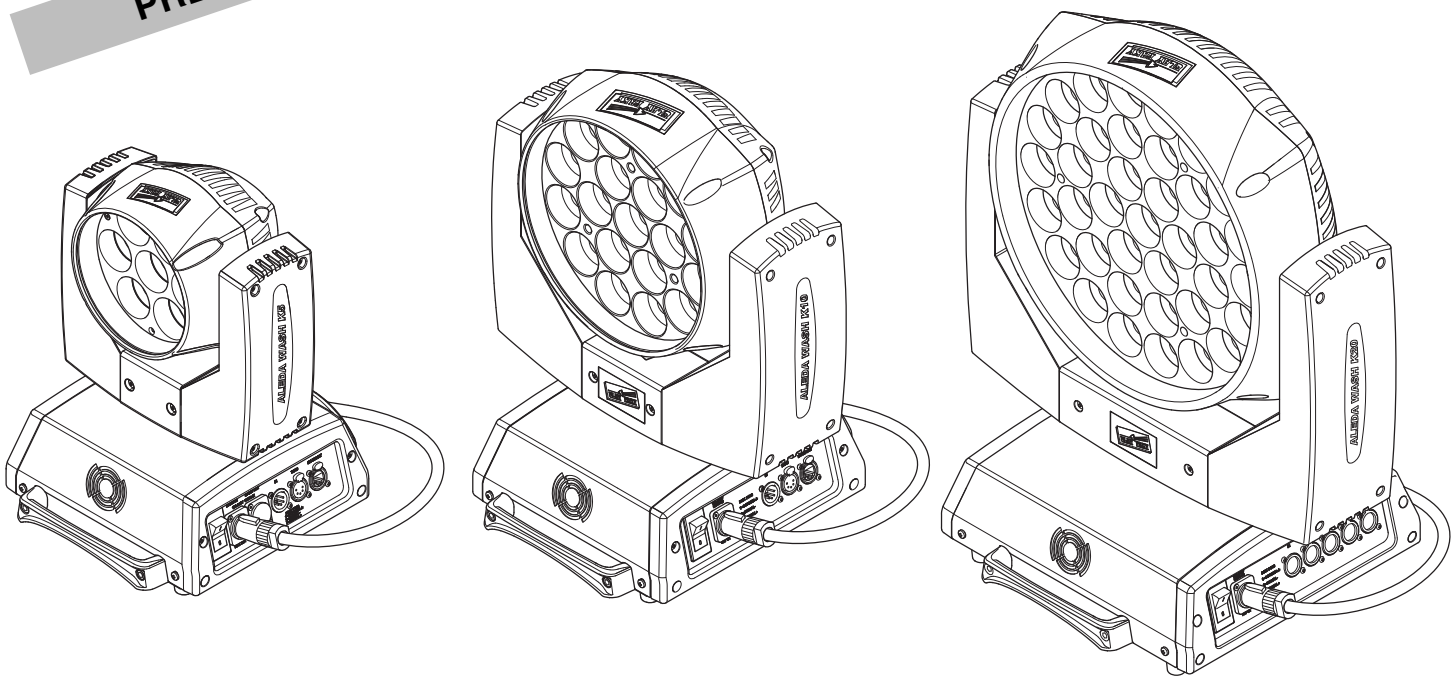
ENGLISH

www.claypaky.it

A.LEDA WASH K5 C61401
A.LEDA WASH K10 C61405
A.LEDA WASH K20 C61410

INSTRUCTION MANUAL

PRELIMINARY



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Congratulations on choosing a Clay Paky product!
We thank you for your custom.
Please note that this product, as all the others in the rich Clay Paky range, has been designed and made with total quality to ensure excellent performance and best meet your expectations and requirements.

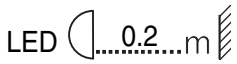
Carefully read this instruction manual in its entirety and keep it safe for future reference. It is essential to know the information and comply with the instructions given in this manual to ensure the fitting is installed, used and serviced correctly and safely.

CLAY PAKY S.p.A. disclaims all liability for damage to the fitting or to other property or persons deriving from installation, use and maintenance that have not been carried out in conformity with this instruction manual, which must always accompany the fitting.

CLAY PAKY S.p.A. reserves the right to modify the characteristics stated in this instruction manual at any time and without prior notice.

SAFETY INFORMATION

• Installation
Make sure all parts for fixing the projector are in a good state of repair.
Make sure the point of anchorage is stable before positioning the projector.
The safety chain must be properly hooked onto the fitting and secured to the framework, so that, if the primary support system fails, the fitting falls as little as possible.
If the safety chain gets used, it needs to be replaced with a genuine spare.



• Minimum distance of illuminated objects
The projector needs to be positioned so that the objects hit by the beam of light are at least 0.20 metres (8”) from the lens of the projector.

• Minimum distance from flammable materials
The projector must be positioned so that any flammable materials are at least 0.20 metres (8”) from every point on the surface of the fitting.

• Mounting surfaces
It is permissible to mount the fitting on normally flammable surfaces.

t_a 40°C

• Maximum ambient temperature
Do not operate the fixture if the ambient temperature (Ta) exceeds 40° C (104° F).

IP20

• IP20 protection rating
The fitting is protected against penetration by solid bodies of over 12mm (0.47”) in diameter (first digit 2), but not against dripping water, rain, splashes or jets of water (second digit 0).

• Protection against electrical shock
Connection must be made to a power supply system fitted with efficient earthing (**Class I** appliance according to standard EN 60598-1).
It is, moreover, recommended to protect the supply lines of the projectors from indirect contact and/or shorting to earth by using appropriately sized residual current devices.

• Connection to mains supply
Connection to the electricity mains must be carried out by a qualified electrical installer.
Check that the mains frequency and voltage correspond to those for which the projector is designed as given on the electrical data label.
This label also gives the input power to which you need to refer to evaluate the maximum number of fittings to connect to the electricity line, in order to avoid overloading.

t_c 90°C

• Temperature of the external surface
The maximum temperature that can be reached on the external surface of the fitting, in a thermally steady state, is 90°C (194°F).

• Maintenance
Before starting any maintenance work or cleaning the projector, cut off power from the mains supply.


LiFePO4

• Battery
This product contains a rechargeable lead-acid battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force. Instructions on how to remove the battery from the product are available on **www.claypaky.it**

CE

The products referred to in this manual conform to the European Community Directives to which they are subject:
• Low Voltage 2006/95/CE
• Electromagnetic Compatibility 2004/108/CE

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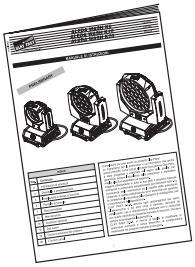

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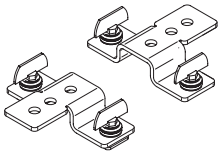

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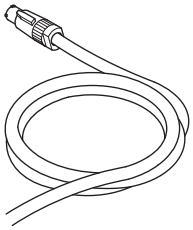
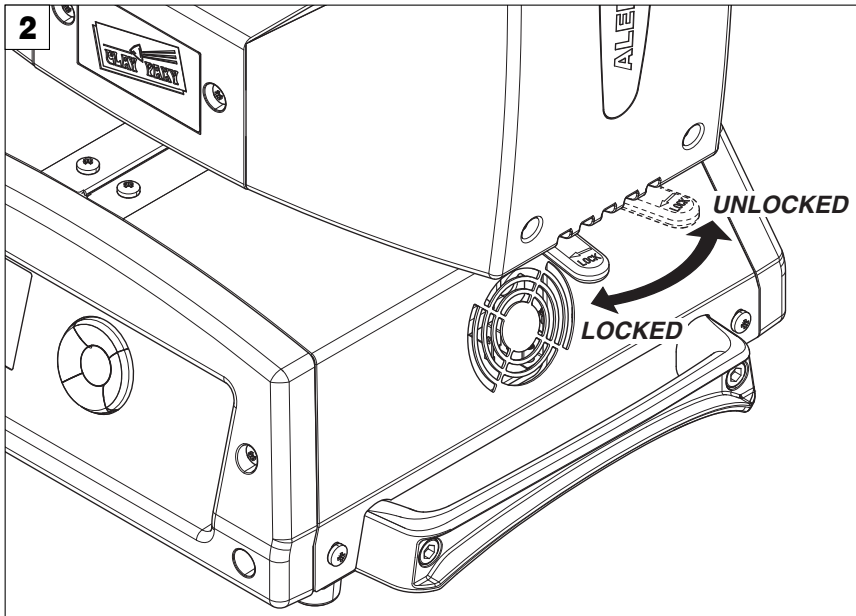
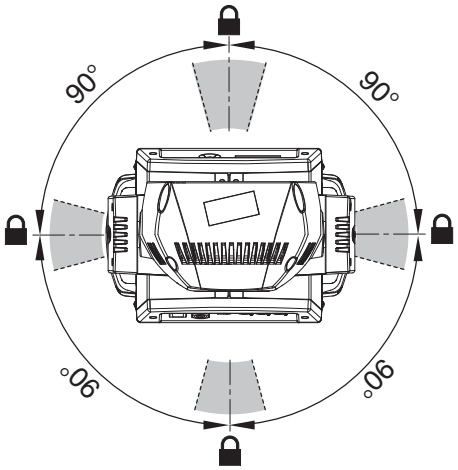


Packing contents - Fig. 1

2





PAN Mechanism Lock and Release (every 90°) - Fig. 2

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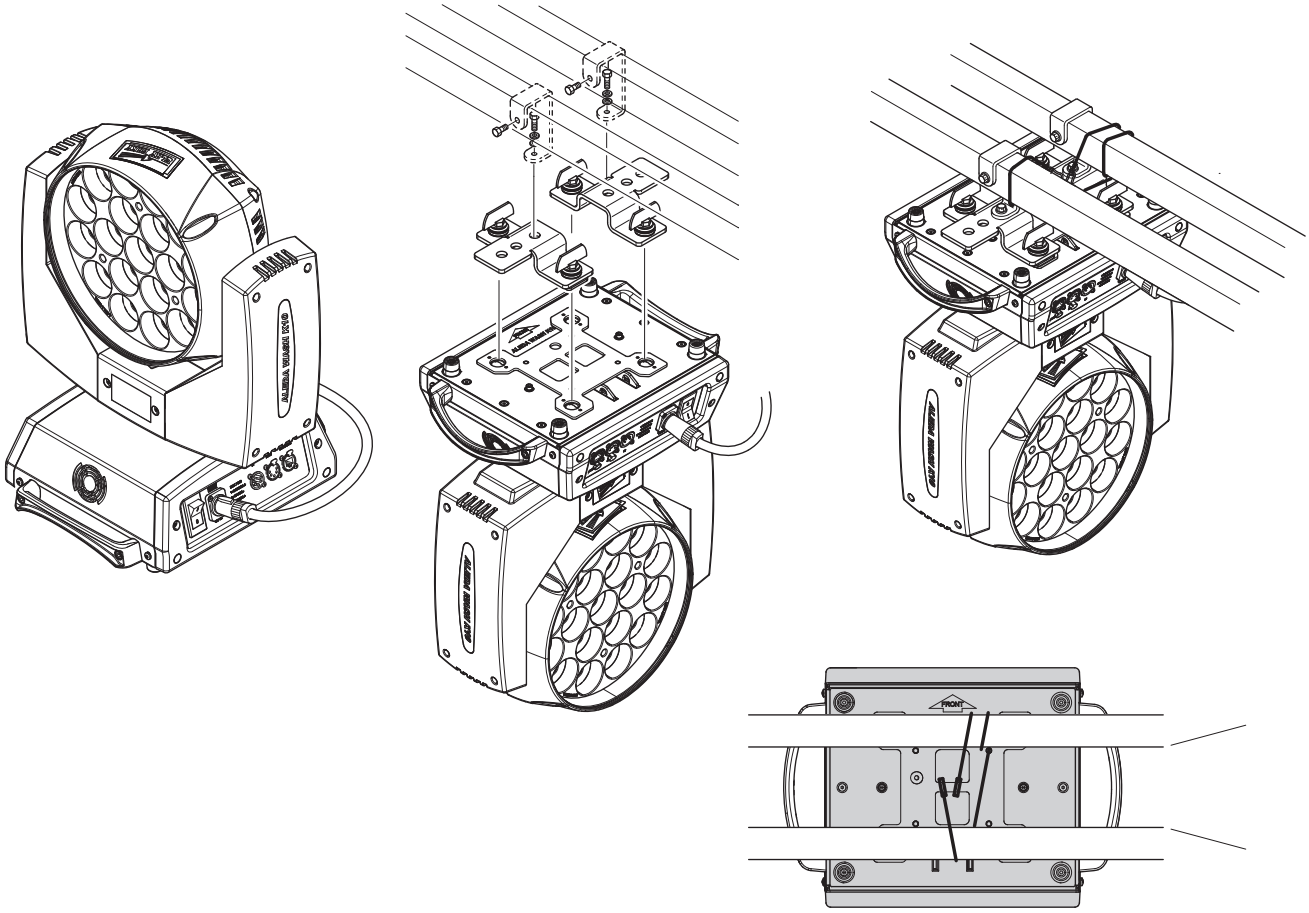
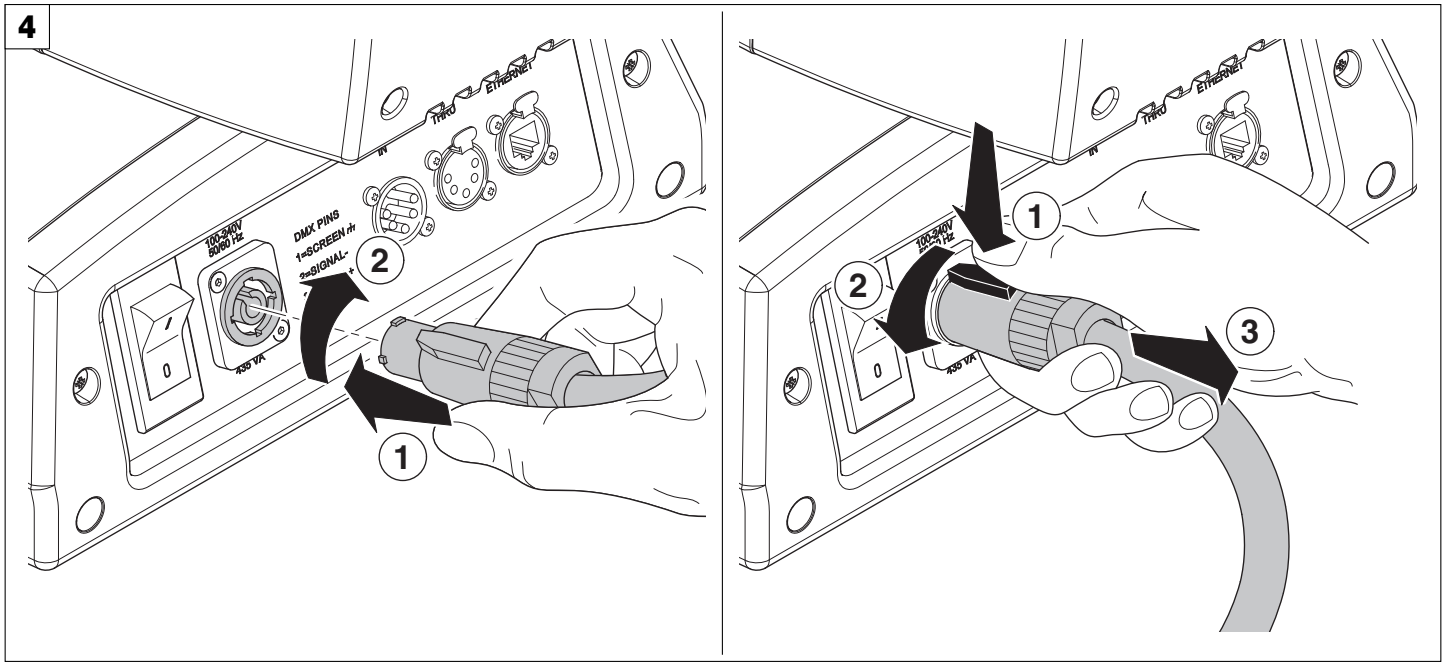


Installing the projector - Fig. 3
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.
WARNING: ***with the exception of when the projector is positioned on the floor, the safety cable must be fitted. (Cod. 105041/003 available on request). This must be securely fixed to the support structure of the projector and then connected to the fixing point at the centre of the base.***

4



Connecting and disconnecting power cable - Fig. 4

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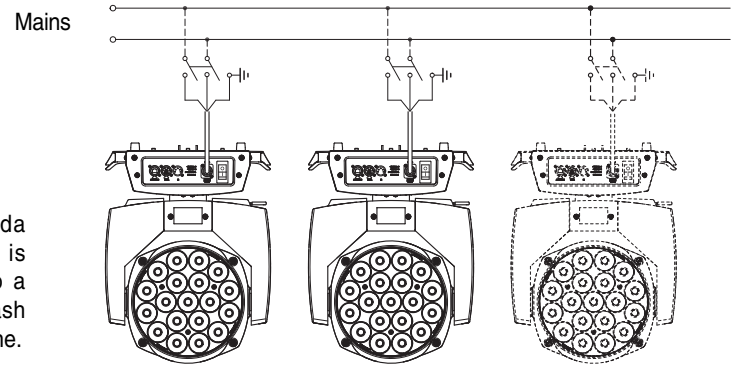

NB: connecting one “A.leda Wash K5” to the mains, it is possible to connect up to a maximum of 11 “A.leda Wash K5” in parallel at the same time.

Connecting to the mains supply - Fig. 5

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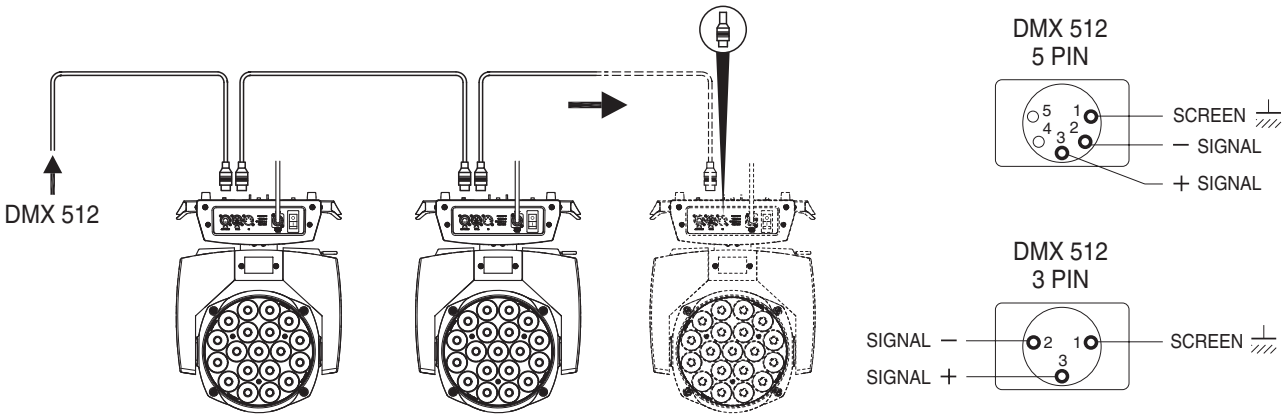
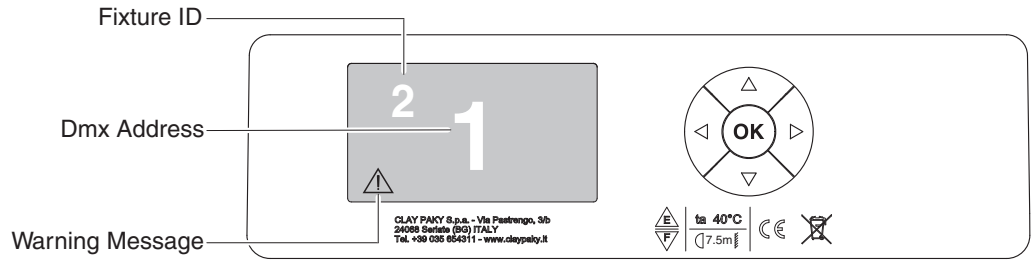


Connecting to the control signal line (DMX) - Fig. 6

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.

IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.

7



Switching on the projector - Fig. 7

Press the switch. The projector starts resetting the effects. At the same time, the following information scrolls on the display:

CLAY PAKY	**Model** **A.leda Wash**	**Firmware** **Version X.X.X** **Date - Hour**	**xxx (Fixture ID)** **Dmx Address xxx**	**System errors** **E: .....** **W: .....**

On conclusion of resetting in case of absence of the dmx signal, Pan and Tilt move to the “Home” position (Pan 50% - Tilt 50%). The control panel (Fig. 7) has a display and buttons for the complete programming and management of the projector menu. The display can be in one of two conditions: rest status and setting status. When it is in the rest status, the display shows the projector’s DMX address and the Fixture ID address (if set).

During menu setting status, after a wait time (about 30 seconds) without any key having been pressed, the display automatically returns to rest status. It should be noted than when this condition occurs, any possible value that has been modified but not yet confirmed with the OK key will be cancelled.

Continue →

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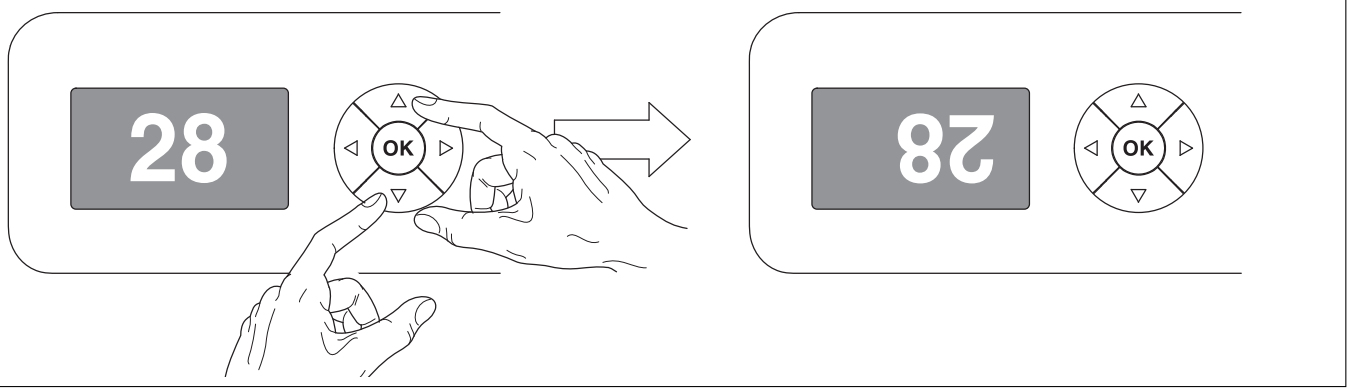


Reversal of the display - Fig. 8

To activate this function, press UP ⊕ and DOWN ⊖ keys simultaneously while the display is in the rest mode. This status will be memorised and maintained even for the next time it will be switched on. To return to the initial state, repeat the operation all over again.

Setting the projector starting address

On each projector, the starting address must be set for the control signal (addresses from 1 to 512).

The address can also be set with the projector switched off.

Setting the address: see pag. 8.

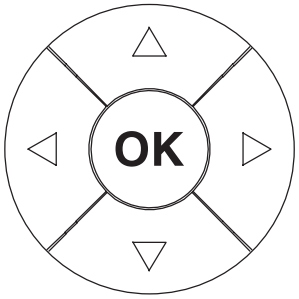
Setting the projector Fixture ID

On each projector, the Fixture ID address must be set for an easy identification of the fixtures in an installation (ID from 1 to 255).

The Fixture ID address can be set with the projector switched off.

Setting the Fixture ID: see pag. 8.

Functions of the buttons - Using the menu



OK	Confirms the displayed value, or activates the displayed function, or enters the successive menu.
DOWN	Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.
UP	Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.
LEFT	Return to the top level.
RIGHT	Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menù.

USING THE MENU:

1) Press OK once – “Main Menu” appears on the display.
2) Use the UP ⊕ and DOWN ⊖ keys to select the menu to be used:
   - Setup (Setup Menu): To set the setting options.
   - Option (Option Menu): To set the operating options
   - Informations (Informations Menu): To read the counters, software version and other information.
   - Manual Control (Manual control Menu): To trigger the test and manual control functions.
   - Test (Test Menu): To check the proper functionning of effects
   - Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.

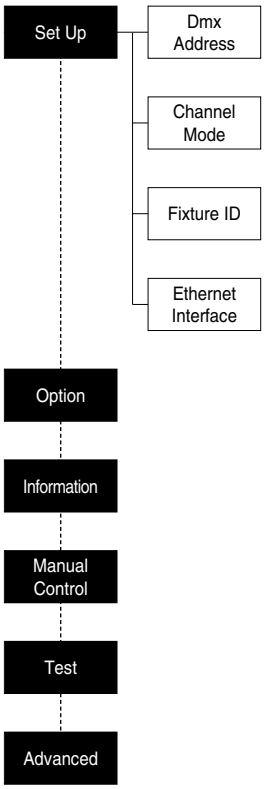
   To enable the "Advanced" see pag.13
3) Press OK to display the first item in the selected menu.
4) Use the UP ⊕ and DOWN ⊖ keys to select the MENU items.

Setting addresses and options with the projector disconnected

The projector’s DMX address, as well as other possible operating options, can also be set when the appliance is disconnected from the electricity supply. All that is needed is to press OK to momentarily activate the display and thus access the settings. Once the required operations have been carried out, the display will switch off again after a wait time of 30 seconds.

MENU SETTING

1



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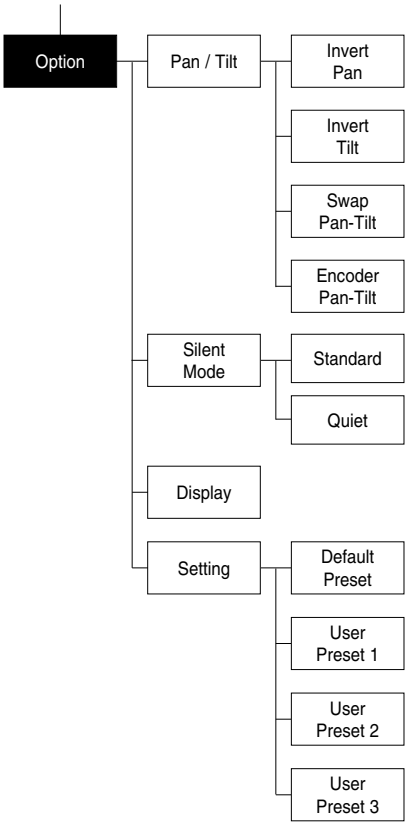

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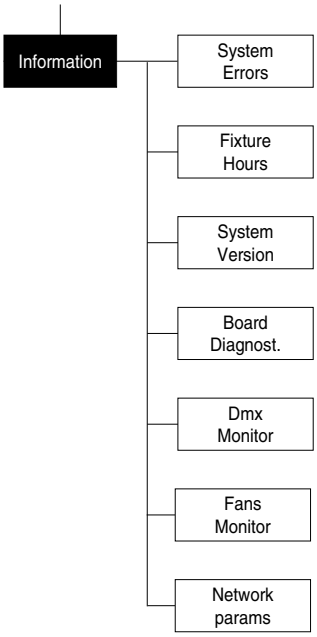

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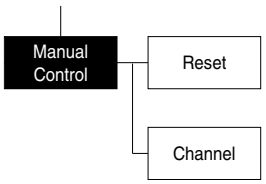

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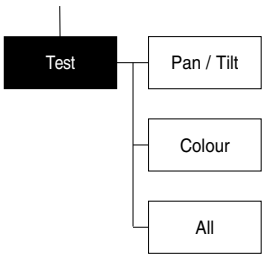

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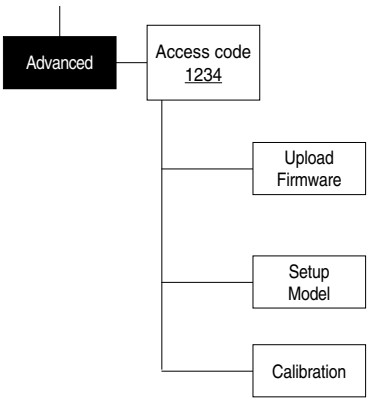

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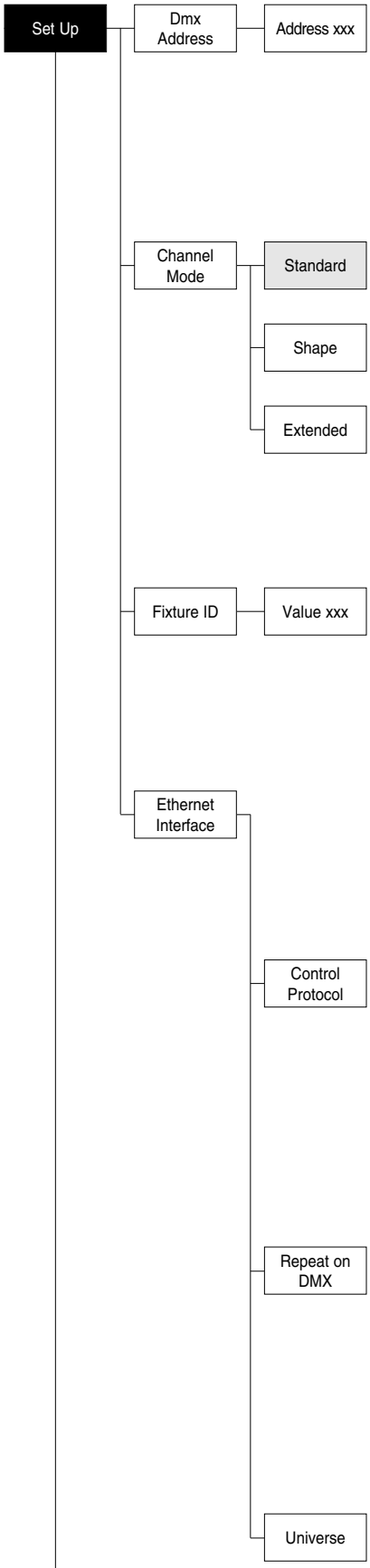
NOTE: On grey the default options



SET UP MENU

DMX ADDRESS

NOTE: without the DMX signal the Address (XXX) flashing

Allows you to select the DMX ADDRESS.

1) Press (OK) - the current DMX Adress appear on the display.
2) Use the UP (▲) and DOWN (▼), RIGHT (►) keys to plan the DMX Address.
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

CHANNEL MODE

Allows you to select a channel arrangement from the two available.

1) Press (OK) - the current settings appear on the display (Standard or Vector).
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - **Standard**
   - **Shape**
   - **Extended**
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

FIXTURE ID

Allows you to select the FIXTURE ID.

1) Press (OK) - the current Fixture ID appear on the display.
2) Use the UP (▲), DOWN (▼), RIGHT (►) keys to plan the Fixture ID.
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.

ETHERNET INTERFACE

It lets you set the Ethernet settings to be attributed to the projector.

1) Premere (OK).
2) Use the UP (▲) and DOWN (▼) keys to select the “Ethernet Interface” options to set:

Control Protocol

It lets you select the “Control Protocol” Art-net to assign according to the control unit used:

1) Press (OK) the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - **Disabled**
   - **Art-net on IP 2**
   - **Art-net on IP 10**
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

Repeat on DMX

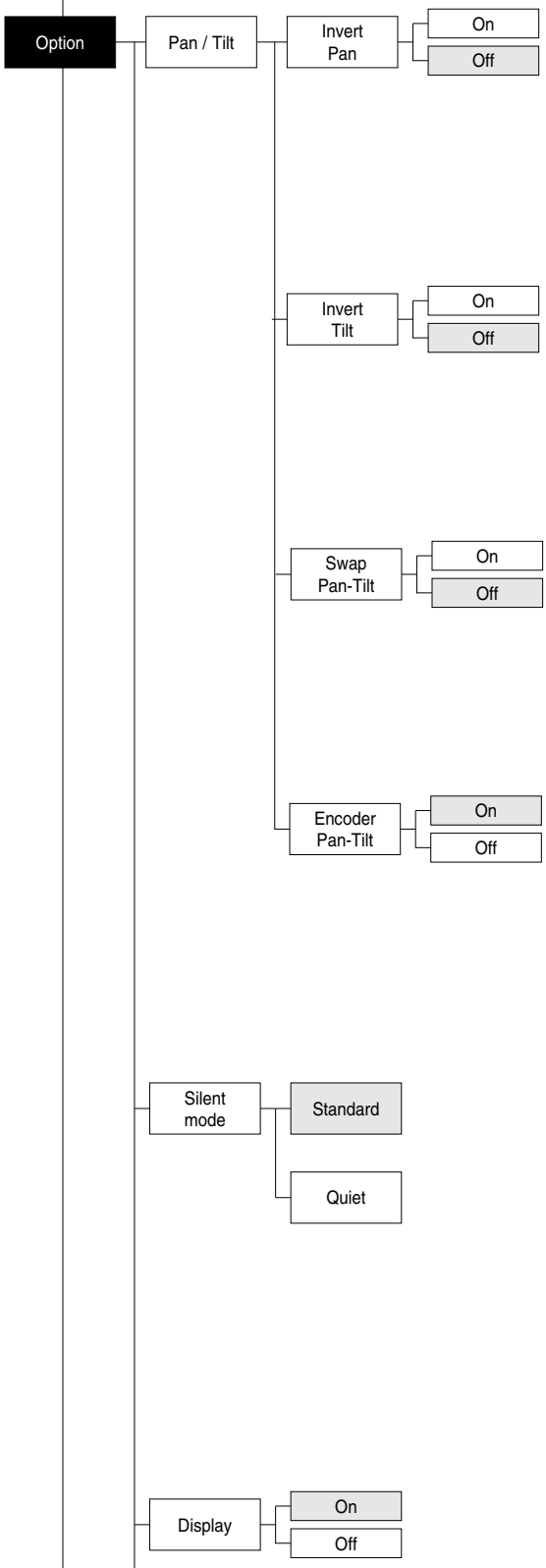
It lets you enable the transmission of the Ethernet protocol by DMX signal to all the connected projectors.

1) Press (OK) the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   - **Disabled:** DMX transmission disabled.
   - **Enabled on primary:** DMX transmission enabled.
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

Universe

It lets you assign the “Universe” number to be assigned to a series of projectors.

1) Press (OK) – the current Universe address appears on the display.
2) Use the UP (▲), DOWN (▼), RIGHT (►) keys to set the Universe address.
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.



OPTIONS MENU

PAN / TILT

Invert pan

Used for reversing Pan movement.

1) Press OK - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) PAN inversion.
3) Press OK to confirm the selection or LEFT ◀ to keep current settings.

Invert tilt

Used for reversing tilt movement.

1) Press OK - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) Tilt inversion.
3) Press OK to confirm the selection or LEFT ◀ to keep current settings.

Swap Pan-Tilt

Used for swapping Pan and Tilt channels (as well as Pan fine and Tilt fine).

1) Press OK - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) Pan and Tilt channel swap.
3) Press OK to confirm the selection or LEFT ◀ to keep current settings.

Encoder Pan-Tilt

Used for enabling the Pan / Tilt encoders.

1) Press OK - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) Pan / Tilt encoders.
3) Press OK to confirm the selection or LEFT ◀ to keep current settings.

SILENT MODE

It lets you select the “Silent Mode” from the two available.

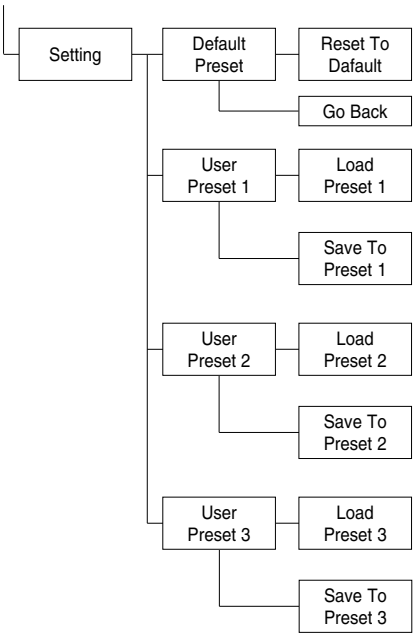
1) Press OK the current setting appears on the display.
2) Use the UP ▲ and DOWN ▼ keys to select one of the following settings:
   Standard: Maximum speed and consequently maximum effects noise level.
   Quiet: reduces the speed of some effects, thereby reducing their noise level.
3) Press OK to confirm the selection or LEFT ◀ to keep the current setting.

DISPLAY

Used for automatically reduce brightness on the display after about 30 seconds in idle.

1) Press OK - the current settings appear on the display (On or Off).
2) Use the UP ▲ and DOWN ▼ keys to enable (On) or disable (Off) the decreasing of display brightness.
3) Press OK to confirm the selection or LEFT ◀ to keep current settings.

Continue ➔



SETTING

Used to save 3 different settings of the items in the options menu and relative submenus.

1) Press (OK) - "Default preset" appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following configurations:
   - Default preset (*)
   - User preset 1
   - User preset 2
   - User Preset 3
3) Press (OK) - "Load preset X" appears on the display.
4) Use the UP (▲) and DOWN (▼) keys to select:
   - Load preset X to recall a previously stored configuration.
   - Save to preset X to store the current configuration.
   a confirmation message (Are you sure?) appears on the display.
5) Select YES to confirm the selection or NO to keep the current setting and return to the next higher level.

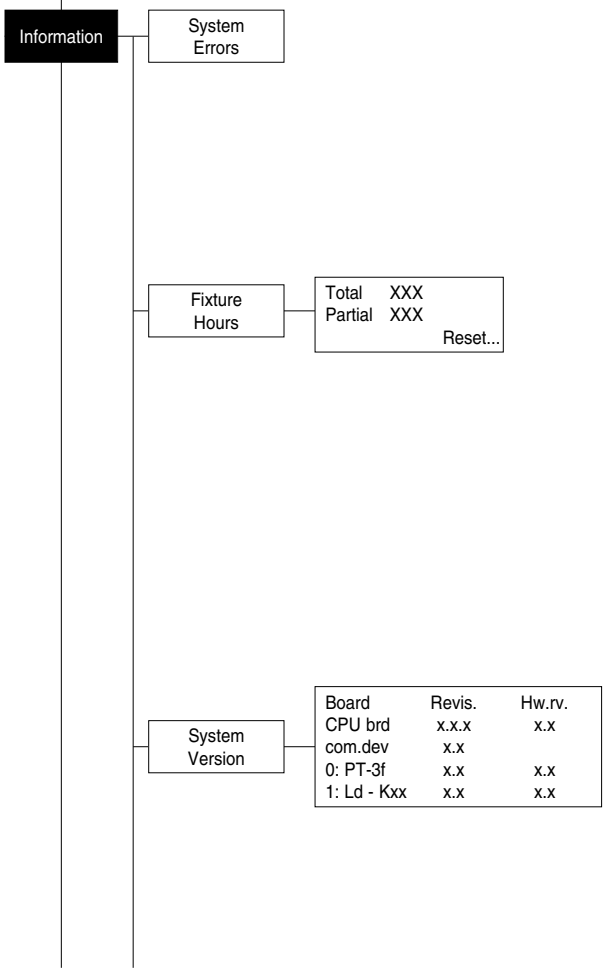
(*) DEFAULT PRESET

Used for restoring default values on all options menu items and relevant submenus.

1) Press (OK), a confirmation message (Are you sure?) appears on the display.
2) Select YES to confirm the selction or NO to keep current setting.

OPTION	DEFAULT
Invert Pan	Off
Invert Tilt	Off
Swap Pan-Tilt	Off
Encoder Pan-Tilt	On
Display	On

INFORMATION MENU



SYSTEM ERRORS

Shows a list of warnings and messages relevant to errors occurred since the fixtures switching-on.

1) Pressing (OK) you are allowed to reset the SYSTEM ERRORS list. A confirmation message (Are you sure you want to clear error list ?) appears on the display.
2) Select YES to reset the list or NO to go back.

FIXTURE HOURS

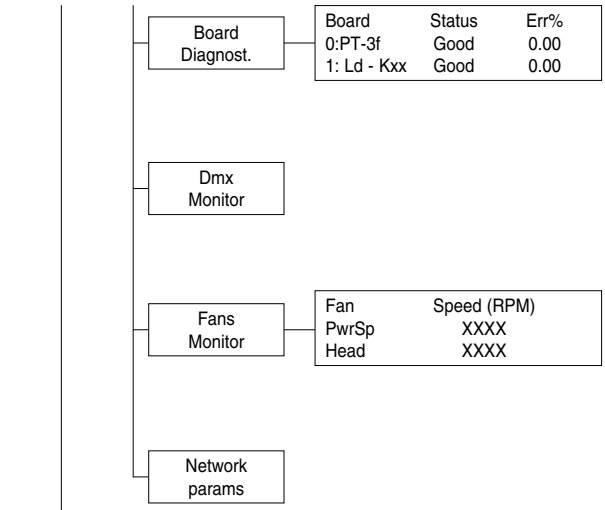
Used for displaying projector operating hours (total and partial).

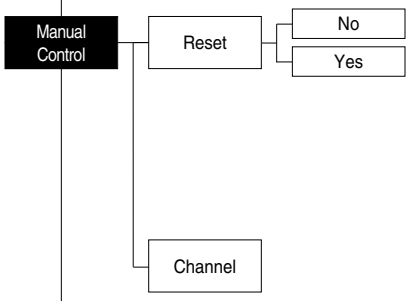
1) Press (OK) - Hours total and partial appears on the display.
   Total counter
   Counts the number of projector working life hours (from manufacture to date).
   Partial counter
   Counts the number of partial projector working life hours since the last reset to date.
2) Press (OK) to reset partial projector working hours a confirmation message (Are you sure?) appears on the display.
3) Select YES to reset partial projectors counter or NO to keep the current setting and return to the top menu level.

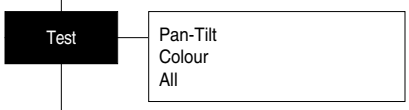
SYSTEM VERSION

Used for displaying the software and hardware version of each board installed in the projector.

CPU brd (CPU board)
0: PT-3f (Scheda Pan / Tilt)
1: Ld - Kxx (Scheda LED)







BOARD DIAGNOSTIC

Used for displaying the status error of each board installed in the projector:
0: PT-3f (Scheda Pan / Tilt)
1: Ld - Kxx (Scheda LED)

DMX MONITOR

Used for displaying the projector DMX channel level in bit (Val) and in percentage (Perc).

FANS MONITOR

Used for displaying the speed of each fan installed in the projector:
PwrSp (fan PSU)
Head (fan head)

NETWORK PARAMS

Allows the "Network" parameters of the projector to be displayed or:

IP address: Internet Protocol address (two projectors must not have the same IP address)

IP mask: 255.0.0.0

Mac address: Media Access Control: the projector's Ethernet Address

MANUAL CONTROL

RESET

Used for resetting the projector.

1) Press (OK) to reset the projectors, a confirmation message (Are you sure ?) appears on the display.
2) Select YES to starting reset the fixture or NO to keep the current setting and return to the top menu level.

CHANNEL

Used for setting channel levels from the projector control panel.

1) Press (OK) - the first channel appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select the required channel:
3) Press (OK) and use the UP (▲) and DOWN (▼) keys to select the required DMX level (value between 0 and 255).
4) Press LEFT (◀) to return to the top menu level.

TEST MENU

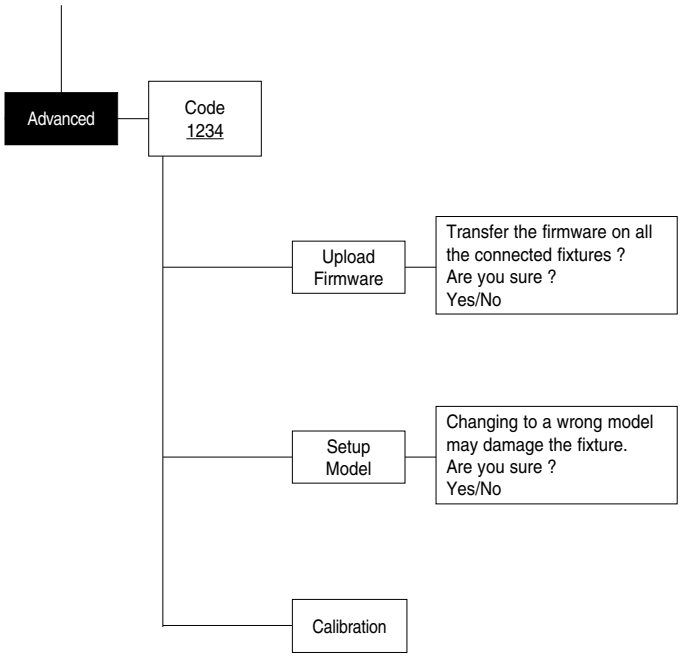
TEST

Allows you to check the proper functioning of effects.

1) Press (OK) to return to the top menu level.
2) Use the UP (▲) and DOWN (▼) keys to select the required test.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

Test sequence:
Pan - Tilt effects (Pan & Tilt)
Colour effects (CMY / CTO / Colour wheel)
All effects

Continue →



ADVANCED MENU

To enable the "Advanced Menu" set up the "Access code" (1234) using the UP ⏶, DOWN ⏷, RIGHT ⏵ keys.
Press OK - "Menu advanced" appears on the display

UP LOAD FIRMWARE

Allows you to transfer the firmware from 1 fixture to all the connected fixtures.

1) Press OK , a confirmation message appears on the display.
2) Select YES to start the firmware loading or NO to keep the current setting and return to the top menu level

SETUP MODEL

Allows you to change the default model of projector.

1) Press OK a confirmation message appears on the display.
2) Select YES to define the model of projector or NO to keep the current setting and return to the top menu level.

CALIBRATION

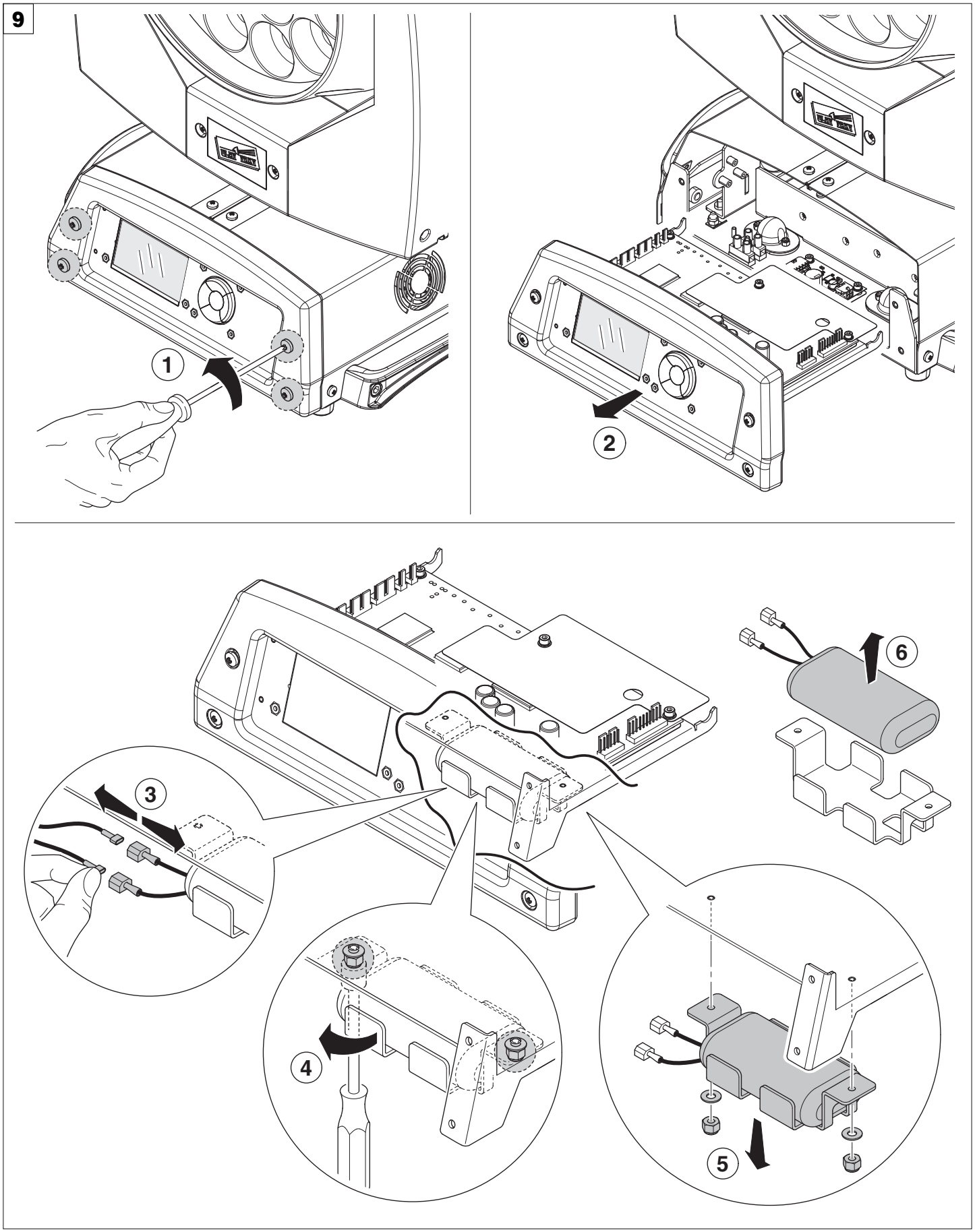
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.

1) Press OK - “channels” appears on the display.
2) Using the UP ⏶ and DOWN ⏷ keys, select the effect you wish to regulate.
3) Press OK and use the RIGHT ⏵, UP ⏶ and DOWN ⏷ buttons to make the adjustment by setting a value between 0 and 255.
4) Press OK to confirm the selection or LEFT ⏴ to keep current settings and return to the top level.

FACTORY DEFAULT

Allows you to restore default values of all channels (128).

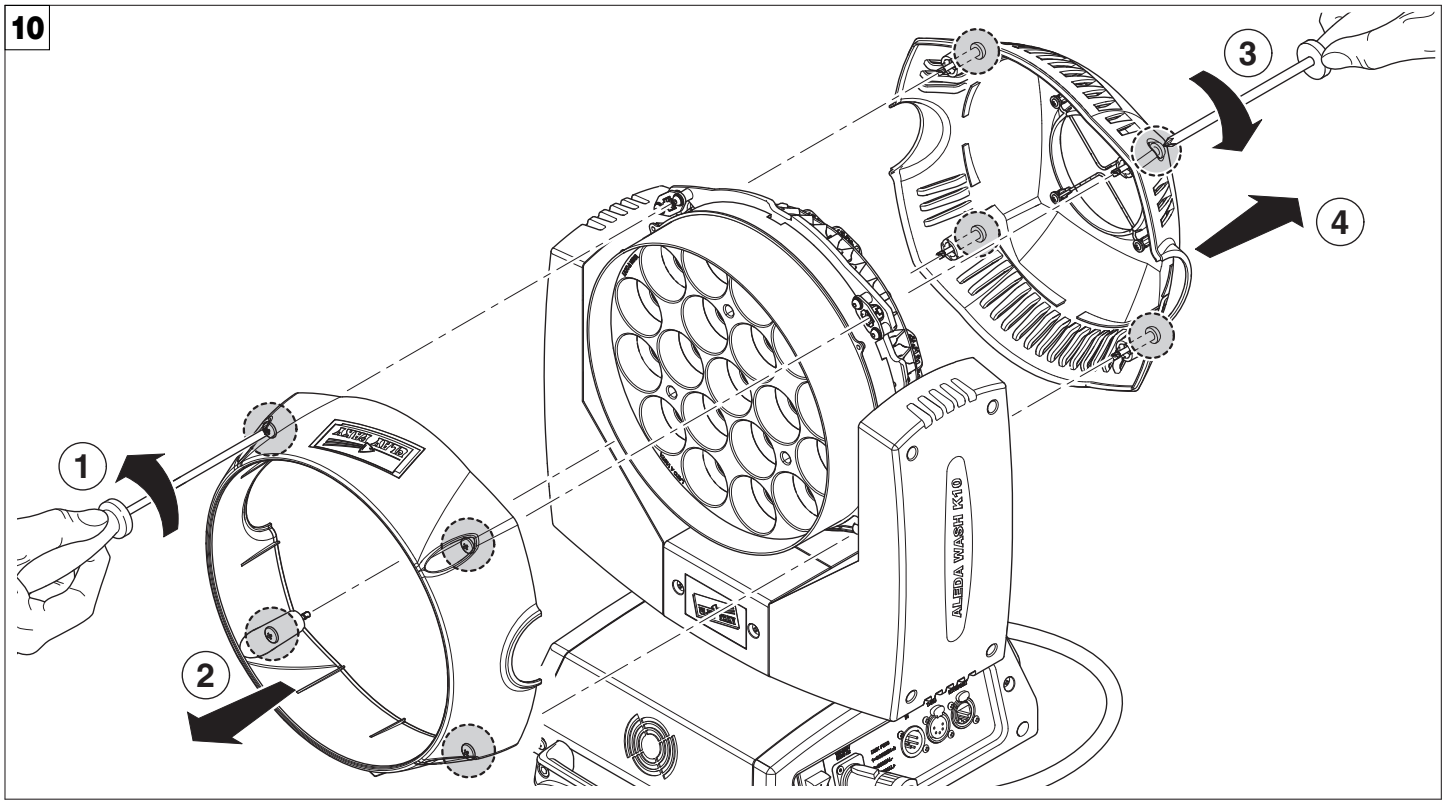
1) Press OK – a confirmation message appears on the display (Reset calibration to factory default ?).
2) Select YES to reset calibration to factory default or NO to keep the current setting and return to the top menu level.



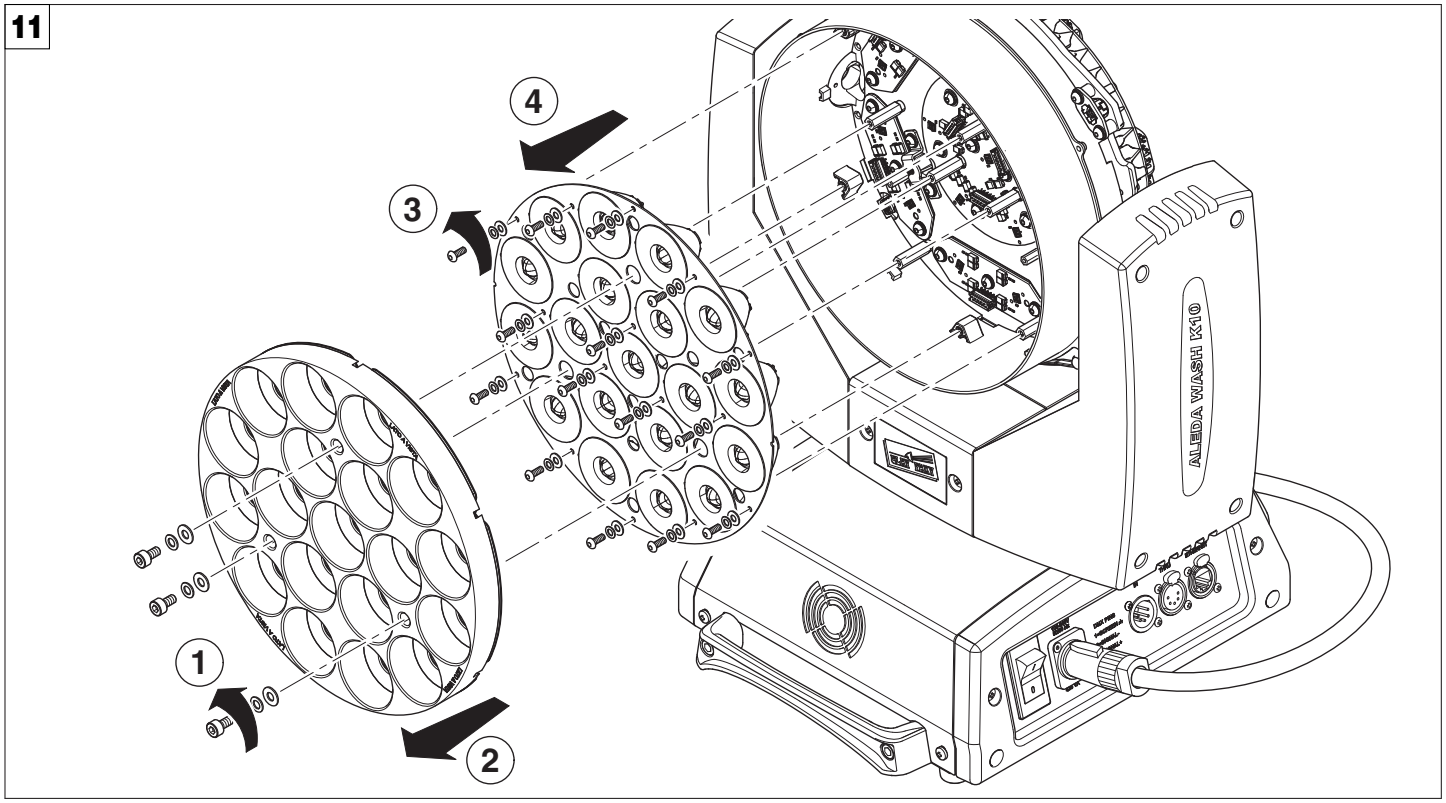
Battery removal - Fig. 9

This product contains a rechargeable lead-acid battery. To preserve the environment, please dispose the battery at the end of its life according to the regulation in force.

LiFePO4

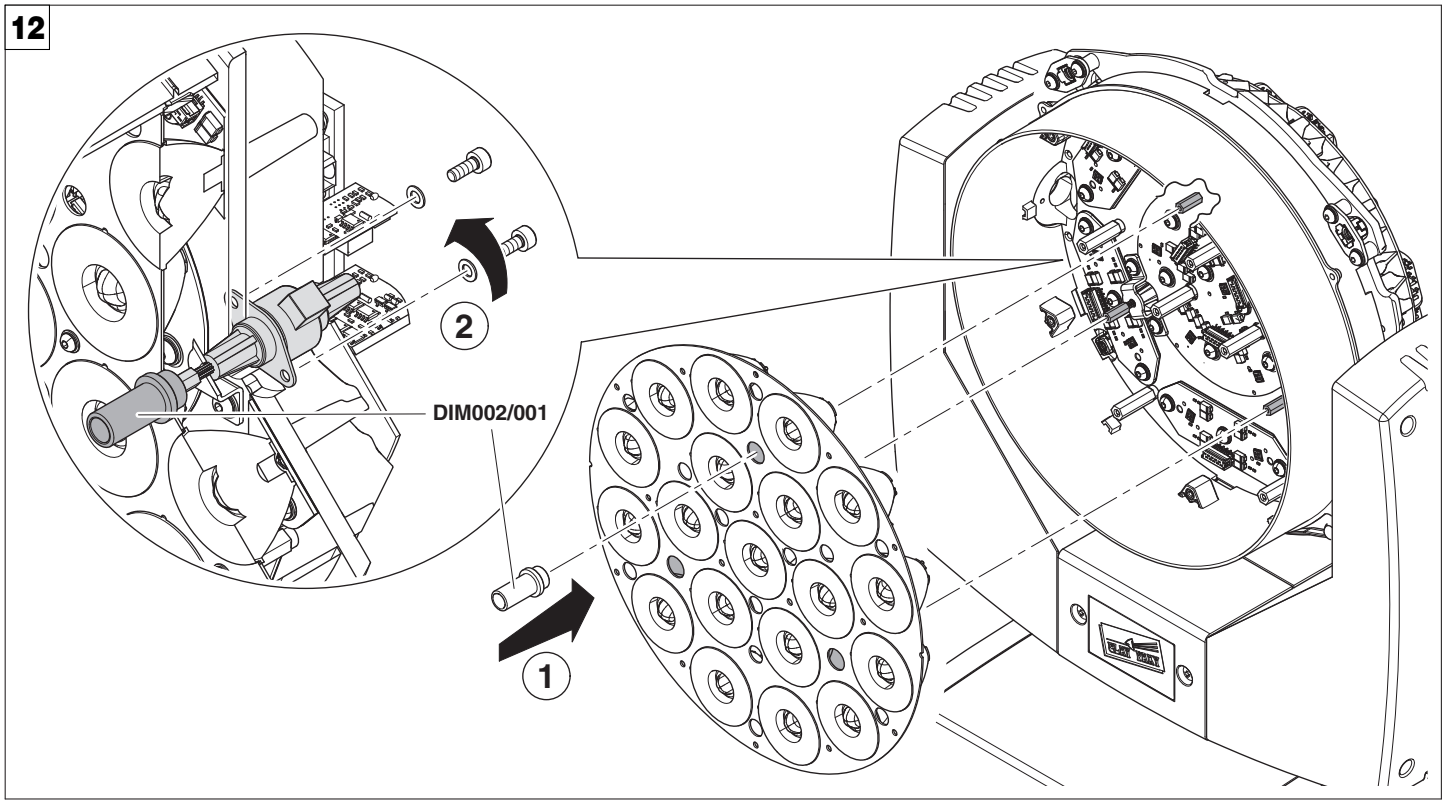


Opening the covers - Fig. 10



Removing/Assembling the lens unit - Fig. 11

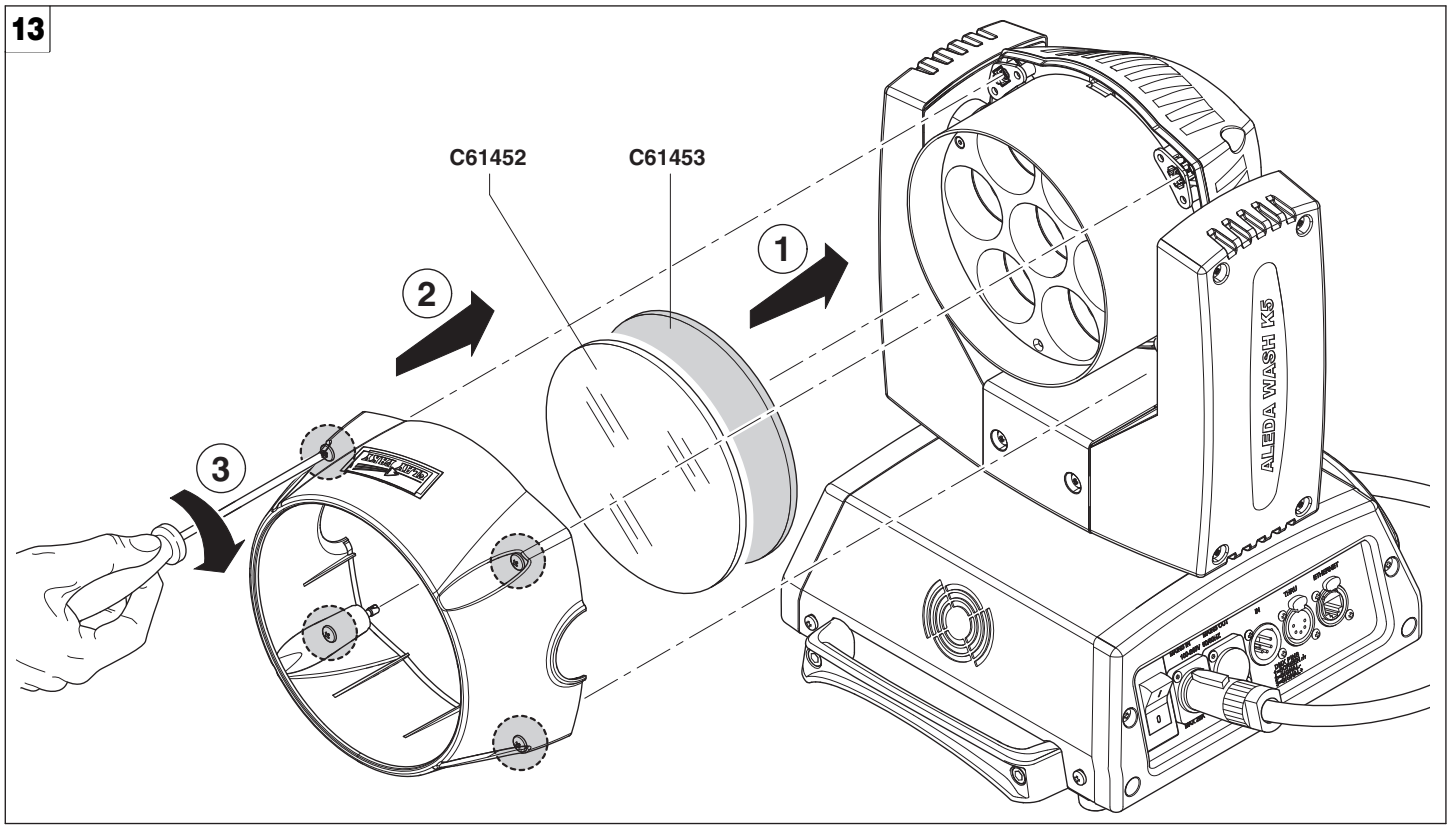
NB: Apply Loctite 222 (p/n COL002) to the threads of the 3 screws (1) before tightening them. A torque of 0.3N is recommended in order to avoid damaging the zoom movement actuators.



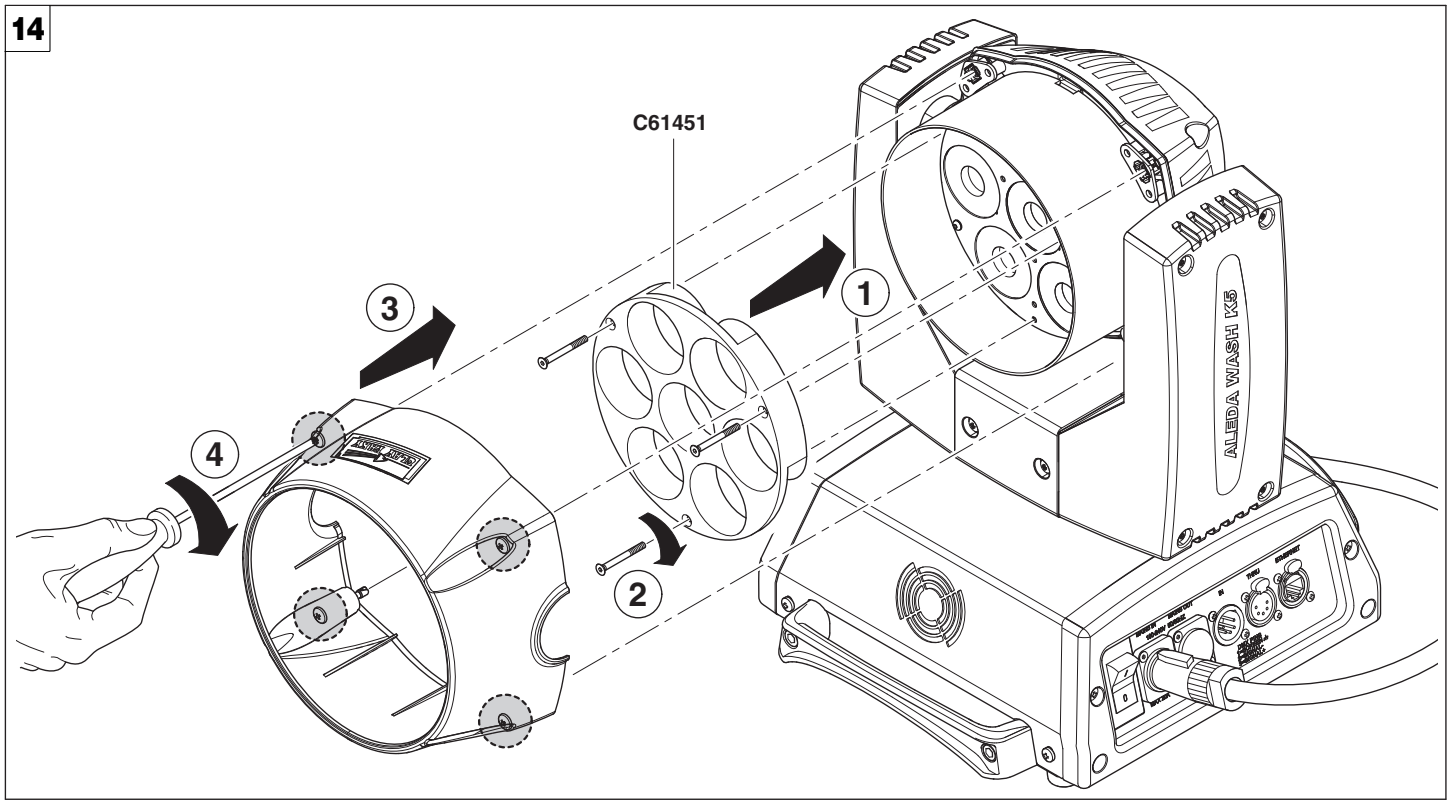
Replacing the line actuator - Fig. 12

NB: It is highly recommended to use the DIM002/001 (1) template whenever it is necessary to replace one of the three Zoom movement line actuators. DIM002/001 ensures the actuator group is centred correctly on the lens plate before tightening the 2 screws (2) that fasten the actuator in place.

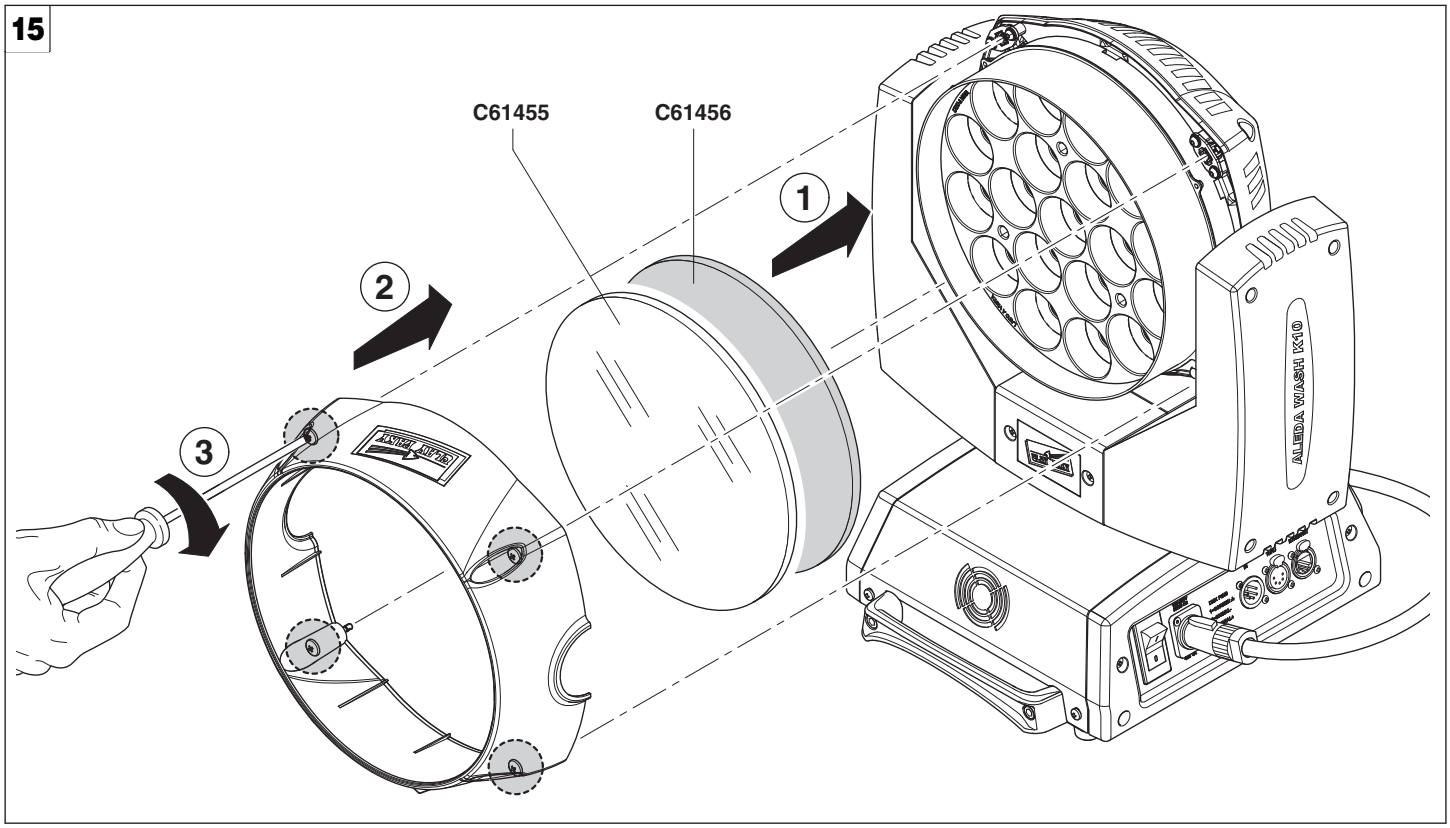
A.LEDA WASH K5



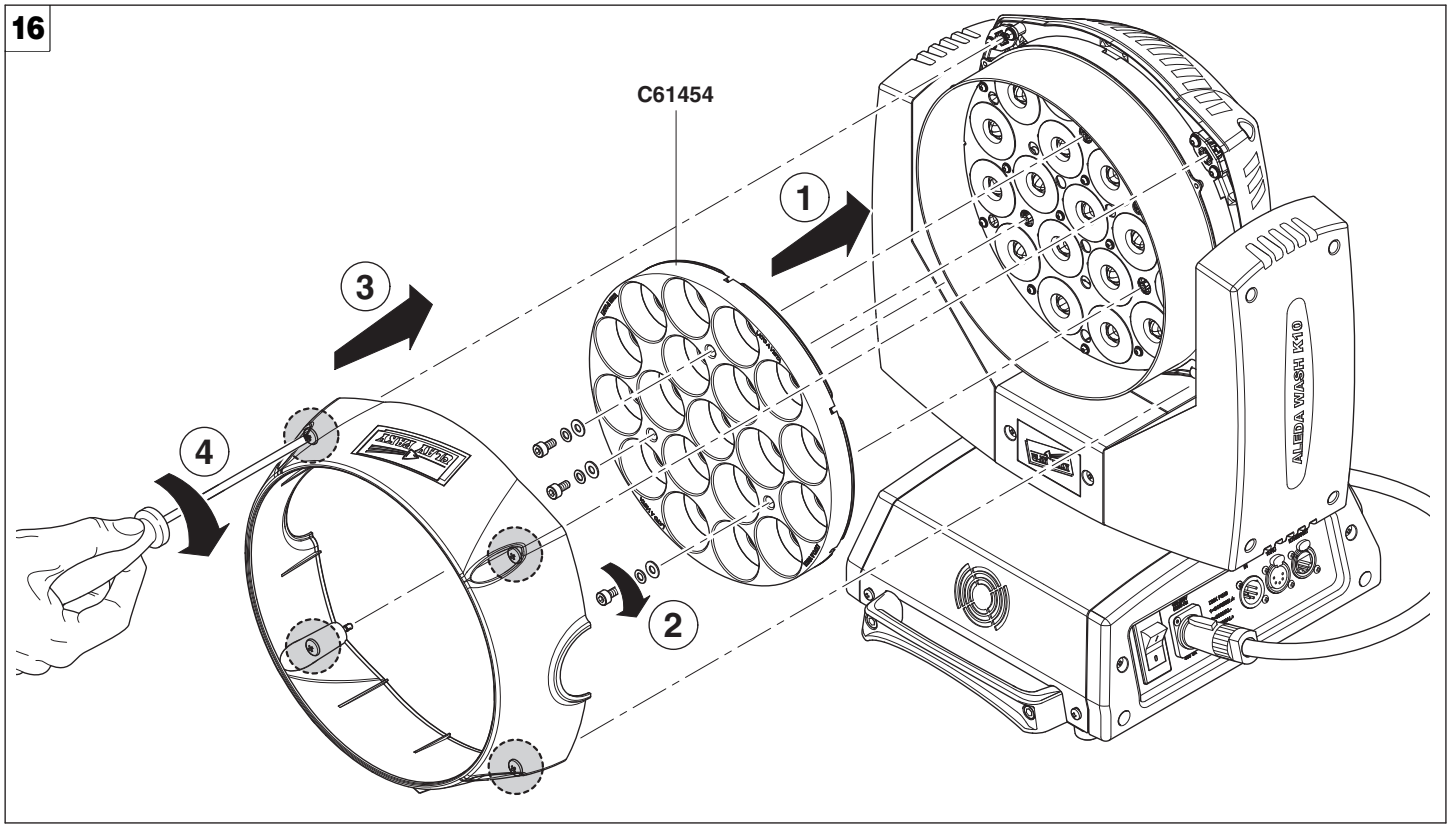
Cover - Fig. 13
C61452 - Transparent cover
C61453 - Frosted cover



Transparent mask - Fig. 14

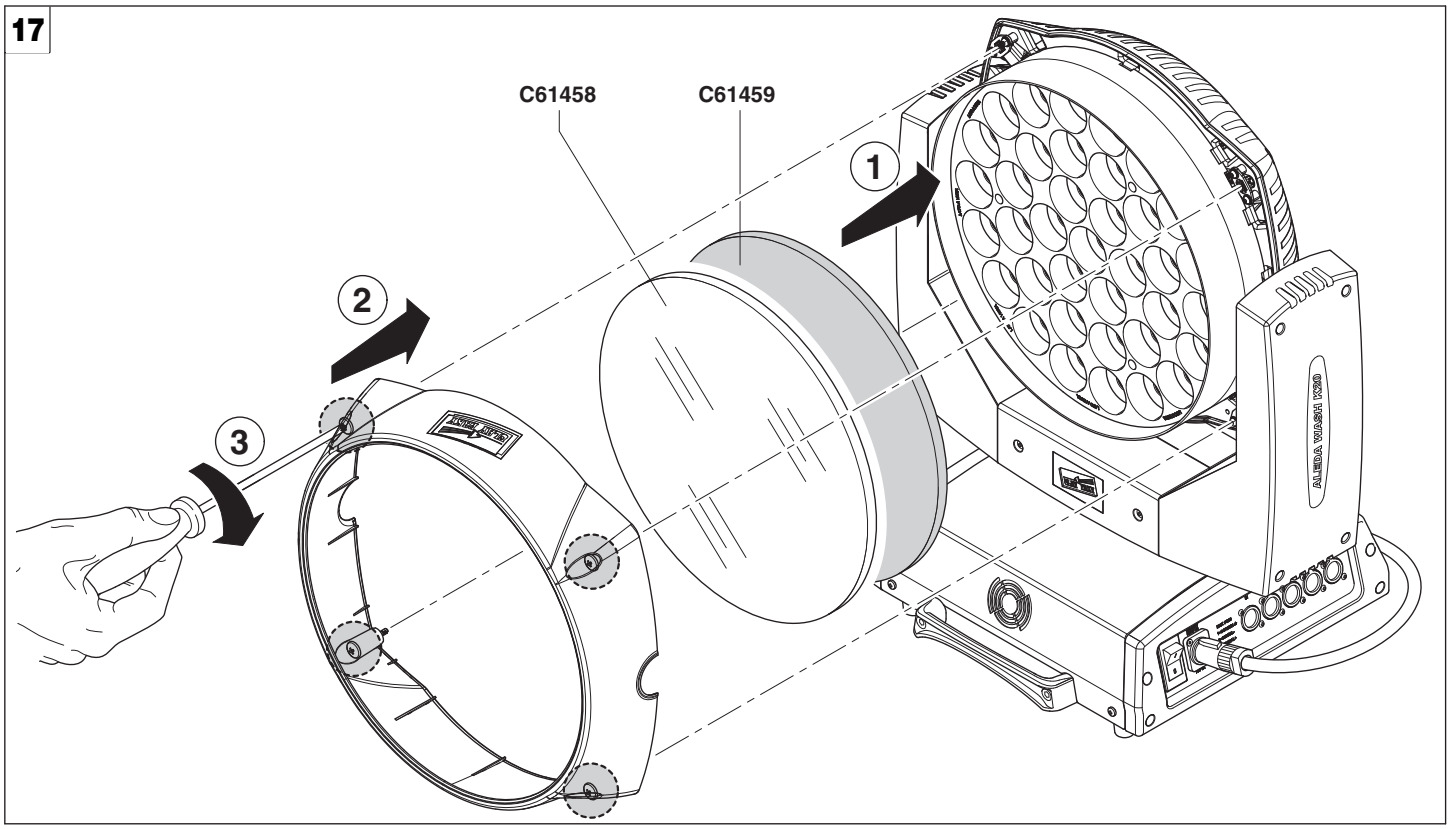


Cover - Fig. 15
C61455 - Transparent cover
C61456 - Frosted cover

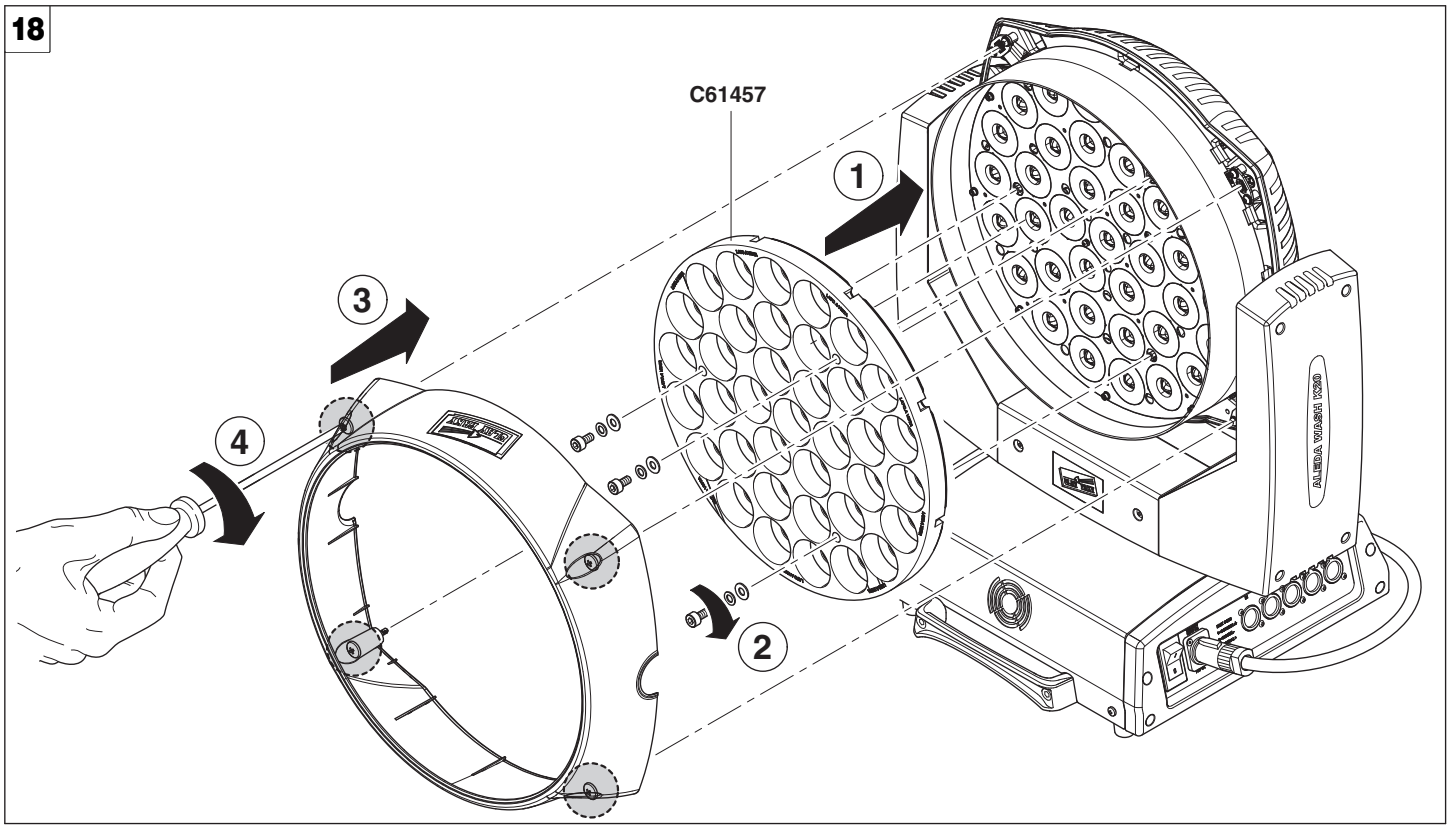


Transparent mask - Fig. 16

Continue →

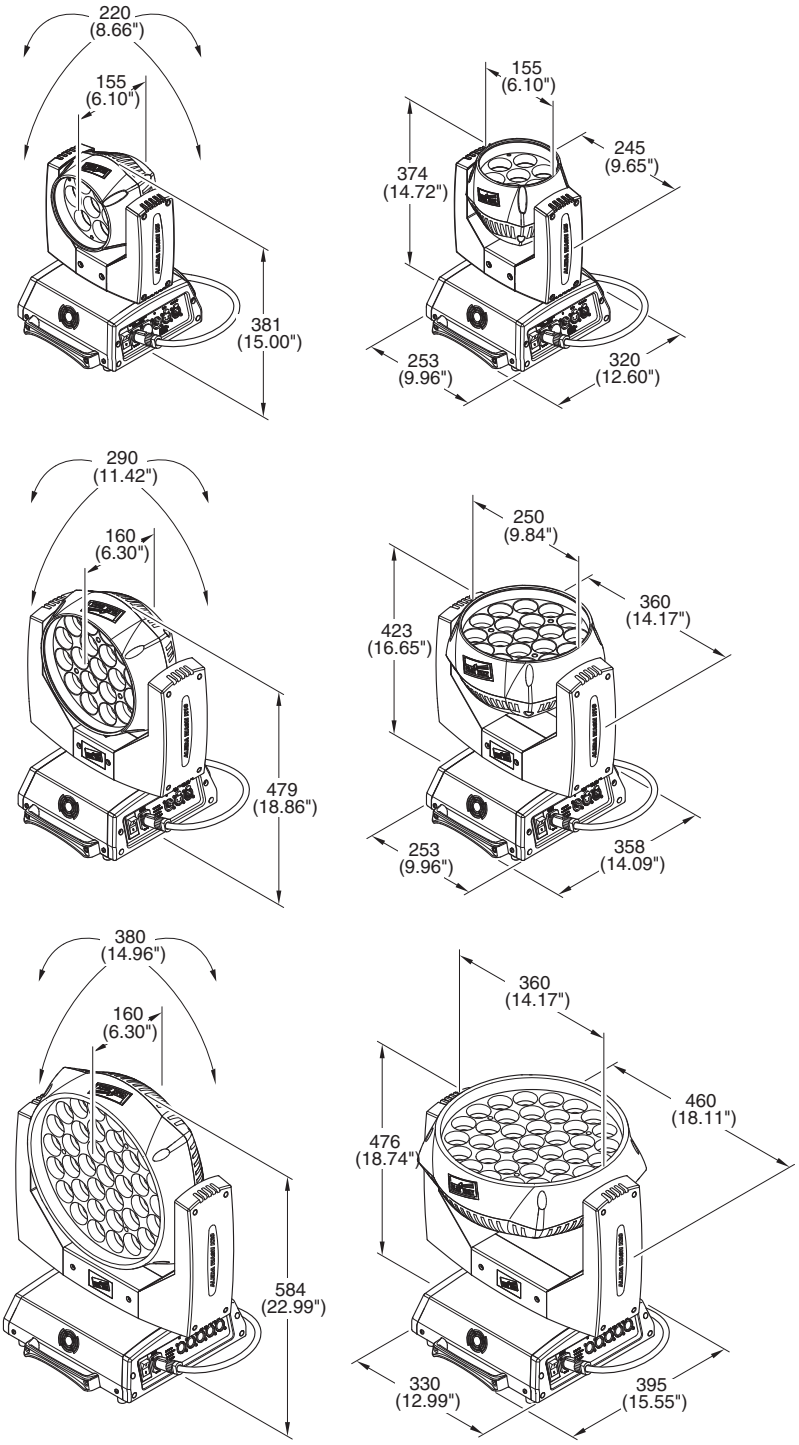


Cover - Fig. 17
C61458 - Transparent cove
C61459 - Frosted cover



Transparent mask - Fig. 18

TECHNICAL INFORMATION



Power supplies available
100-240V 50/60Hz

Input power
- K20 - 750VA
- K10 - 450VA
- K5 - 170VA

Max 1800VA (with 11 A.leda Wash K5 connected in parallel)

Lamp
LED Osram Ostar RGBW - 15W
Average LED life: 50.000 h

Motors
5 (k10 & k20), 2 (k5) stepper motors, operating with microsteps, totally microprocessor controlled.

Cooling
- High efficiency die-cast aluminium
- Forced ventilation

Inputs
DMX 512

Working position
Functioning in any position.

Movable body
- Movement by means of two stepper motors, controlled by microprocessor.
- Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
- Travel:
  - PAN = 540°
  - TILT = 270°

IP20 protection rating
- Protected against the entry of solid bodies larger than 12mm (0.47").
- No protection against the entry of liquids.

CE Marking
In conformity with the European Union Low Voltage Directive 2006/95/CE and Electromagnetic compatibility Directive 2004/108/CE.

Weights
- K5: 7.55kg
- K10: 14.10 kg
- K20: 19.30 kg

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON	ELECTRONICS NON-OPERATIONAL	DEFECTIVE PROJECTION	REDUCED LUMINOSITY	***POSSIBLE CAUSES***	***CHECKS AND REMEDIES***
●				No mains supply.	Check the power supply voltage.
●			●	LED exhausted or defective.	Replace the LED. (See instructions).
	●			Signal transmission cable faulty or disconnected.	Replace the cables.
	●			Incorrect addressing.	Check addresses (see instructions).
	●			Fault in the electronic circuits.	Call an authorised technician.
		●		Lenses or reflector broken	Call an authorised technician.
		●	●	Dust or grease deposited.	Clean (see instructions).

PROBLEMS

A.LEDA WASH K5

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Shape Selection
21	Shape Speed
22	Shape Smoothing
23	Shape Red
24	Shape Green
25	Shape Blue
26	Shape White
27	Shape Intensity
28	Background Intensity
29	Shape Transition
30	Shape Offset

EXTENDED

CHANNEL	CHANNEL MODE	
1	Red	
2	Red fine	
3	Green	
4	Green fine	
5	Blue	
6	Blue fine	
7	White	
8	White fine	
9	CTO	
10	Macro colour	
11	Strobe	
12	Dimmer	
13	Dimmer Fine	
14	Pan	
15	Pan Fine	
16	Tilt	
17	Tilt Fine	
18	Function	
19	Reset	
20	RED LED 1	(If RED "channel 1" to 0)
21	GREEN LED 1	(If GREEN "channel 2" to 0)
22	BLUE LED 1	(If BLUE "channel 3" to 0)
23	RED LED 2	(If RED "channel 1" to 0)
24	GREEN LED 2	(If GREEN "channel 2" to 0)
25	BLUE LED 2	(If BLUE "channel 3" to 0)
26	RED LED 3	(If RED "channel 1" to 0)
27	GREEN LED 3	(If GREEN "channel 2" to 0)
28	BLUE LED 3	(If BLUE "channel 3" to 0)
29	RED LED 4	(If RED "channel 1" to 0)
30	GREEN LED 4	(If GREEN "channel 2" to 0)
31	BLUE LED 4	(If BLUE "channel 3" to 0)
32	RED LED 5	(If RED "channel 1" to 0)
33	GREEN LED 5	(If GREEN "channel 2" to 0)
34	BLUE LED 5	(If BLUE "channel 3" to 0)
35	RED LED 6	(If RED "channel 1" to 0)
36	GREEN LED 6	(If GREEN "channel 2" to 0)
37	BLUE LED 6	(If BLUE "channel 3" to 0)
38	RED LED 7	(If RED "channel 1" to 0)
39	GREEN LED 7	(If GREEN "channel 2" to 0)
40	BLUE LED 7	(If BLUE "channel 3" to 0)

A.LEDA WASH K10

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Smoothing
24	Shape Red
25	Shape Green
26	Shape Blue
27	Shape White
28	Shape Intensity
29	Background Intensity
30	Shape Transition
31	Shape Offset

EXTENDED

CHANNEL	CHANNEL MODE	
1	Red	
2	Red fine	
3	Green	
4	Green fine	
5	Blue	
6	Blue fine	
7	White	
8	White fine	
9	CTO	
10	Macro colour	
11	Strobe	
12	Dimmer	
13	Dimmer Fine	
14	Pan	
15	Pan Fine	
16	Tilt	
17	Tilt Fine	
18	Function	
19	Reset	
20	Zoom	
21	RED LED 1	(If RED "channel 1" to 0)
22	GREEN LED 1	(If GREEN "channel 2" to 0)
23	BLUE LED 1	(If BLUE "channel 3" to 0)
24	RED LED 2	(If RED "channel 1" to 0)
25	GREEN LED 2	(If GREEN "channel 2" to 0)
26	BLUE LED 2	(If BLUE "channel 3" to 0)
27	RED LED 3	(If RED "channel 1" to 0)
28	GREEN LED 3	(If GREEN "channel 2" to 0)
29	BLUE LED 3	(If BLUE "channel 3" to 0)
30	RED LED 4	(If RED "channel 1" to 0)
31	GREEN LED 4	(If GREEN "channel 2" to 0)
32	BLUE LED 4	(If BLUE "channel 3" to 0)
33	RED LED 5	(If RED "channel 1" to 0)
34	GREEN LED 5	(If GREEN "channel 2" to 0)
35	BLUE LED 5	(If BLUE "channel 3" to 0)
36	RED LED 6	(If RED "channel 1" to 0)
37	GREEN LED 6	(If GREEN "channel 2" to 0)
38	BLUE LED 6	(If BLUE "channel 3" to 0)
39	RED LED 7	(If RED "channel 1" to 0)
40	GREEN LED 7	(If GREEN "channel 2" to 0)
41	BLUE LED 7	(If BLUE "channel 3" to 0)
42	RED LED 8	(If RED "channel 1" to 0)
43	GREEN LED 8	(If GREEN "channel 2" to 0)
44	BLUE LED 8	(If BLUE "channel 3" to 0)
45	RED LED 9	(If RED "channel 1" to 0)
46	GREEN LED 9	(If GREEN "channel 2" to 0)
47	BLUE LED 9	(If BLUE "channel 3" to 0)
48	RED LED 10	(If RED "channel 1" to 0)
49	GREEN LED 10	(If GREEN "channel 2" to 0)
50	BLUE LED 10	(If BLUE "channel 3" to 0)
51	RED LED 11	(If RED "channel 1" to 0)
52	GREEN LED 11	(If GREEN "channel 2" to 0)
53	BLUE LED 11	(If BLUE "channel 3" to 0)
54	RED LED 12	(If RED "channel 1" to 0)
55	GREEN LED 12	(If GREEN "channel 2" to 0)
56	BLUE LED 12	(If BLUE "channel 3" to 0)
57	RED LED 13	(If RED "channel 1" to 0)
58	GREEN LED 13	(If GREEN "channel 2" to 0)
59	BLUE LED 13	(If BLUE "channel 3" to 0)
60	RED LED 14	(If RED "channel 1" to 0)
61	GREEN LED 14	(If GREEN "channel 2" to 0)
62	BLUE LED 14	(If BLUE "channel 3" to 0)
63	RED LED 15	(If RED "channel 1" to 0)
64	GREEN LED 15	(If GREEN "channel 2" to 0)
65	BLUE LED 15	(If BLUE "channel 3" to 0)
66	RED LED 16	(If RED "channel 1" to 0)
67	GREEN LED 16	(If GREEN "channel 2" to 0)
68	BLUE LED 16	(If BLUE "channel 3" to 0)
69	RED LED 17	(If RED "channel 1" to 0)
70	GREEN LED 17	(If GREEN "channel 2" to 0)
71	BLUE LED 17	(If BLUE "channel 3" to 0)
72	RED LED 18	(If RED "channel 1" to 0)
73	GREEN LED 18	(If GREEN "channel 2" to 0)
74	BLUE LED 18	(If BLUE "channel 3" to 0)
75	RED LED 19	(If RED "channel 1" to 0)
76	GREEN LED 19	(If GREEN "channel 2" to 0)
77	BLUE LED 19	(If BLUE "channel 3" to 0)

Continue →

A.LEDA WASH K20

STANDARD

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

SHAPES

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	CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Smoothing
24	Shape Red
25	Shape Green
26	Shape Blue
27	Shape White
28	Shape Intensity
29	Background Intensity
30	Shape Transition
31	Shape Offset

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	CTO	
10	Macro colour	
11	Strobe	
12	Dimmer	
13	Dimmer Fine	
14	Pan	
15	Pan Fine	
16	Tilt	
17	Tilt Fine	
18	Function	
19	Reset	
20	Zoom	
21	RED LED 1	(If RED "channel 1" to 0)
22	GREEN LED 1	(If GREEN "channel 2" to 0)
23	BLUE LED 1	(If BLUE "channel 3" to 0)
24	RED LED 2	(If RED "channel 1" to 0)
25	GREEN LED 2	(If GREEN "channel 2" to 0)
26	BLUE LED 2	(If BLUE "channel 3" to 0)
27	RED LED 3	(If RED "channel 1" to 0)
28	GREEN LED 3	(If GREEN "channel 2" to 0)
29	BLUE LED 3	(If BLUE "channel 3" to 0)
30	RED LED 4	(If RED "channel 1" to 0)
31	GREEN LED 4	(If GREEN "channel 2" to 0)
32	BLUE LED 4	(If BLUE "channel 3" to 0)
33	RED LED 5	(If RED "channel 1" to 0)
34	GREEN LED 5	(If GREEN "channel 2" to 0)
35	BLUE LED 5	(If BLUE "channel 3" to 0)
36	RED LED 6	(If RED "channel 1" to 0)
37	GREEN LED 6	(If GREEN "channel 2" to 0)
38	BLUE LED 6	(If BLUE "channel 3" to 0)
39	RED LED 7	(If RED "channel 1" to 0)
40	GREEN LED 7	(If GREEN "channel 2" to 0)
41	BLUE LED 7	(If BLUE "channel 3" to 0)
42	RED LED 8	(If RED "channel 1" to 0)
43	GREEN LED 8	(If GREEN "channel 2" to 0)
44	BLUE LED 8	(If BLUE "channel 3" to 0)
45	RED LED 9	(If RED "channel 1" to 0)
46	GREEN LED 9	(If GREEN "channel 2" to 0)
47	BLUE LED 9	(If BLUE "channel 3" to 0)
48	RED LED 10	(If RED "channel 1" to 0)
49	GREEN LED 10	(If GREEN "channel 2" to 0)
50	BLUE LED 10	(If BLUE "channel 3" to 0)
51	RED LED 11	(If RED "channel 1" to 0)
52	GREEN LED 11	(If GREEN "channel 2" to 0)
53	BLUE LED 11	(If BLUE "channel 3" to 0)
54	RED LED 12	(If RED "channel 1" to 0)
55	GREEN LED 12	(If GREEN "channel 2" to 0)
56	BLUE LED 12	(If BLUE "channel 3" to 0)
57	RED LED 13	(If RED "channel 1" to 0)
58	GREEN LED 13	(If GREEN "channel 2" to 0)
59	BLUE LED 13	(If BLUE "channel 3" to 0)
60	RED LED 14	(If RED "channel 1" to 0)
61	GREEN LED 14	(If GREEN "channel 2" to 0)
62	BLUE LED 14	(If BLUE "channel 3" to 0)
63	RED LED 15	(If RED "channel 1" to 0)
64	GREEN LED 15	(If GREEN "channel 2" to 0)
65	BLUE LED 15	(If BLUE "channel 3" to 0)
66	RED LED 16	(If RED "channel 1" to 0)
67	GREEN LED 16	(If GREEN "channel 2" to 0)
68	BLUE LED 16	(If BLUE "channel 3" to 0)
69	RED LED 17	(If RED "channel 1" to 0)
70	GREEN LED 17	(If GREEN "channel 2" to 0)
71	BLUE LED 17	(If BLUE "channel 3" to 0)
72	RED LED 18	(If RED "channel 1" to 0)
73	GREEN LED 18	(If GREEN "channel 2" to 0)
74	BLUE LED 18	(If BLUE "channel 3" to 0)
75	RED LED 19	(If RED "channel 1" to 0)
76	GREEN LED 19	(If GREEN "channel 2" to 0)
77	BLUE LED 19	(If BLUE "channel 3" to 0)
78	RED LED 20	(If RED "channel 1" to 0)
79	GREEN LED 20	(If GREEN "channel 2" to 0)
80	BLUE LED 20	(If BLUE "channel 3" to 0)
81	RED LED 21	(If RED "channel 1" to 0)
82	GREEN LED 21	(If GREEN "channel 2" to 0)
83	BLUE LED 21	(If BLUE "channel 3" to 0)
84	RED LED 22	(If RED "channel 1" to 0)
85	GREEN LED 22	(If GREEN "channel 2" to 0)
86	BLUE LED 22	(If BLUE "channel 3" to 0)
87	RED LED 23	(If RED "channel 1" to 0)
88	GREEN LED 23	(If GREEN "channel 2" to 0)
89	BLUE LED 23	(If BLUE "channel 3" to 0)
90	RED LED 24	(If RED "channel 1" to 0)
91	GREEN LED 24	(If GREEN "channel 2" to 0)
92	BLUE LED 24	(If BLUE "channel 3" to 0)
93	RED LED 25	(If RED "channel 1" to 0)
94	GREEN LED 25	(If GREEN "channel 2" to 0)
95	BLUE LED 25	(If BLUE "channel 3" to 0)
96	RED LED 26	(If RED "channel 1" to 0)
97	GREEN LED 26	(If GREEN "channel 2" to 0)
98	BLUE LED 26	(If BLUE "channel 3" to 0)
99	RED LED 27	(If RED "channel 1" to 0)
100	GREEN LED 27	(If GREEN "channel 2" to 0)
101	BLUE LED 27	(If BLUE "channel 3" to 0)
102	RED LED 28	(If RED "channel 1" to 0)
103	GREEN LED 28	(If GREEN "channel 2" to 0)
104	BLUE LED 28	(If BLUE "channel 3" to 0)
105	RED LED 29	(If RED "channel 1" to 0)
106	GREEN LED 29	(If GREEN "channel 2" to 0)
107	BLUE LED 29	(If BLUE "channel 3" to 0)
108	RED LED 30	(If RED "channel 1" to 0)
109	GREEN LED 30	(If GREEN "channel 2" to 0)
110	BLUE LED 30	(If BLUE "channel 3" to 0)
111	RED LED 31	(If RED "channel 1" to 0)
112	GREEN LED 31	(If GREEN "channel 2" to 0)
113	BLUE LED 31	(If BLUE "channel 3" to 0)
114	RED LED 32	(If RED "channel 1" to 0)
115	GREEN LED 32	(If GREEN "channel 2" to 0)
116	BLUE LED 32	(If BLUE "channel 3" to 0)
117	RED LED 33	(If RED "channel 1" to 0)
118	GREEN LED 33	(If GREEN "channel 2" to 0)
119	BLUE LED 33	(If BLUE "channel 3" to 0)
120	RED LED 34	(If RED "channel 1" to 0)
121	GREEN LED 34	(If GREEN "channel 2" to 0)
122	BLUE LED 34	(If BLUE "channel 3" to 0)
123	RED LED 35	(If RED "channel 1" to 0)
124	GREEN LED 35	(If GREEN "channel 2" to 0)
125	BLUE LED 35	(If BLUE "channel 3" to 0)
126	RED LED 36	(If RED "channel 1" to 0)
127	GREEN LED 36	(If GREEN "channel 2" to 0)
128	BLUE LED 36	(If BLUE "channel 3" to 0)
129	RED LED 37	(If RED "channel 1" to 0)
130	GREEN LED 37	(If GREEN "channel 2" to 0)
131	BLUE LED 37	(If BLUE "channel 3" to 0)

A.LEDA WASH K10 CC

CHANNEL	CHANNEL MODE
1	Red
2	RedFine
3	Green
4	GreenFine
5	Blue
6	BlueFine
7	White
8	WhiteFine
9	CTO
10	Macro Colour
11	Strobe
12	Dimmer
13	Dimmer fine
14	Pan
15	Pan fine
16	Tilt
17	Tilt fine
18	Function
19	Reset
20	Zoom

A.LEDA WASH K10 W

CHANNEL	CHANNEL MODE
1	Strobe
2	Dimmer
3	Dimmer fine
4	Pan
5	Pan fine
6	Tilt
7	Tilt fine
8	Function
9	Reset
10	Zoom

A.LEDA WASH K10 TW

CHANNEL	CHANNEL MODE
1	CoolWhite
2	CoolWhiteFine
3	WarmWhite
4	WarmWhiteFine
5	CTO
6	Strobe
7	Dimmer
8	Dimmer fine
9	Pan
10	Pan fine
11	Tilt
12	Tilt fine
13	Function
14	Reset
15	Zoom

A.LEDA WASH K20 CC

CHANNEL	CHANNEL MODE
1	Red
2	RedFine
3	Green
4	GreenFine
5	Blue
6	BlueFine
7	White
8	WhiteFine
9	CTO
10	Macro Colour
11	Strobe
12	Dimmer
13	Dimmer fine
14	Pan
15	Pan fine
16	Tilt
17	Tilt fine
18	Function
19	Reset
20	Zoom

A.LEDA WASH K20 W

CHANNEL	CHANNEL MODE
1	Strobe
2	Dimmer
3	Dimmer fine
4	Pan
5	Pan fine
6	Tilt
7	Tilt fine
8	Function
9	Reset
10	Zoom

A.LEDA WASH K20 TW

CHANNEL	CHANNEL MODE
1	CoolWhite
2	CoolWhiteFine
3	WarmWhite
4	WarmWhiteFine
5	CTO
6	Strobe
7	Dimmer
8	Dimmer fine
9	Pan
10	Pan fine
11	Tilt
12	Tilt fine
13	Function
14	Reset
15	Zoom

Continue →

NOTE: On conclusion of resetting in case of absence of DMX signal, Pan & Tilt move to the "Home" position (Pan 50% - Tilt 50%) all the others channels stay at 0%.

• RED – GREEN - BLUE - WHITE

BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• RED FINE – GREEN FINE – BLUE FINE – WHITE FINE

BIT	EFFECT
255	
0	

• C.T.O.

BIT	EFFECT
255	2500
250	2600
246	2700
242	2800
237	2900
233	3000
228	3100
224	3200
219	3300
215	3400
210	3500
206	3600
201	3700
197	3800
192	3900
188	4000
184	4100
179	4200
175	4300
170	4400
166	4500
161	4600
157	4700
152	4800
148	4900
144	5000
139	5100
135	5200
130	5300
126	5400
121	5500
117	5600
112	5700
108	5800
103	5900
99	6000
95	6100
90	6200
86	6300
81	6400
77	6500
72	6600
68	6700
63	6800
59	6900
54	7000
50	7100
46	7200
41	7300
37	7400
32	7500
28	7600
23	7700
19	7800
14	7900
10	8000
0-9	UNUSED RANGE

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

• MACRO COLOUR

BIT	LEE REFERENCE	COLOUR	BIT VALUE			
			R	G	B	W
207-255	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 Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
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

BIT	EFFECT
252 - 255	OPEN
239 - 251	RANDOM FAST STROBE
226 - 238	RANDOM MEDIUM STROBE
213 - 225	RANDOM SLOW STROBE
208 - 212	OPEN
207	FAST PULSATION
108	SLOW PULSATION
104 - 107	OPEN
103	FAST STROBE (12 flash/sec)
4	SLOW STROBE (1 flash/sec)
0 - 3	CLOSED

• DIMMER

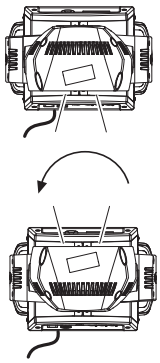
BIT	EFFECT
255	FULL LIGHT
0	NO LIGHT

• DIMMER FINE

BIT	EFFECT
255	
0	

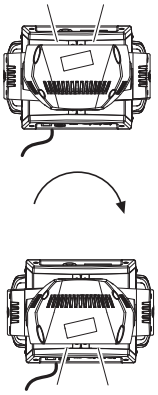
• PAN

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)



0-255 Bit: 2.65 sec (K20)
0-255 Bit: 2.01 sec (K10)
0-255 Bit: 1.41 sec (K5)

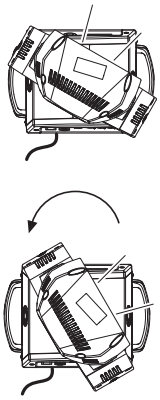
Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)



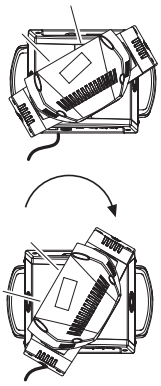
0-255 Bit: 2.65 sec (K20)
0-255 Bit: 2.01 sec (K10)
0-255 Bit: 1.41 sec (K5)

• PAN FINE

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)

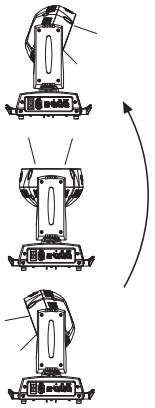


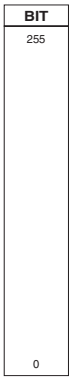
Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)



• TILT

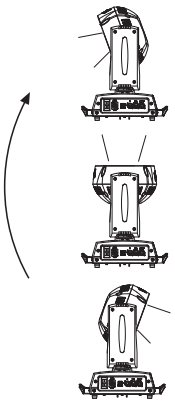
Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)





0-255 Bit: 1.45 sec (K20)
0-255 Bit: 0.87 sec (K10)
0-255 Bit: 0.80 sec (K5)

Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)

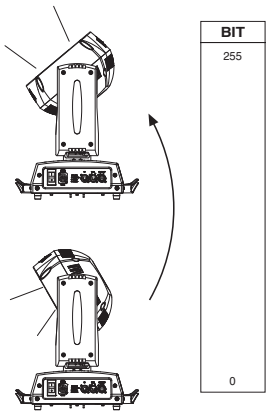


0-255 Bit: 1.45 sec (K20)
0-255 Bit: 0.87 sec (K10)
0-255 Bit: 0.80 sec (K5)

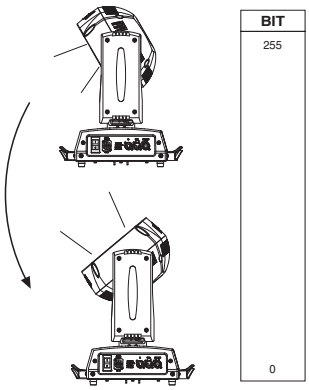
Continue →

• TILT FINE

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)



Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 14% and option Invert Tilt ⇕ Off)

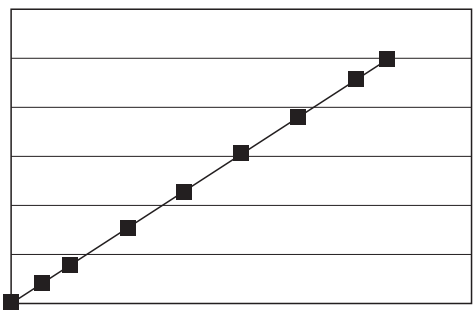


• FUNCTION

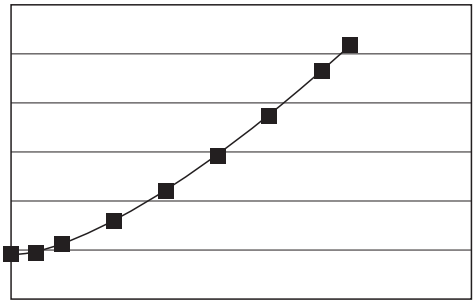
BIT	EFFECT
251 – 255	Reset to defult
103 – 250	Unused Range
98 – 102	Halogen Lamp Simulation, type 5 (2500 W)
93 – 97	Halogen Lamp Simulation, type 4 (2000 W)
88 – 92	Halogen Lamp Simulation, type 3 (1200 W)
83 – 87	Halogen Lamp Simulation, type 2 (1000 W)
78 – 82	Halogen Lamp Simulation, type 1 (750W)
73 – 77	Halogen Lamp Simulation OFF (Default)
68 – 72	RGBW Gamma curve 3 – gamma = 2.0
63 – 67	RGBW Gamma curve 2 – gamma = 1.5 (Default)
58 – 62	RGBW Gamma curve 1 – gamma = 1.0
53 – 57	Dimmer Curve 4
48 – 52	Dimmer Curve 3 (Default)
43 – 47	Dimmer Curve 2
38 – 42	Dimmer Curve 1
25 – 37	Pan Tilt Normal
12 – 24	Pan Tilt Fast (Default)
0 – 11	Function off

The functions are actived passing through the “unused range” and staying 5 seconds in necessary level.
Last selected function still active. Enable setting a new function.

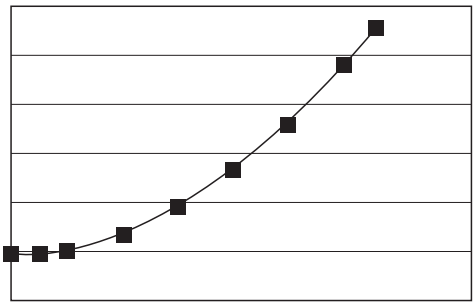
DIMMER CURVE 1 - GAMMA 1 LINEAR



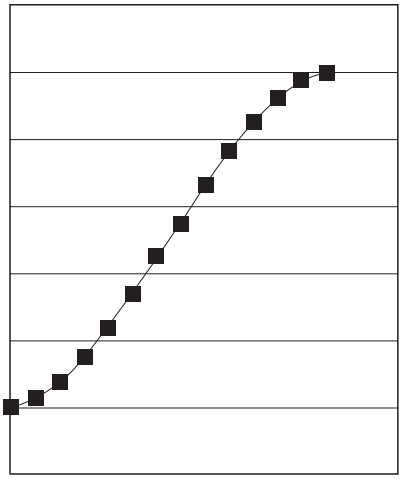
DIMMER CURVE 2 - GAMMA 1,5



DIMMER CURVE 3 - GAMMA 2,0



DIMMER CURVE 4 - S



• RESET

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

* Automatic gamma is calculated based on background intensity to auto-adapt the shape’s fade.

SHAPE SELECTION - SHAPE SPEED - SHAPE OFFSET

BIT	SHAPE SELECTION	On K5	On K10	On K20	RANDOM COLORS *1	SHAPE SPEED	SHAPE OFFSET
32-255	Reserved	No	Yes	Yes	N.a.	N.a.	N.a.
31	Two rotating arcs of different colors and direction	No	Yes	Yes			
30	Two rotating arcs of different colors	Yes	Yes	Yes			
29	Two rotating bars of different colors	Yes	Yes	Yes			
28	Triangle	Yes	Yes	Yes			
27	Half moon	Yes	Yes	Yes			
26	Bar (2 arms)	Yes	Yes	Yes			
25	Fan (3 arms)	Yes	Yes	Yes	N.a.	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotationt"	0-255 → angle offset from 0 to 360°
24	Rainbow 2, fixed speed with variable color offset.	Yes	Yes	Yes	Yes	0-126 = c.cw rotation 127-128 = STOP 129-255 = cw rotationt The value 0-126 or 129-255 change the rainbow angle offset (the orange starting angle).	N.a.
23	Rainbow 1, variable speed.	Yes	Yes	Yes	Yes	0-126 = max to min speed, c.cw rotation 127-128 = STOP 129-255 = min to max speed, cw rotationt	0-255 → angle offset from 0 to 360°
22	Random pixels with variable density and speed	Yes	Yes	Yes	Yes		0-255 → select pixel density
21	Random pixels distribuited on many fixtures	Yes	Yes	Yes	Yes	0-126 = max to min speed, Instant-on + fadeout. 127-128 = STOP. 129-255 = min to max speed, FadeIn + FadeOut. Fade or snap depending on fade channel.	0-255 → select random distribution from 2 up to 20 fixtures
20	Ring with variable radius, filled.	Yes	Yes	Yes	N.a.		N.a.
19	Ring with variable radius	Yes	Yes	Yes	N.a.	0-255 = radius 0 = minimum 255 = maximum	0-255 → angle offset from 0 to 360°
18	Ring Open/Close (close/open) Filled	Yes	Yes	Yes	Yes		
17	Ring Open/Close (close/open)	Yes	Yes	Yes	Yes	0-126 = max to min speed, Start closed 127-128 = STOP 129-255 = min to max speed, Start opened"	
16	Ring Opening (Closing) Filled	Yes	Yes	Yes	Yes		
15	Ring Opening (Closing)	Yes	Yes	Yes	Yes	0-126 = max to min speed, Closing effect 127-128 = STOP 129-255 = min to max speed, Opening effect	0-9 → continuous 10-255 → random distribution of flash from 2 to 20 fixtures"
14	Ring 1 + 4	No	No	Yes			
13	Ring 1 + 3	No	Yes	Yes			
12	Ring 1 + 2	Yes	Yes	Yes			
11	Ring 4	No	No	Yes			
10	Ring 3	No	Yes	Yes			
9	Ring 2	Yes	Yes	Yes			
8	Ring 1	Yes	Yes	Yes	N.a.	N.a.	N.a.
0-7	Macro OFF	Yes	Yes	Yes	N.a.	N.a.	N.a.

*1: Random colors activation with foreground R,G,B,W = 0

Continue →

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 rings used by the macro are turned on with the foreground colour (Shape Red+Shape Green+Shape blue+Shape White).
Avaliable combinations: Ring 1 On, Ring 2 On, Ring 3 On (Aleda K10, K20 only), Ring 4 On (Aleda K20 only),Ring 1+2 On,
Ring 1+3 On (Aleda K10, K20 only), Ring 1+4 On (Aleda K20 only).
Dynamic Rings
DMX channel

Dynamic Rings
DMX channel value: From 15 to 18.
The rings 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 128 the macro stays still.
The Shape Offset channel defines the macro effect distribution over a number of fixtures (affects also the behavior of a single fixture)
Dmx values from 0 to 9: continous 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.
The color used by the macro changes at every restart.

Rings with variable radius
DMX channel value: 19 - 20.
The Shape Speed channel defines the ring radius: 0 = min, 255 = max.
Random pixels
DMX

Random pixels
DMX channel value: 21 – 22.
Leds are turned on 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 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

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Rainbows
DMX channel value: 23 – 24 .
It 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 speed) the Shape Speed channel also defines angle offset (the orange sector starting angle).

Rotating shapes
DMX channel value: from 25 to 31.
Shapes avaliable: 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).

• ZOOM

BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

0-255 Bit: 0.68 sec (K20)
0-255 Bit: 0.69 sec (K10)

• SHAPE R G B W

BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• SHAPE INTENSITY

BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

• BACKGROUND INTENSITY

BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

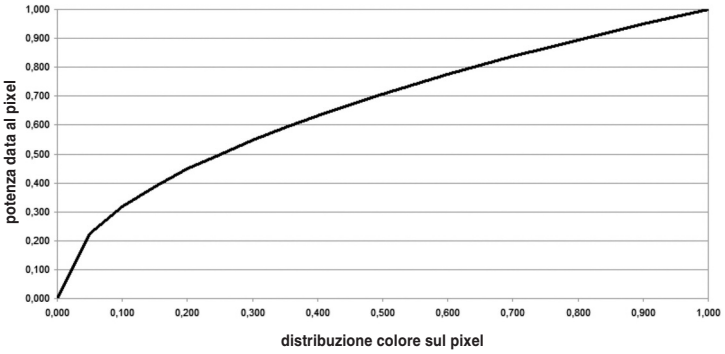
• SHAPE SMOOTHING

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

* Automatic gamma is calculated based on background intensity to auto-adapt the shape's fade.

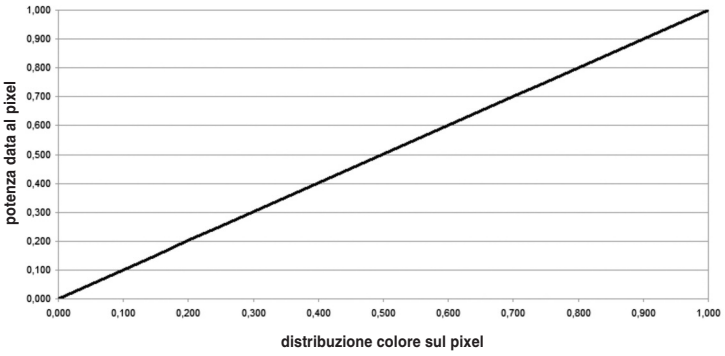
DMX BIT: 16 — Fading gamma: 0,500

Gamma Curve



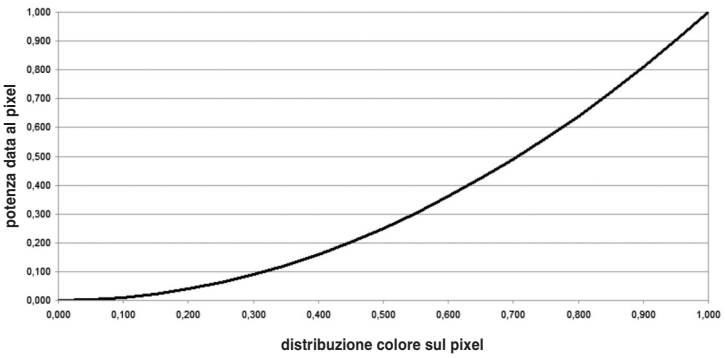
DMX BIT: 92 — Fading gamma: 0,997

Gamma Curve



DMX BIT: 245 — Fading gamma: 2,000

Gamma Curve



Continue →

• SHAPE TRANSITION

BIT	FADING TIME
255	4000 ms
254	3970 ms
253	3950 ms
252	3920 ms
251	3890 ms
250	3860 ms
249	3840 ms
248	3810 ms
247	3780 ms
246	3760 ms
245	3730 ms
244	3700 ms
243	3680 ms
242	3650 ms
241	3630 ms
240	3600 ms
239	3570 ms
238	3550 ms
237	3520 ms
236	3500 ms
235	3470 ms
234	3440 ms
233	3420 ms
232	3390 ms
231	3370 ms
230	3340 ms
229	3320 ms
228	3290 ms
227	3270 ms
226	3240 ms
225	3220 ms
224	3190 ms
223	3170 ms
222	3140 ms
221	3120 ms
220	3100 ms
219	3070 ms
218	3050 ms
217	3020 ms
216	3000 ms
215	2970 ms
214	2950 ms
213	2930 ms
212	2900 ms
211	2880 ms
210	2860 ms
209	2830 ms
208	2810 ms
207	2790 ms
206	2760 ms
205	2740 ms
204	2720 ms
203	2690 ms
202	2670 ms
201	2650 ms
200	2620 ms

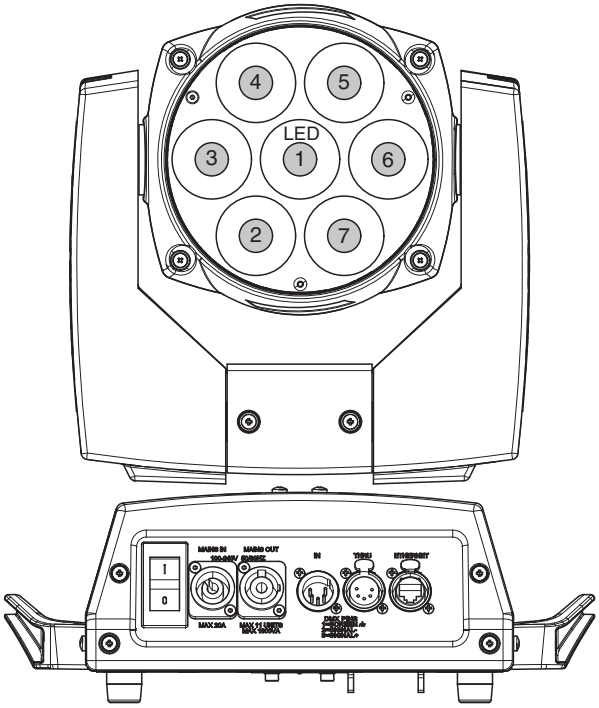
BIT	FADING TIME
199	2600 ms
198	2580 ms
197	2560 ms
196	2530 ms
195	2510 ms
194	2490 ms
193	2470 ms
192	2450 ms
191	2420 ms
190	2400 ms
189	2380 ms
188	2360 ms
187	2340 ms
186	2320 ms
185	2290 ms
184	2270 ms
183	2250 ms
182	2230 ms
181	2210 ms
180	2190 ms
179	2170 ms
178	2150 ms
177	2130 ms
176	2110 ms
175	2090 ms
174	2070 ms
173	2050 ms
172	2020 ms
171	2000 ms
170	1980 ms
169	1960 ms
168	1950 ms
167	1930 ms
166	1910 ms
165	1890 ms
164	1870 ms
163	1850 ms
162	1830 ms
161	1810 ms
160	1790 ms
159	1770 ms
158	1750 ms
157	1730 ms
156	1710 ms
155	1700 ms
154	1680 ms
153	1660 ms
152	1640 ms
151	1620 ms
150	1600 ms
149	1590 ms
148	1570 ms
147	1550 ms
146	1530 ms
145	1510 ms
144	1500 ms

BIT	FADING TIME
143	1480 ms
142	1460 ms
141	1440 ms
140	1430 ms
139	1410 ms
138	1390 ms
137	1380 ms
136	1360 ms
135	1340 ms
134	1330 ms
133	1310 ms
132	1290 ms
131	1280 ms
130	1260 ms
129	1240 ms
128	1230 ms
127	1210 ms
126	1200 ms
125	1180 ms
124	1160 ms
123	1150 ms
122	1130 ms
121	1120 ms
120	1100 ms
119	1090 ms
118	1070 ms
117	1060 ms
116	1040 ms
115	1030 ms
114	1010 ms
113	1000 ms
112	980 ms
111	970 ms
110	950 ms
109	940 ms
108	930 ms
107	910 ms
106	900 ms
105	880 ms
104	870 ms
103	860 ms
102	840 ms
101	830 ms
100	820 ms
99	800 ms
98	790 ms
97	780 ms
96	770 ms
95	750 ms
94	740 ms
93	730 ms
92	710 ms
91	700 ms
90	690 ms
89	680 ms
88	670 ms

BIT	FADING TIME
87	650 ms
86	640 ms
85	630 ms
84	620 ms
83	610 ms
82	600 ms
81	590 ms
80	570 ms
79	560 ms
78	550 ms
77	540 ms
76	530 ms
75	520 ms
74	510 ms
73	500 ms
72	490 ms
71	480 ms
70	470 ms
69	460 ms
68	450 ms
67	440 ms
66	430 ms
65	420 ms
64	410 ms
63	400 ms
62	390 ms
60-61	380 ms
59	370 ms
58	360 ms
57	350 ms
56	340 ms
54-55	330 ms
53	320 ms
52	310 ms
51	300 ms
49-50	290 ms
48	280 ms
47	270 ms
45-46	260 ms
44	250 ms
42-43	240 ms
41	230 ms
39-40	220 ms
37-38	210 ms
35-36	200 ms
34	190 ms
32-33	180 ms
30-31	170 ms
27-29	160 ms
25-26	150 ms
22-24	140 ms
19-21	130 ms
16-18	120 ms
11-15	110 ms
5-10	100 ms
0-4	No fade

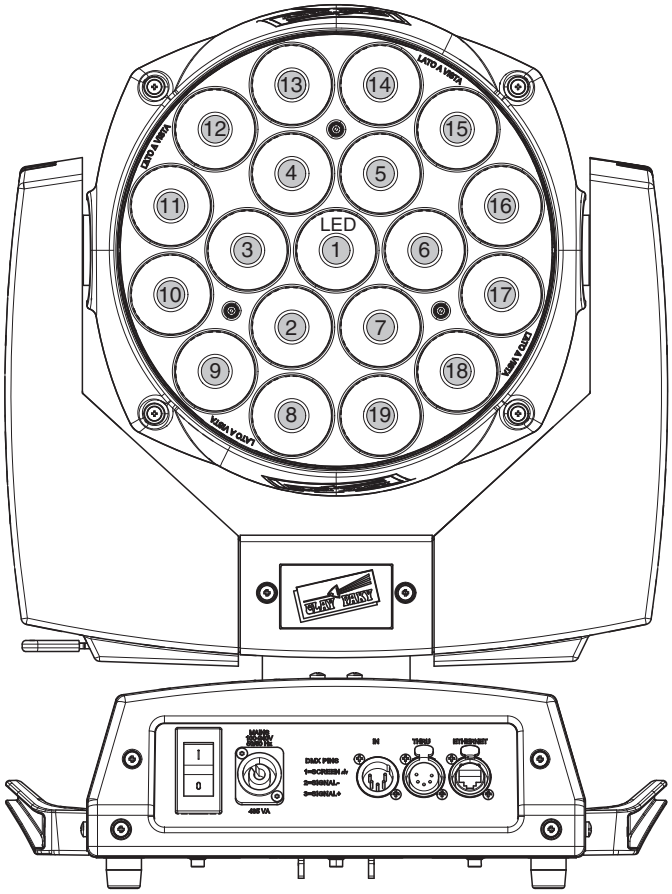
A.LEDA WASH K5

TILT: channel 16 at 80%



A.LEDA WASH K10

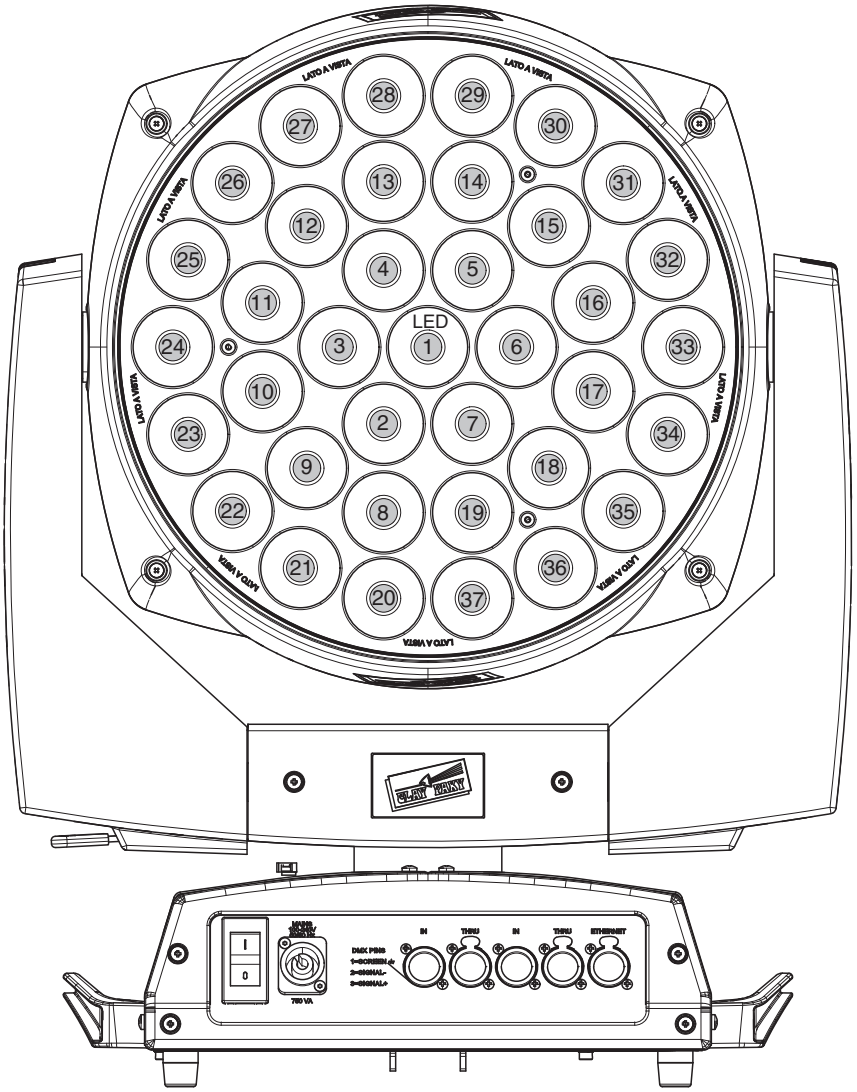
TILT: channel 16 at 80%



Continue →

A.LEDA WASH K20

TILT: channel 16 at 80%



TIMING CHANNELS

	Timing Channel	Channel function
	Pan - Tilt time	Pan - Tilt - (Pan fine - Tilt fine)
	Colour time	CMY - CTO
	Beam time	Dimmer - Zoom

TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
23	4.6
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
33	6.6
34	6.8
35	7
36	7.2
37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

BIT	Seconds
43	8.6
44	8.8
45	9
46	9.2
47	9.4
48	9.6
49	9.8
50	10
51	10.2
52	10.4
53	10.6
54	11
55	
56	12
57	
58	13
59	
60	14
61	
62	
63	15
64	
65	16
66	
67	
68	17
69	
70	18
71	
72	
73	19
74	
75	20
76	
77	
78	21
79	
80	
81	22
82	
83	23
84	
85	

BIT	Seconds
86	24
87	
88	25
89	
90	
91	26
92	
93	27
94	
95	
96	28
97	
98	29
99	
100	
101	30
102	
103	
104	31
105	
106	32
107	
108	
109	33
110	
111	34
112	
113	
114	35
115	
116	36
117	
118	
119	37
120	
121	38
122	
123	
124	39
125	
126	
127	40
128	

BIT	Seconds
129	41
130	
131	
132	42
133	
134	43
135	
136	
137	44
138	
139	45
140	
141	
142	46
143	
144	47
145	
146	
147	48
148	
149	49
150	
151	
152	50
153	
154	
155	51
156	
157	52
158	
159	
160	53
161	
162	54
163	
164	
165	55
166	
167	56
168	
169	
170	57
171	

BIT	Seconds
172	58
173	
174	
175	59
176	
177	
178	60
179	
180	65
181	
182	
183	70
184	
185	75
186	
187	
188	80
189	
190	85
191	
192	
193	90
194	
195	95
196	
197	
198	100
199	
200	110
201	
202	
203	120
204	
205	
206	130
207	
208	140
209	
210	
211	150
212	
213	160
214	
215	

BIT	Seconds
216	170
217	
218	180
219	
220	
221	190
222	
223	200
224	
225	
226	210
227	
228	
229	220
230	
231	230
232	
233	
234	240
235	
236	250
237	
238	
239	260
240	
241	270
242	
243	
244	280
245	
246	290
247	
248	
249	300
250	
251	310
252	
253	
254	
255	Follow cue Data

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