



AN OSRAM BUSINESS

**A.LEDA B-EYE K10 EASY**

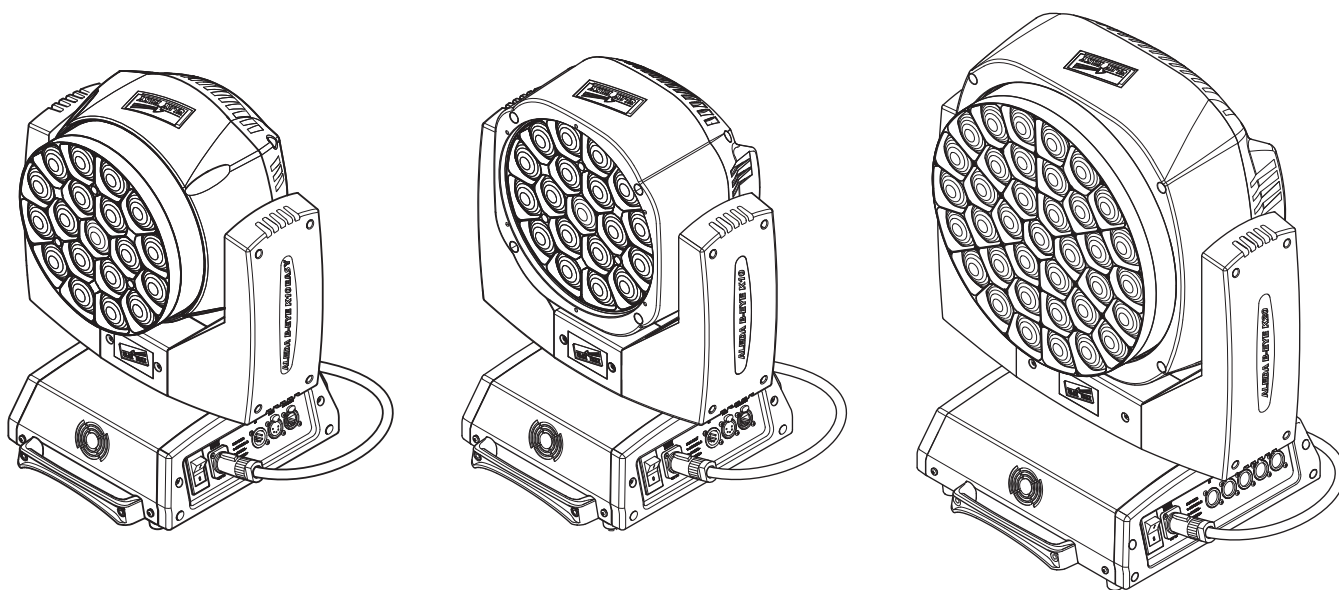
C61415

**A.LEDA B-EYE K10**

C61419

**A.LEDA B-EYE K20**

C61420

**INSTRUCTION MANUAL****INDEX**

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*Congratulations on choosing a Clay Paky product!*

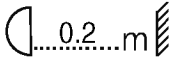
*We thank you for your custom.*

*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.

LED  0.2m

$t_a$  40°C

IP20



$t_c$  90°C



**Risk Group 2**  
According to  
EN 62471



#### • 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.

#### • Maximum ambient temperature

Do not operate the fixture if the ambient temperature ( $T_a$ ) exceeds 40° C (104° F).

#### • 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. A.leda B-EYEK20: the user must determine, in consultation with the supply authority, that the equipment is connected only to a supply with a maximum permissible system impedance  $Z_{max}$ , at the interface point of the user's supply, equal to 0.29  $\Omega$  or less.

#### • 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.

#### • Light collimation system

This product contains internal light collimation system. Avoid intense light from any angle.

#### • Photobiological Safety

CAUTION. Possibly hazardous optical radiation emitted from this product. Do not stare at operating lamp. May be harmful to the eyes.

This product is intended for the following areas of application:

studios, stages, theaters, exhibitions, trade fairs, events, theme parks, entertainment venues, architectural lighting and similar

#### Not suitable for household illumination

#### Not for residential use



• **Battery**

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



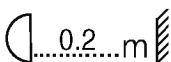
• **Disposing**

This product is supplied in compliance with European Directive 2012/19/EU - Waste Electrical and Electronic Equipment (WEEE). To preserve the environment please dispose/recycle this product at the end of its life according to the local regulation.



The products to which this manual refers comply with the European Directives pursuant to:

- 2006/95/EC - Safety of electrical equipment supplied at low voltage (LVD)
- 2004/108/EC - Electromagnetic Compatibility (EMC)
- 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)
- 2009/125/EC - EcoDesign requirements for Energy-related Products (ErP)

LED  0,2 m $t_a$  40°C

IP20

 $t_c$  90°C**Gruppo di rischio 2**  
Secondo la norma  
EN 62471**• Installazione**

Assicurarsi che tutte le parti per il fissaggio del proiettore siano in buona condizione.

Assicurarsi della stabilità del punto di ancoraggio prima di posizionare il proiettore.

La fune di sicurezza, debitamente agganciata all'apparecchio e fissata alla struttura di sostegno, deve essere installata in modo che, in caso di cedimento del sistema di supporto primario, si abbia la minor caduta possibile dell'apparecchio. Dopo un eventuale intervento la fune di sicurezza deve essere sostituita con il ricambio originale.

**• Distanza minima degli oggetti illuminati**

Il proiettore deve essere posizionato in modo tale che gli oggetti colpiti dal fascio luminoso siano distanti almeno 0,20 metri dall'obiettivo del proiettore stesso.

**• Distanza minima dei materiali infiammabili**

Il proiettore deve essere posizionato in modo tale che i materiali infiammabili siano distanti almeno 0,20 metri da ogni punto della superficie dell'apparecchio.

**• Superficie di montaggio**

È consentito il montaggio dell'apparecchio su superfici normalmente infiammabili.

**• Massima temperatura ambiente**

Non utilizzare il proiettore se la temperatura ambiente ( $T_a$ ) supera i 40°C.

**• Grado di protezione IP20**

L'apparecchio è protetto contro la penetrazione di corpi solidi di dimensione superiore a 12mm (prima cifra 2), mentre teme lo stillicidio, la pioggia, gli spruzzi e i getti d'acqua (seconda cifra 0).

**• Protezione contro la scossa elettrica**

È obbligatorio effettuare il collegamento ad un impianto di alimentazione dotato di un'efficiente messa a terra (apparecchio di **Classe I** secondo la norma EN 60598-1).

Si raccomanda, inoltre, di proteggere le linee di alimentazione dei proiettori dai contatti indiretti e/o cortocircuiti verso massa tramite l'uso di interruttori differenziali opportunamente dimensionati.

**• Collegamento alla rete di alimentazione**

Le operazioni di collegamento alla rete di distribuzione dell'energia elettrica devono essere effettuate da un installatore elettrico qualificato. Verificare che frequenza e tensione della rete corrispondano alla frequenza ed alla tensione per cui il proiettore è predisposto ed indicate sulla targhetta dei dati elettrici. Sulla medesima targhetta è pure indicata la potenza assorbita. Fare riferimento a quest'ultima per valutare il numero massimo di apparecchi da collegare alla linea elettrica, al fine di evitare sovraccarichi.

**• Temperatura della superficie esterna**

La temperatura massima raggiungibile sulla superficie esterna dell'apparecchio, in condizioni di regime termico, è di 90°C.

**• Manutenzione**

Prima di iniziare qualsiasi operazione di manutenzione o pulizia sul proiettore togliere la tensione dalla rete di alimentazione.

**• Sistema di collimazione di luce**

Questo prodotto contiene un sistema interno di collimazione di luce. Evitare l'ingresso di luce intensa da qualsiasi angolazione.

**• Sicurezza fotobiologica**

ATTENZIONE: Possibile radiazione ottica rischiosa emessa da questo prodotto.

Non fissare la lampada in funzione. Può essere pericoloso per gli occhi.

Il prodotto è concepito per essere utilizzato nei seguenti ambiti:

studi, palchi, teatri, esposizioni, fiere, eventi, parchi a tema, locali di intrattenimento, illuminazione architettonica e simili.

**Non adatto all'illuminazione domestica**

**Non per uso residenziale**



• **Batteria**

Questo prodotto contiene una batteria ricaricabile piombo-acido o Litio Ferro Tetrafosfato. A tutela dell'ambiente si prega di smaltire la batteria a fine vita in conformità alla normativa vigente.



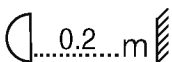
**Smaltimento**

Questo dispositivo è conforme alla Direttiva Europea 2012/19/UE - Rifiuti di apparecchiature elettriche ed elettroniche (RAEE). Nel rispetto dell'ambiente, smaltire/riciclare il prodotto al termine del suo ciclo di vita secondo le disposizioni di legge locali.to the local regulation.



I prodotti a cui questo manuale si riferisce sono conformi alle Direttive Europee di cui sono oggetto:

- 2006/95/CE - Sicurezza delle apparecchiature alimentate in Bassa Tensione (LVD)
- 2004/108/CE - Compatibilità Elettromagnetica (EMC)
- 2011/65/UE - Restrizione d'uso di determinate sostanze pericolose (RoHS)
- 2009/125/CE - Specifiche per la progettazione ecocompatibile dei prodotti connessi all'energia (ErP)

LED  0.2 m

$t_a$  40°C

IP20



$t_c$  90°C



  
**Classe de  
 dangerosité 2**  
 Selon la norme  
 EN 62471



#### • Installation

S'assurer que toutes les pièces pour la fixation du projecteur sont en bon état.

S'assurer de la stabilité du point d'ancrage avant de positionner le projecteur.

Le câble de sécurité, à fixer correctement à l'appareil et à la structure de support, doit être installé de façon à ce que, en cas de rupture du système de support principal, la chute de l'appareil soit la plus limitée possible.

Après une éventuelle intervention du câble de sécurité suite à une chute, il faut le remplacer par une pièce de rechange d'origine.

#### • Distance minimum des objets éclairés

Le projecteur doit être positionné de façon à ce que les objets éclairés par le faisceau lumineux soient à une distance d'au moins 0,20 mètres de l'objectif du projecteur.

#### • Distance minimum des substances inflammables

Le projecteur doit être positionné de façon à ce qu'il y ait une distance d'au moins 0,20 mètre entre toute substance inflammable et tout point de sa surface.

#### • Température ambiante maximum

Ne pas utiliser le projecteur quand la température ambiante ( $T_a$ ) dépasse 40°C.

#### • Degré de protection IP20

L'appareil est protégé contre la pénétration de corps solides de dimension supérieure à 12 mm (premier chiffre 2), tandis qu'il craint les gouttes d'eau, la pluie et les projections d'eau (deuxième chiffre 0).

#### • Protection contre l'électrification

L'appareil doit obligatoirement être branché à une installation d'alimentation équipée d'une mise à la terre efficace (appareil de **Classe I** selon la norme EN 60598-1).

Nous recommandons également de protéger les lignes d'alimentation des projecteurs contre les contacts indirects et/ou les courts-circuits vers la masse en utilisant des interrupteurs différentiels de sensibilité adéquate.

#### • Branchement au réseau d'alimentation

Les opérations de branchement au réseau de distribution de l'énergie électrique doivent être exécutées par un installateur électrique qualifié.

Contrôler que la fréquence et la tension de réseau correspondent à la fréquence et à la tension pour lesquelles le projecteur est prévu ; ces données sont indiquées sur la plaquette des données électriques. Cette même plaquette reporte également la puissance absorbée. Afin d'éviter des surcharges, se référer à celle-ci pour évaluer le nombre maximum d'appareils à brancher à la ligne électrique.

#### • Température de la surface extérieure

La température maximum qui peut être atteinte sur la surface extérieure de l'appareil, en conditions de régime thermique, est de 90°C.

#### • Entretien

Avant de procéder à toute opération d'entretien ou de nettoyage sur le projecteur, couper la tension d'alimentation.

#### • Système de collimation de la lumière

Ce produit contient un système de collimation de la lumière. Éviter qu'une lumière intense n'entre d'un quelconque angle de vue.

#### • Sécurité photobiologique

ATTENTION : Possible radiation optique émise par ce produit.

Ne pas fixer la lampe lorsqu'elle est allumée. Peut être dangereux pour les yeux.

Le produit est conçu pour être utilisé dans les milieux suivants :

studios, scènes, théâtres, expositions, salons, événements, parcs à thème, lieux de divertissement, éclairage architectural et similaires

**Non adapté à l'éclairage domestique**

**Non indiqué pour un utilisation résidentiel**



• **Batteria**

Ce produit contient une batterie rechargeable au plomb-acide ou tétraphosphate de fer au lithium. Une fois la batterie arrivée à la fin de sa durée de vie, procéder à son élimination conformément à la norme en vigueur de manière à éviter toute pollution.



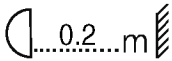
**Élimination**

Ce dispositif est conforme à la Directive Européenne 2012/19/UE – Déchets d'équipements électriques et électroniques (DEEE). Dans le respect de l'environnement, écouler/recycler le produit à la fin de son cycle de vie selon les dispositions légales locales.



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LED  0,2 m $t_a$  40°C

IP20

 $t_c$  90°C

  
Gefahrenklasse 2  
Gemäß Norm  
EN 62471

**• Installation**

Sicherstellen, dass alle Teile für die Befestigung des Projektors in einwandfreiem Zustand sind.

Vor der Installation des Projektors die Stabilität der Verankerungsstelle überprüfen.

Das korrekt am Gerät eingehakte und an der Haltestruktur befestigte Sicherheitsseil muss so installiert werden, dass bei einem Nachgeben der Haupthalterung die Fallhöhe des Gerätes so gering wie möglich ist. Nach einem eventuellen Einsatz muss das Sicherheitsseil durch ein Originalersatzteil ersetzt werden.

**• Mindestabstand zu beleuchteten Objekten**

Der Projektor muss so installiert werden, dass der Abstand zwischen den vom Lichtstrahl beleuchteten Objekten und dem Objektiv des Projektors mindestens 0,20 Meter beträgt.

**• Mindestabstand zu entzündbaren Materialien**

Der Projektor muss so installiert werden, dass entzündbare Materialien mindestens 0,20 Meter von jedem Punkt der Geräteoberfläche entfernt sind.

**• Max. Raumtemperatur**

Den Projektor nicht verwenden, wenn die Raumtemperatur (RT) 40°C überschreitet.

**• Schutzart IP20**

Das Gerät ist gegen das Eindringen von festen Fremdkörpern mit Durchmesser über 12 mm (erste Kennziffer 2) geschützt, während es gegen Tropf-, Regen- und Spritzwasser sowie Wasserstrahlen (zweite Kennziffer 0) empfindlich ist.

**• Schutz gegen Stromschlag**

Es ist Pflicht, das Gerät an eine Stromversorgungsanlage anzuschließen, die mit einer leistungsfähigen Erdung ausgestattet ist (Gerät der **Klasse I** gemäß Richtlinie EN 60598-1).

Darüber hinaus wird empfohlen, die Zuleitungen der Projektoren mit korrekt bemessenen Fehlerstromschutzschaltern vor indirekten Kontakten und/oder Kurzschlüssen zu schützen.

**• Netzanschluss**

Der Anschluss an das Stromnetz muss von einem kompetenten Elektroinstallateur ausgeführt werden. Vergewissern Sie sich, dass Spannung und Frequenz der Netzversorgung mit den Werten übereinstimmen, für die der Projektor ausgelegt ist und die auf dem Typenschild angegeben sind. Ebenfalls auf dem Typenschild ist die Leistungsaufnahme angegeben. Um zu beurteilen, wie viele Geräte maximal an die Stromleitung angeschlossen werden können, ist auf diese Angaben Bezug zu nehmen, damit Überlastungen vermieden werden.

**• Temperatur der Außenfläche**

Die Außenfläche des Geräts kann im Wärmebetrieb eine Höchsttemperatur von 90°C erreichen.

**• Wartung**

Vor Beginn von Wartungs- oder Reinigungsarbeiten am Projektor stets die Stromversorgung abschalten.

**• System zur Lichtkollimation**

Dieses Produkt enthält ein internes System zur Kollimation des Lichts. Den Eintritt von starkem Licht aus jedem Einfallswinkel vermeiden.

**• Photobiologische Sicherheit**

ACHTUNG: Mögliche riskante optische Strahlung wird von diesem Produkt abgegeben.

Nicht die Lampe fixieren, wenn sie in Betrieb ist. Kann für die Augen gefährlich sein.

Das Produkt wurde für die Verwendung in den folgenden Bereichen entwickelt:

Studios, Bühnen, Theater, Ausstellungen, Messen, Veranstaltungen, Themenparks, Unterhaltungslokale, Architekturbeleuchtung oder ähnliches

**Nicht für Haushaltsbeleuchtung geeignet**

**Nicht für den häuslichen Gebrauch**





• **Batterie**

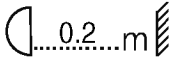
Dieses Produkt enthält eine wiederaufladbare Blei-Säure-Batterie oder Lithium-Eisen-tetraphosphat. Zum Schutz der Umwelt bitten wir Sie, diese Batterie, nachdem sie verbraucht ist, gemäß den geltenden Vorschriften zu entsorgen.

**Entsorgung**

Diese Vorrichtung entspricht der Europäischen Richtlinie 2012/19/UE - Abfall von elektrischen und elektronischen Gerätschaften (RAEE). Das Produkt am Ende seines Lebenszyklus unter Berücksichtigung der Umwelt nach den lokalen Gesetzesvorschriften entsorgen/recyclen.

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LED  0,2 m

$t_a$  40°C

IP20



$t_c$  90°C



Clase de  
peligrosidad 2  
Según la norma  
EN 62471



#### • Instalación

Asegúrese de que todos los elementos de fijación del proyector estén en buenas condiciones.

Controle la estabilidad del punto de anclaje antes de instalar el proyector.

La cuerda de seguridad, correctamente enganchada al aparato y fijada a la estructura de soporte, debe colocarse de modo que, si el soporte principal cede, el aparato sufra la menor caída posible. En caso de desgaste de la cuerda de seguridad, sustitúyala por el recambio original.

#### • Distancia mínima de los objetos iluminados

El proyector debe ser posicionado de modo tal que los objetos tocados por el haz luminoso tengan una distancia de al menos 0,20 metros del objetivo del mismo proyector.

#### • Distancia mínima de los materiales inflamables

El proyector debe ser posicionado de modo tal que los materiales inflamables tengan una distancia de al menos 0,20 metros de cada punto de la superficie del aparato.

#### • Máxima temperatura ambiente

No utilice el proyector si la temperatura ambiente ( $t_a$ ) supera los 40°C.

#### • Grado de protección IP20

El aparato está protegido contra la penetración de cuerpos sólidos de dimensiones superiores a 12 mm (primer dígito 2), pero no contra el goteo, la lluvia, las salpicaduras y los chorros de agua (segundo dígito 0).

#### • Protección contra descargas eléctricas

Es obligatorio efectuar la conexión a una instalación de alimentación dotada de una eficiente puesta a tierra (aparato de **Clase I** según la norma EN 60598-1).

Además, se recomienda proteger las líneas de alimentación de los proyectores de los contactos indirectos y/o cortocircuitos hacia masa, mediante el uso de interruptores diferenciales dimensionados oportunamente.

#### • Conexión a la red de alimentación

Las operaciones de conexión a la red de distribución de la energía eléctrica deben ser efectuadas por un instalador eléctrico cualificado. Constate que los valores de frecuencia y tensión de la red sean iguales a los que figuran en la placa de los datos eléctricos del proyector. En la misma placa está indicada la potencia absorbida. Hacer referencia a esta última para valorar el número máximo de aparatos que conectar a la línea eléctrica, con el fin de evitar sobrecargas.

#### • Temperatura de la superficie externa

La temperatura máxima que puede alcanzar la superficie externa del aparato, en condiciones de régimen térmico, es de 90°C.

#### • Mantenimiento

Antes de iniciar cualquier operación de mantenimiento o limpieza del proyector desconecte el aparato de la alimentación eléctrica.

#### • Sistema de colimación de luz.

Este producto contiene un sistema interno de colimación de luz.

Evitar la difusión de luz intensa desde cualquier angulación.

#### • Seguridad fotobiológica

ATENCIÓN: Posible radiación óptica arriesgada emitida por este producto.

No fije la lámpara en funcionamiento. Puede ser peligroso para los ojos.

El producto es concebido para ser utilizado en los siguientes ambientes:

estudios, palcos, teatros, exposiciones, ferias, eventos, parques temáticos locales de entretenimiento, iluminación de arquitecturas y similares

**No es apropiado para la iluminación doméstica**

**No para uso residencial**



• **Batería**

Este producto contiene una batería recargable plomo-ácido o de litio tetrafosfato Hierro. Para proteger el ambiente se ruega eliminar la batería conforme a la normativa vigente.

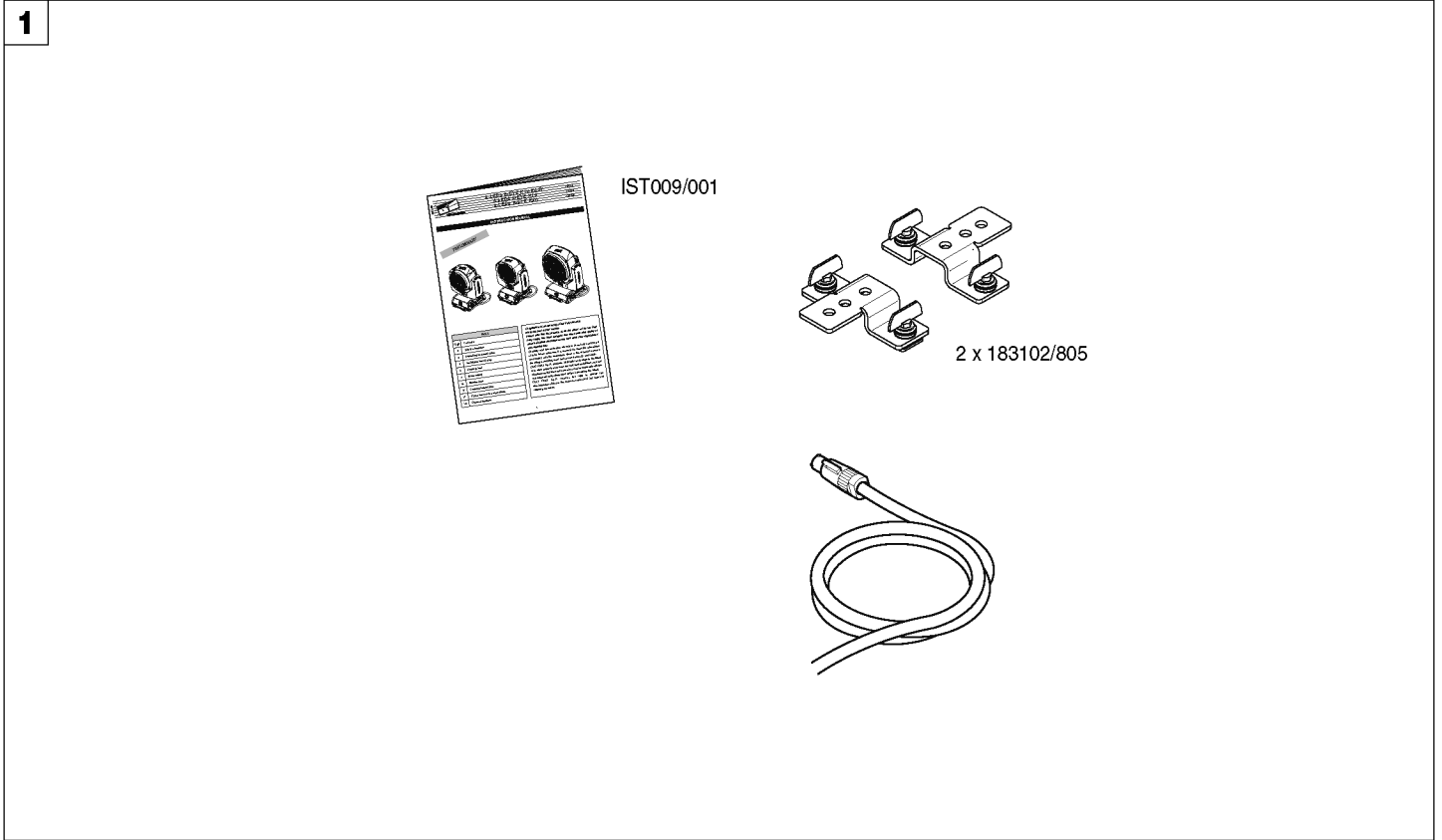
**Eliminación**

Este dispositivo es conforme a la Directiva Europea 2012/19/UE - Residuos de equipos eléctricos y electrónicos (RAEE). Con el fin de respetar el ambiente, eliminar/reciclar el producto al final de su ciclo de vida según las disposiciones de ley locales

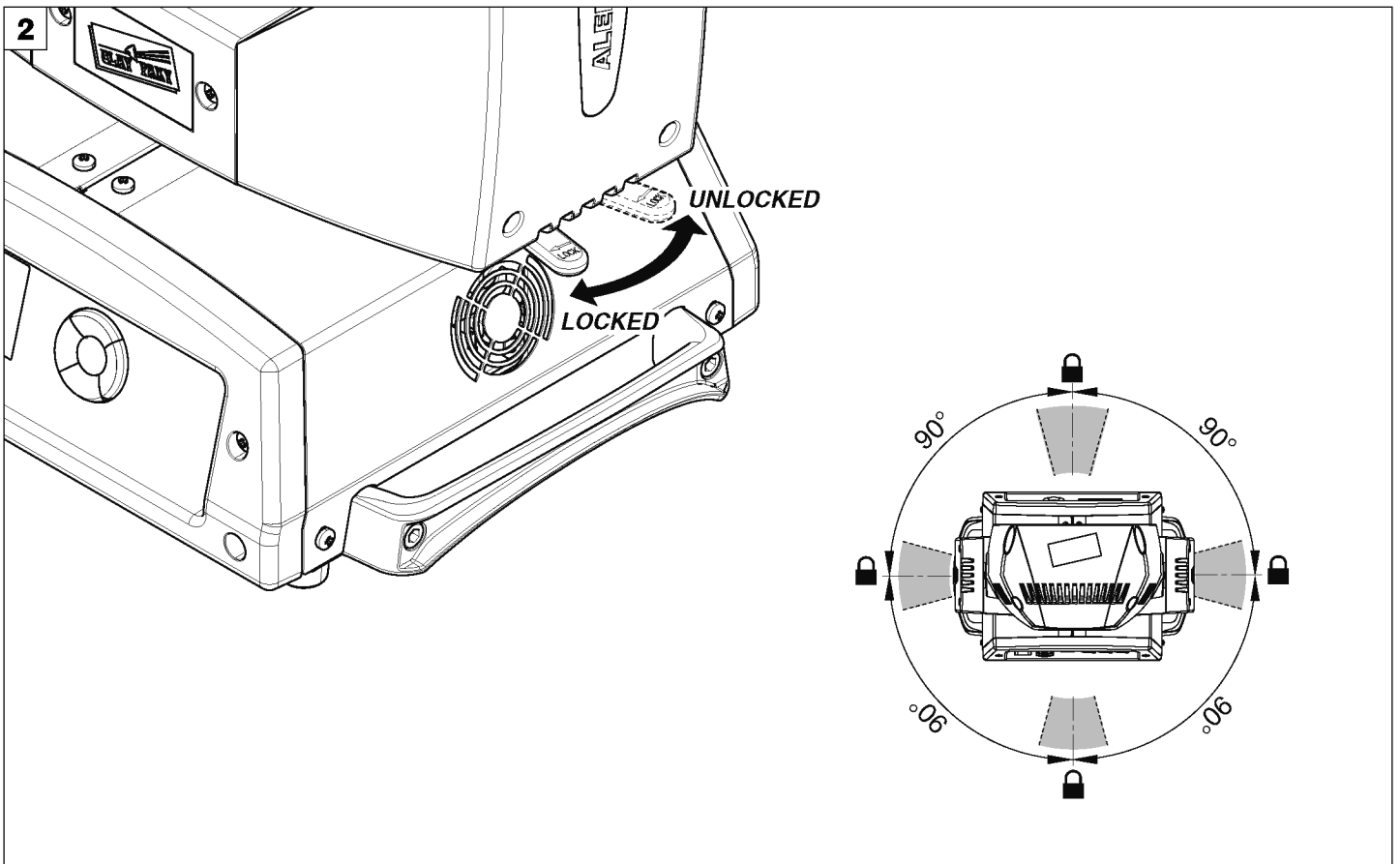
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# UNPACKING AND PREPARATION

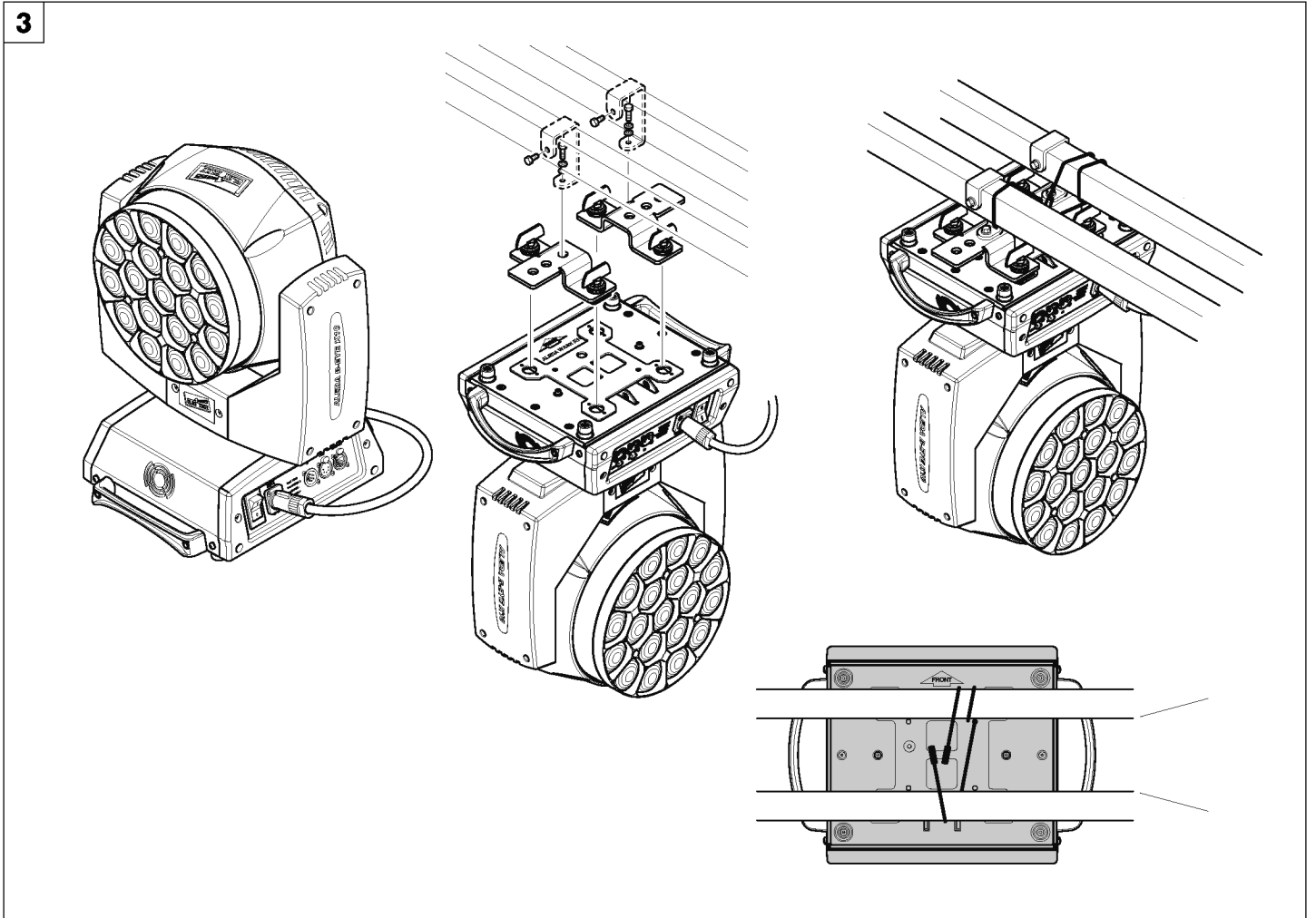


Packing contents - Fig. 1



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

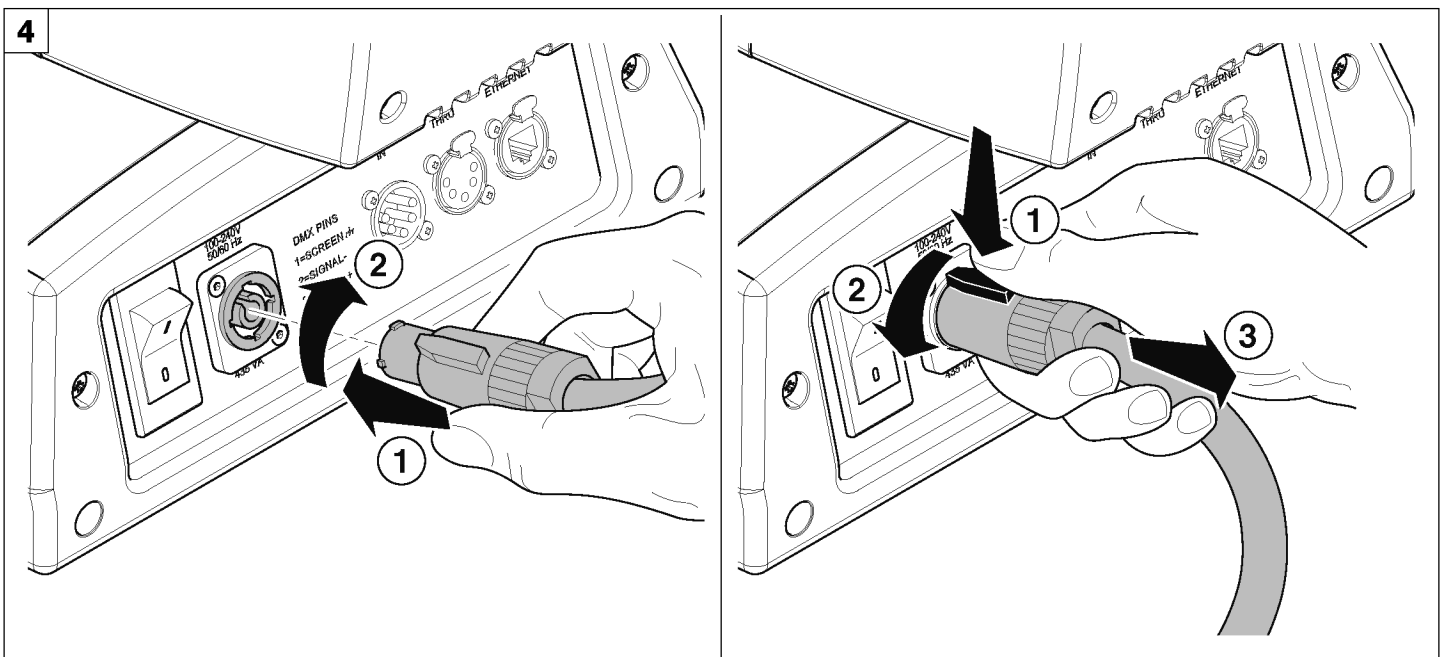
## INSTALLATION AND START-UP



Installing the projector - Fig. 3

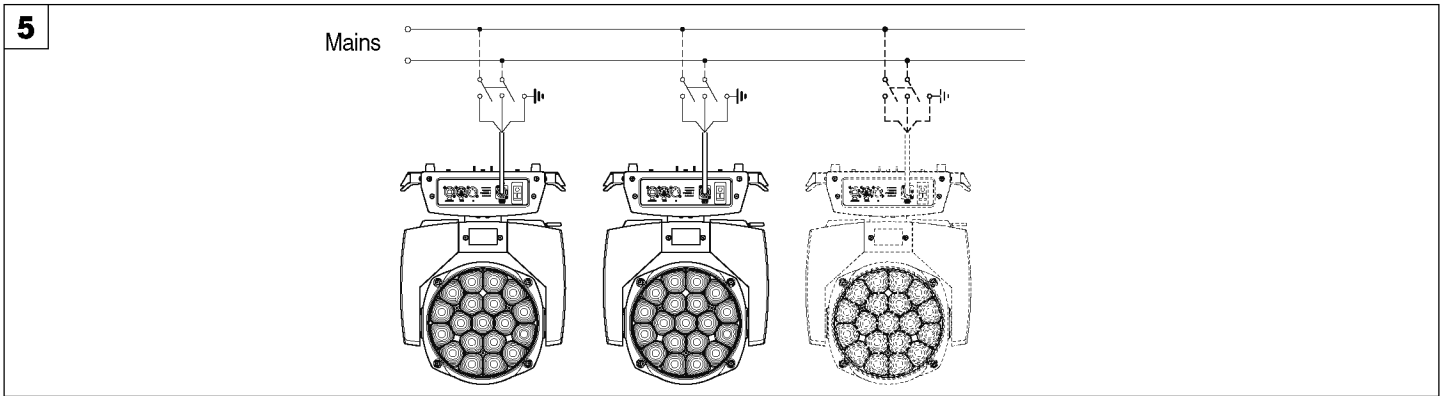
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.

**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.

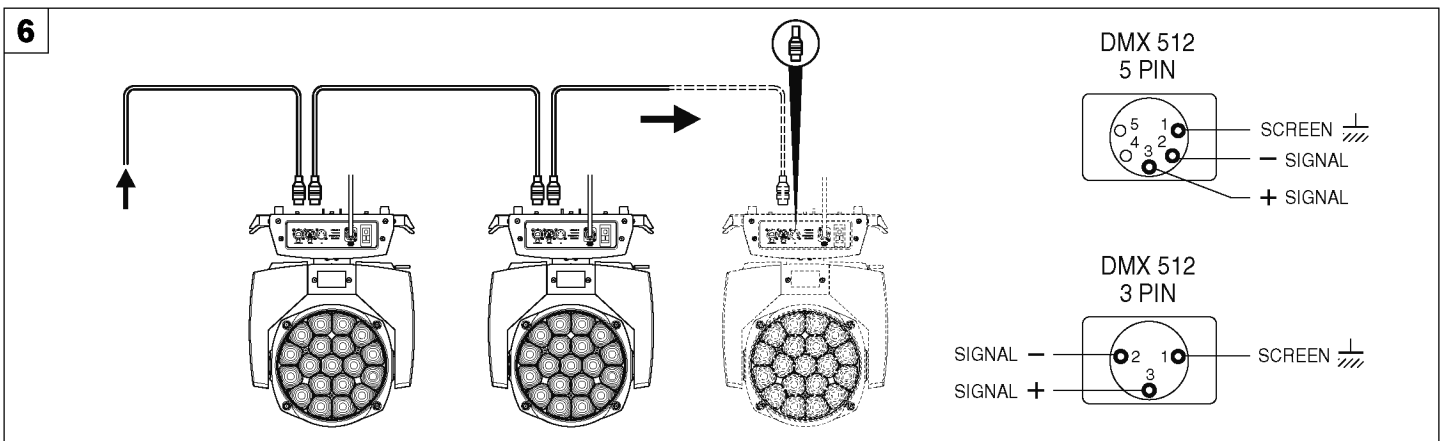


Connecting and disconnecting power cable - Fig. 4

## CONTROL PANEL



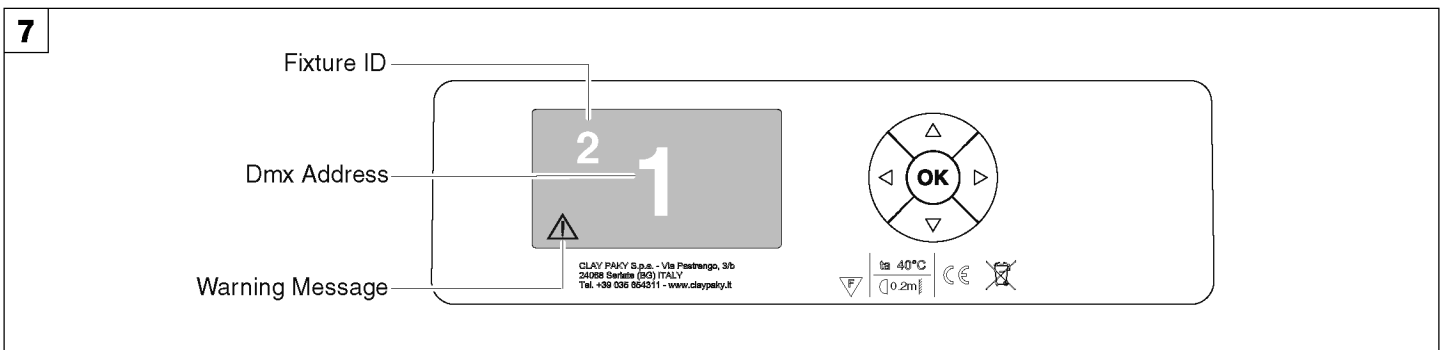
Connecting to the mains supply - Fig. 5



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.



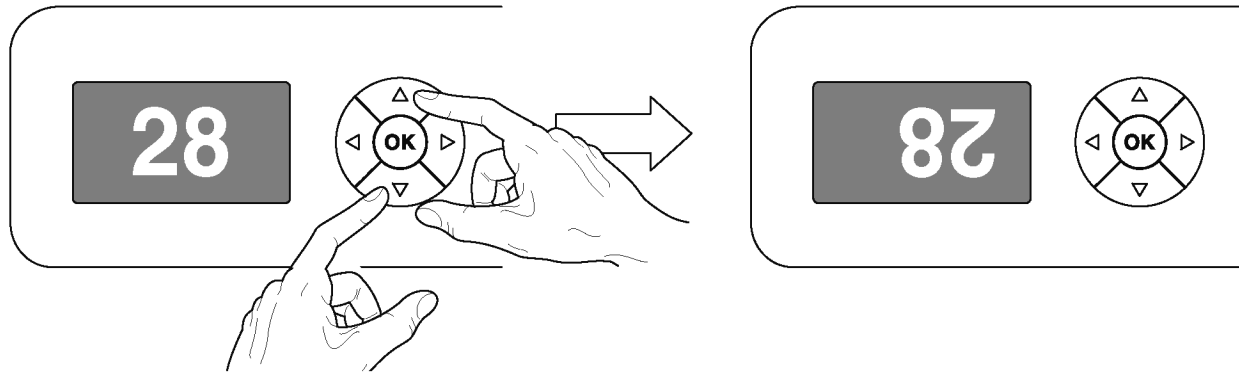
Switching on the projector - Fig. 7

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



|  |                              |   |  |  |
|--|------------------------------|---|--|--|
|  | <b>Model</b><br>A.leda B-EYE | <b>Firmware</b><br>Version X.X.X<br>Date - Hour | <b>xxx (Fixture ID)</b><br>Dmx Address xxx | <b>System errors</b><br>E: .....<br>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 that when this condition occurs, any possible value that has been modified but not yet confirmed with the **OK** key will be cancelled.



### 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. 11.

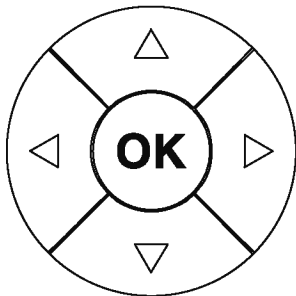
### Setting the projector Fixture ID

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. 11.

## Functions of the buttons - Using the menu



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" menu.

### USING THE MENU:

- 1) Press  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 functioning of effects
  - Advanced (Advanced Menu): Access to the "Advanced menu" is recommended for a trained technical personnel.

To enable the "Advanced" see pag. 15.
- 3) Press  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  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

XXX = default value

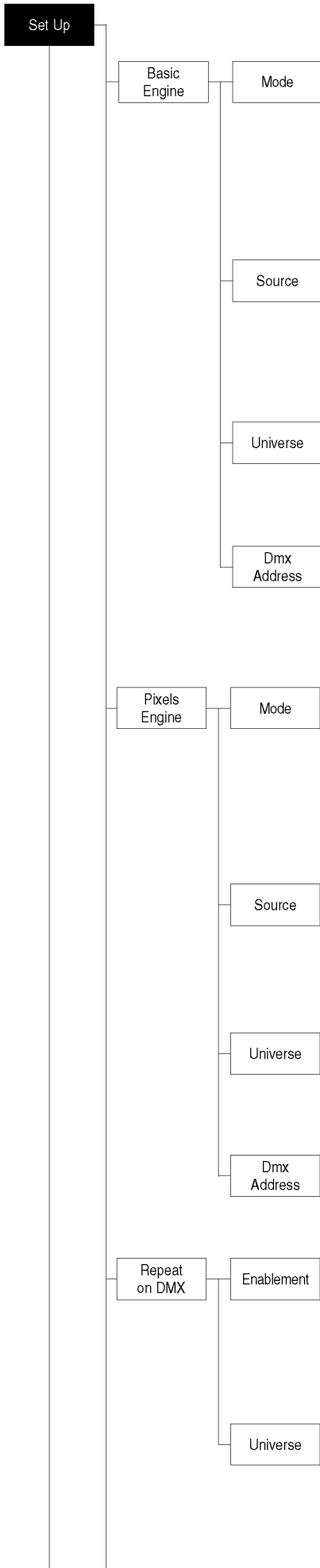
| Main Menu      | Level 1            | Level 2           | Level 3           | Choices / Values   |
|----------------|--------------------|-------------------|-------------------|--|
| SET UP         | Basic Engine       | Mode              |                   | Standard<br>Shape  |
|                |                    | Source            |                   | DMX<br>Art-net   |
|                |                    | Universe          |                   | 0 - 255  |
|                |                    | DMX Address       |                   | 1 - 512  |
|                | Pixels Engine      | Mode              |                   | Disabled<br>RGB<br>RGBW  |
|                |                    | Source            |                   | DMX<br>Art-net   |
|                |                    | Universe          |                   | 0 - 255  |
|                |                    | DMX Address       |                   | 1 - 512  |
|                | Repeat on DMX      | Enablement        |                   | Disabled<br>Enabled on primary   |
|                |                    | Universe          |                   | 0 - 255  |
|                | Ethernet Interface | Control Protocol  |                   | Disabled<br>Art-net on IP 2.x.x.x<br>Art-net on IP 10.x.x.x<br>Custom IP |
|                |                    | Custom IP Address | IP address byte 1 | 0 - 255  |
|                |                    |                   | IP address byte 2 | 0 - 255  |
|                |                    |                   | IP address byte 3 | 0 - 255  |
|                |                    |                   | IP address byte 4 | 0 - 255  |
|                | Custom IP Mask     | IP mask byte 1    | 0 - 255           |  |
| IP mask byte 2 |                    | 0 - 255           |                   |  |
| IP mask byte 3 |                    | 0 - 255           |                   |  |
| IP mask byte 4 |                    | 0 - 255           |                   |  |
| Fixture ID     |                    |                   | 0 - 255           |  |



| Main Menu | Level 1           | Level 2           | Level 3 | Choices / Values   |   |
|-----------|-------------------|-------------------|---------|--|---|
| OPTION    | Pan / Tilt        | Invert Pan        |         | On / Off   |   |
|           |                   | Invert Tilt       |         | On / Off   |   |
|           |                   | Swap Pan-Tilt     |         | On / Off   |   |
|           |                   | Encoder Pan-Tilt  |         | On / Off   |   |
|           |                   | P/T Homing mode   |         | Standard<br>Sequenced                                    |   |
|           |                   | Pan Home Def Pos  |         | 0 degree<br>90 degrees<br>180 degrees<br>270 degrees     |   |
|           |                   | Tilt Home Def Pos |         | 0 %<br>12.5 %<br>25 %<br>50 %<br>75 %<br>87.5 %<br>100 % |   |
|           | Silent Mode       |                   |         | Standard<br>Quiet  |   |
|           | Fan Speed Mode    |                   |         | Auto<br>Full   |   |
|           | Display           |                   |         | On / Off   |   |
|           | Special Functions | Pan/Tilt speed    |         |  | Normal<br>Fast  |
|           |                   | Dimmer curve      |         |  | Curve 1<br>Curve 2<br>Curve 3<br>Curve 4  |
|           |                   | RGB Gamma         |         |  | Gamma 1.0<br>Gamma 1.5<br>Gamma 2.0   |
|           |                   | Halogen Mode      |         |  | Halogen OFF<br>Halogen Lamp 1<br>Halogen Lamp 2<br>Halogen Lamp 3<br>Halogen Lamp 4<br>Halogen Lamp 5 |
|           | Setting           | Default Preset    |         |  | Reset To Default<br>Go Back   |
|           |                   | User Preset 1     |         |  | Load preset 1<br>Save to preset 1   |
|           |                   | User Preset 2     |         |  | Load preset 2<br>Save to preset 2   |
|           |                   | User Preset 3     |         |  | Load preset 3<br>Save to preset 3   |

| Main Menu          | Level 1                   | Level 2         | Level 3                                     | Choices / Values                                      |
|--------------------|---------------------------|-----------------|---|---|
| INFORMATION        | System Errors             |                 |   | Read / Reset  |
|                    | Fixture Hours             | Total Hours     |   | Read  |
|                    |                           | Partial Hours   |   | Read / Reset  |
|                    | LED Energy Tot            | Total Hours     |   | Read  |
|                    |                           | Partial Hours   |   | Read / Reset  |
|                    | System Version            | Aleda fw        |   | Fw.rev.   |
|                    |                           | CPU board       |   | Hw.rev.   |
|                    |                           | com.dev         |   | Fw.rev.   |
|                    |                           | 0:PT-3f         |   | Fw.rev. / Hw.rev.                                     |
|                    |                           | 1:Ld-k20        |   | Fw.rev. / Hw.rev.                                     |
|                    | Board Diagnostic          | 0:PT-3f         |   | Status / Err%   |
|                    |                           | 1:Ld-k20        |   | Status / Err%   |
|                    | DMX Monitor               | Channels        |   | Value / Percentage                                    |
|                    | Fans Monitor              | PwrSp           |   | Speed (RPM)   |
|                    |                           | PwrSp           |   | Speed (RPM)   |
|                    |                           | Head            |   | Speed (RPM)   |
|                    | Sensor Status             | Pan             |   | ON / OFF / n.a.                                       |
| Tilt               |                           |                 | ON / OFF / n.a.                             |   |
| Zoom Rotation      |                           |                 | ON / OFF / n.a.                             |   |
| Zoom               |                           |                 | ON / OFF / n.a.                             |   |
| Network parameters | IP Address                |                 |   |   |
|                    | IP Mask                   |                 |   |   |
|                    | MAC Address               |                 |   |   |
| MANUAL CONTROL     | Reset                     |                 |   | Yes / No  |
|                    | Channels                  |                 |   | Value / Percentage                                    |
| TEST               | Pan / Tilt                |                 |   |   |
|                    | Colour                    |                 |   |   |
|                    | Zoom                      |                 |   |   |
|                    | Rotation                  |                 |   |   |
|                    | All                       |                 |   |   |
|                    | Zoom Rotation Sensor Test |                 |   |   |
| ADVANCED           | Access Code <u>1234</u>   | Upload Firmware |   | Yes / No  |
|                    |                           | Setup Model     |   | Yes / No  |
|                    |                           | Calibration     | Channels                                    | 000 - 255   |
|                    |                           | LED calibration | LED Selection 01-37                         | Red 0-255<br>Green 0-255<br>Blue 0-255<br>White 0-255 |
|                    |                           |                 | <i>Reset To Default<br/>LED Calibration</i> |   |

NOTE: On grey the default options



## SET UP MENU

For greater programming ease using the DMX control unit and Media-server Art-net, channel mapping is divided into BASIC ENGINE and PIXEL ENGINE (see details in Channel Function).

### BASIC ENGINE

#### Mode

This lets you select the projector operating mode for BASIC ENGINE, selecting one of the two available modes:

- **Standard** (see channel mapping in Channel Function)
- **Shape** (see channel mapping in Channel Function)

#### Source

It lets you assign the input source the projector receives signals from dedicated to BASIC ENGINE. One of the two available sources can be selected:

- **DMX**
- **Art-net**

#### Universe

It lets you set “DMX Universe” for BASIC ENGINE mode to assign values between 000 and 255 to a series of projectors (This option is valid only if Source= **Art-net**)

#### DMX Address

It lets you select the address (DMX Address) for the control signal by BASIC ENGINE. A DMX address between 001 and 512 can be selected.

**NOTE: Without the DMX input signal, the displayed address (DMX Address) blinks.**

### PIXELS ENGINE (Function Channel to 103-105 bit, see pag. 25)

#### Mode

This lets you select the projector operating mode for PIXELS ENGINE, selecting one of the three available modes:

- **Disabled**
- **RGB** (see channel mapping in Channel Function)
- **RGBW** (see channel mapping in Channel Function)

#### Source

It lets you assign the input source the projector receives signals from dedicated to PIXELS ENGINE. One of the two available sources can be selected:

- **DMX**
- **Art-net**

#### Universe

It lets you set “DMX Universe” for PIXELS ENGINE mode to assign values between 000 and 255 to a series of projectors (This option is valid only if Source= **Art-net**)

#### DMX Address

It lets you select the address (DMX Address) for the control signal by PIXELS ENGINE. A DMX address between 001 and 512 can be selected.

### REPEAT ON DMX

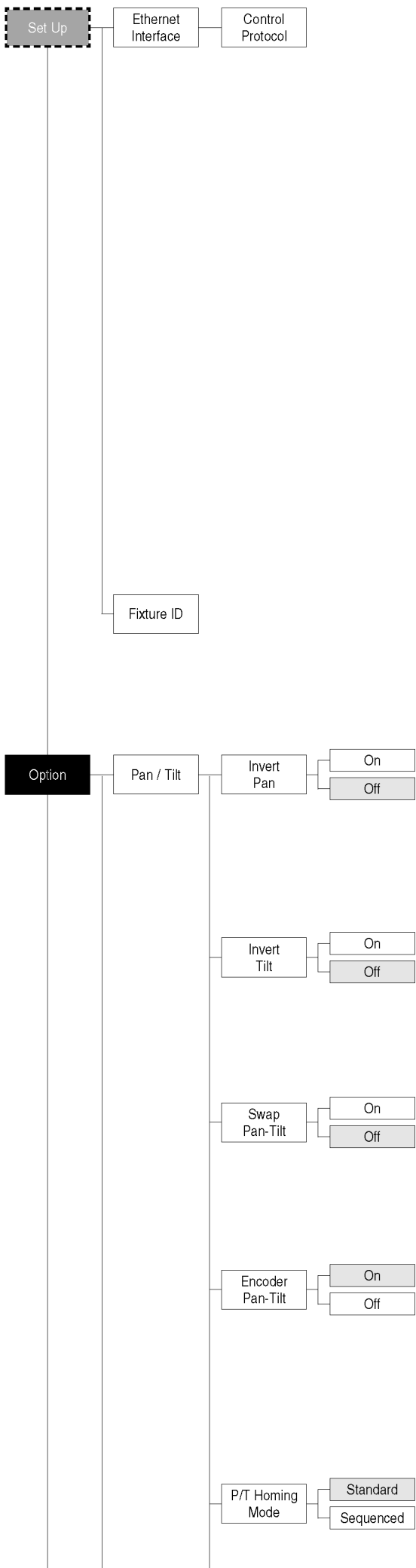
#### Enablement

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

- Disabled: DMX transmission disabled.
- Enabled on primary: DMX transmission enabled.

#### Universe

It lets you set the “DMX Universe” to assign values between 000 and 255 to a series of projectors. In this case it refers to an Art-net input not read by the projector and re-transmitted to other projectors.



## ETHERNET INTERFACE

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

### Control Protocol

It lets you select the Art-net “Control Protocol” to be assigned according to the control unit used. The following options are available:

- Disabled
- Art-net on IP 2.x.x.x
- Art-net on IP 10.x.x.x
- Custom IP

If the Control Protocol option is set on Disabled, when an IP address (IP2, IP10 or IP Custom) is selected, the projector immediately initializes the IP address that was just selected.

If the Control Protocol option is enabled (IP2, IP10 or IP Custom) and a new one is selected that is different from the previous one, the projector must be restarted so that it will be correctly initialized.

### Custom IP address

Allows you to set the **IP address** by the user default.

### Custom IP mask

Allows you to set the **Subnet Mask** by the user default

## FIXTURE ID

It lets you set the “Fixture ID” to be assigned to the projector. An “ID” between 000 and 255 can be assigned.

## 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.

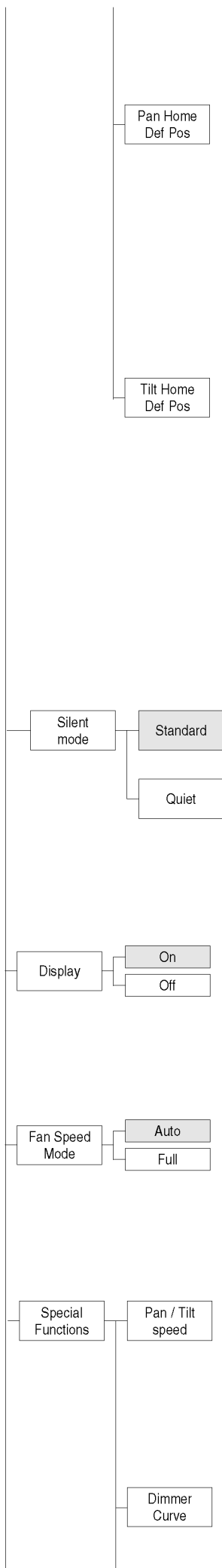
- 1) Press **OK** - the current settings appear on the display (On or Off).
- 2) Use the UP **▲** and DOWN **▼** keys to enable (On) or disable (Off) Pan / Tilt encoders.
- 3) Press **OK** to confirm the selection or LEFT **◀** to keep current settings.

**You can quickly disable the Pan and Tilt Encoder by simultaneously pressing the UP **▲** and DOWN **▼** keys in the "Main Menu".**

#### P/T Homing Mode

Lets you set the initial projector Reset mode.

- 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:** Pan & Tilt are simultaneously reset.

**Sequenced:** Tilt is reset first followed by Pan.

- 3) Press **OK** to confirm the selection or **LEFT** to keep the current setting.

### Pan Home Def Pos

Lets you assign the Pan channel “home” position at the end of Reset, without a DMX input signal.

- 1) Press **OK**, the current setting appears on the display.
- 2) Use the **UP** and **DOWN** keys to select one of the following settings:
  - 0 degree**
  - 90 degrees**
  - 180 degrees**
  - 270 degrees (default)**
- 3) Press **OK** to confirm the selection or **LEFT** to keep the current setting.

### Tilt Home Def Pos

Lets you assign the Tilt channel “home” position at the end of Reset, without a DMX input signal.

- 1) Press **OK**, the current setting appears on the display.
- 2) Use the **UP** and **DOWN** keys to select one of the following settings:
  - 0%**
  - 12.5%**
  - 25%**
  - 50% (default)**
  - 75%**
  - 87.5%**
  - 100%**
- 3) Press **OK** to confirm the selection or **LEFT** to keep the current setting.

### 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/fans noise level.
  - Quiet:** Regulates the speed of the effects (Pan, Tilt, Zoom, Zoom rotation) and of the fans 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.

### FAN SPEED MODE

Allows you to set how to manage the fan speed of the head of the fixture, select between the two available:

- **Auto:** the head’s fan varies the speed depending on the temperature detected on the LED.
- **Full:** the head’s fan is always at full speed.

### SPECIAL FUNCTIONS

#### Pan / Tilt speed

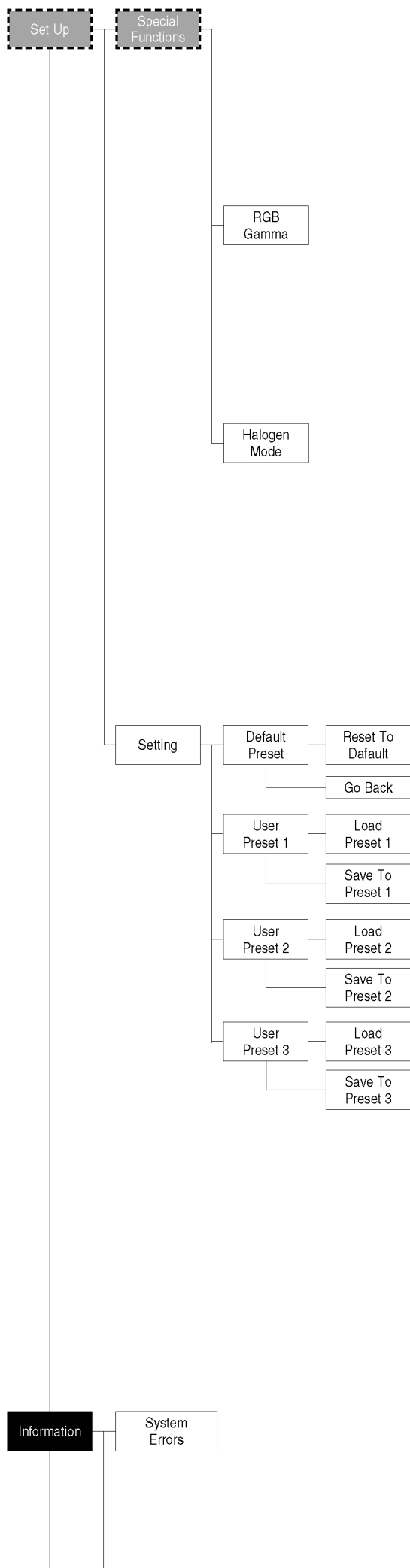
Lets you select two different Pan and Tilt speeds.

- 1) Press **OK** - the current setting appears on the display.
- 2) Use the **UP** and **DOWN** keys to select one of the following settings:
  - **Normal**
  - **Fast**
- 3) Press **OK** to confirm the selection or **LEFT** to keep current settings.

#### Dimmer Curve

Lets you select four different Dimmer channel curves.

- 1) Press **OK** - the current setting appears on the display.



- 2) Use the UP and DOWN keys to select one of the following settings:
  - Curve 1
  - Curve 2
  - Curve 3
  - Curve 4
- 3) Press to confirm the selection or LEFT to keep current settings.

### RGB Gamma

Lets you select three different RGBW gamma curves.

- 1) Press - the current setting appears on the display.
- 2) Use the UP and DOWN keys to select one of the following settings:
  - Gamma 1.0
  - Gamma 1.5
  - Gamma 2.0
- 3) Press to confirm the selection or LEFT to keep current settings.

### Halogen Mode

Lets you select five different halogen lamp simulations.

- 1) Press - the current setting appears on the display.
- 2) Use the UP and DOWN keys to select one of the following settings:
  - Halogen OFF
  - Halogen Lamp 1 - 750 W
  - Halogen Lamp 2 - 1000 W
  - Halogen Lamp 3 - 1200 W
  - Halogen Lamp 4 - 2000 W
  - Halogen Lamp 5 - 2500 W
- 3) Press to confirm the selection or LEFT to keep current settings.

### SETTING

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

- 1) Press - "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 - "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

**By pressing the RIGHT key and the LEFT key simultaneously once entered in the "main menu" it is possible to quickly (short cut) reset the default settings (DEFAULT PRESET).**

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

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

## INFORMATION MENU

### SYSTEM ERRORS

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

- 1) Pressing 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 | Total   | XXX |
|               | Partial | XXX |

Reset...

LED Energy Tot

|                |          |        |        |
|----------------|----------|--------|--------|
| System Version | Board    | Revis. | Hw.rv. |
|                | CPU brd  | x.x.x  | x.x    |
|                | com.dev  | x.x    |        |
|                | 0: PT-3f | x.x    | x.x    |
| 1: Ld - Kxx    | x.x      | x.x    |        |

|                 |             |        |      |
|-----------------|-------------|--------|------|
| Board Diagnost. | Board       | Status | Err% |
|                 | 0: PT-3f    | Good   | 0.00 |
|                 | 1: Ld - Kxx | Good   | 0.00 |

Dmx Monitor

|              |       |             |
|--------------|-------|-------------|
| Fans Monitor | Fan   | Speed (RPM) |
|              | PwrSp | XXXX        |
|              | Head  | XXXX        |

Sensor Status

Network params

## 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.

## LED ENERGY TOT

Lets you view total LED working hours.

1) Press **OK** - to display total and partial Watts/hour:

### Total

Total LED working hours from construction to date.

### Partial

LED working hours from last reset to date.

2) Press **OK** to reset the partial counter. A confirmation appears on the screen (Are you sure?)

3) Select YES to reset the partial counter or NO to keep the current setting and open the next 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)

## SENSOR STATUS

It lets you check the correct operations of each "sensor" installed in the projector, each channel is associated with one of the following three parameters:

- n.a.= sensor not available
- ON= sensor working
- OFF= sensor defective

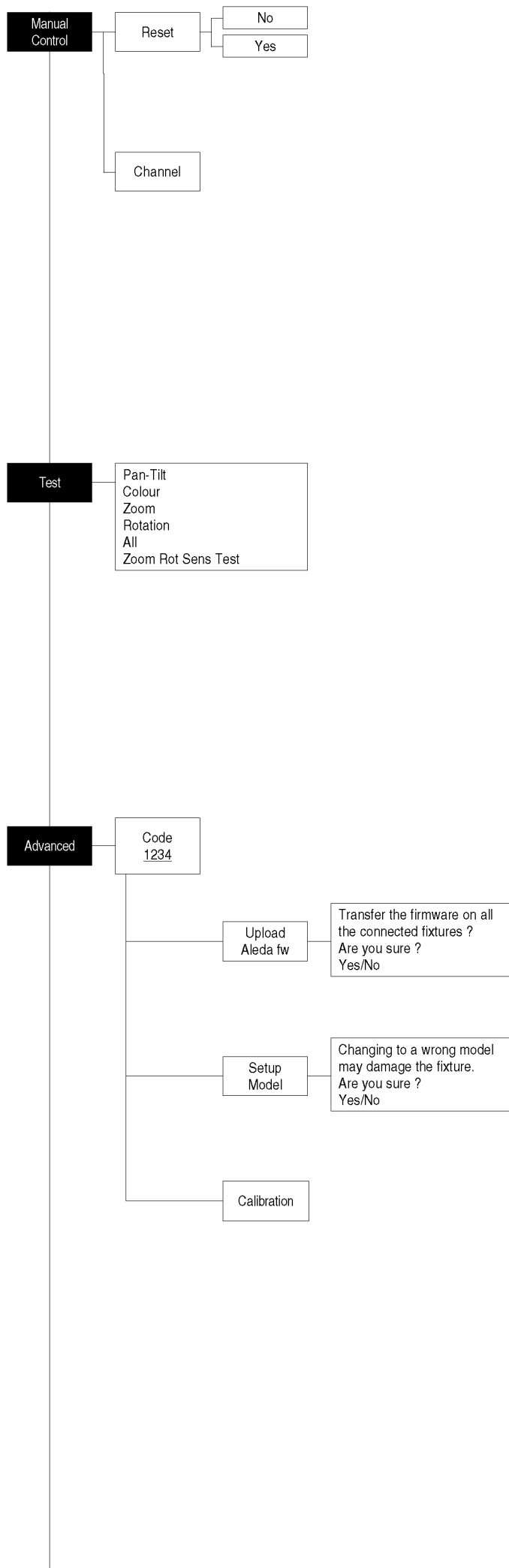
## NETWORK PARAMS

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)

Colours

Zoom

Zoom rotation

All effects

Zoom Rotation Sensor Test

## 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.

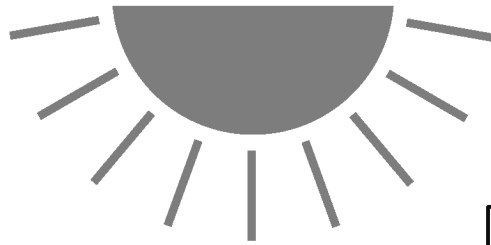
- 1) Press **OK** - "channels" appears on the display.
- 2) Using the UP **▲** and DOWN **▼** keys, select the effect you wish to regulate.
- 3) Press **OK** and use the RIGHT **▶**, UP **▲** and DOWN **▼** buttons to make the adjustment by setting a value between 0 and 255.
- 4) Press **OK** to confirm 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.



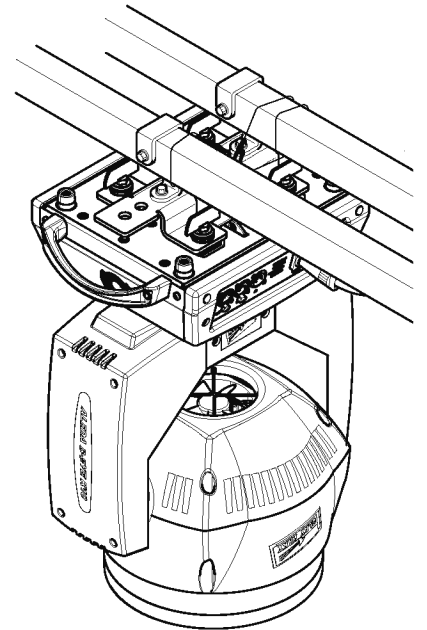
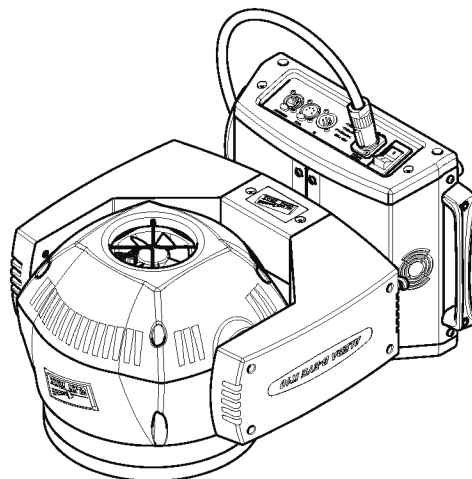
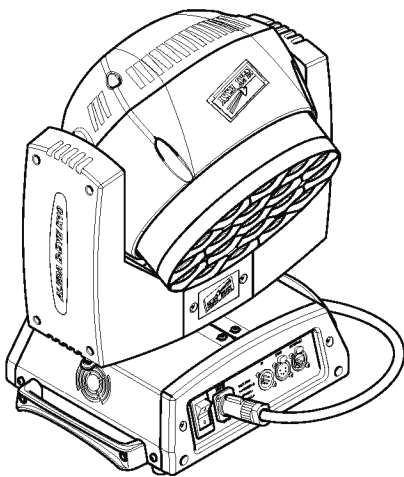
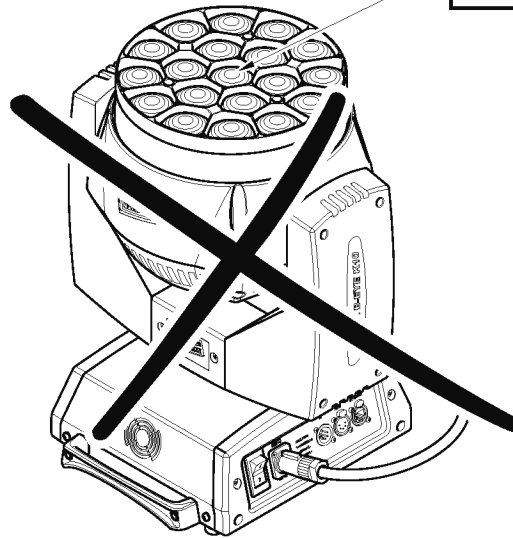


**WARNING:**  
no alcohol



**Light collimation system**

This product contains internal light collimation system. Avoid intense light from any angle.



**CAUTION:**

• **Light collimation system**

This product contains internal light collimation system. Avoid intense light from any angle.

To avoid damage to the internal parts of the fixture when the fixture is not working, it is recommended to turn the head down before turning the fixture off, so that the front lenses of the fixture are invested as little as possible from the sun or any intense light.

- Set channel 20 (Zoom) to 255-bit before turning off the projector to facilitate the packaging of the projector.

- To ensure optimal operation and performance for a long time it is essential to periodically clean the parts subject to dust and grease deposits. The frequency with which the following operations are to be carried out depends on various factors, such as the amount of the effects and the quality of the working environment (air humidity, presence of dust, salinity, etc.).

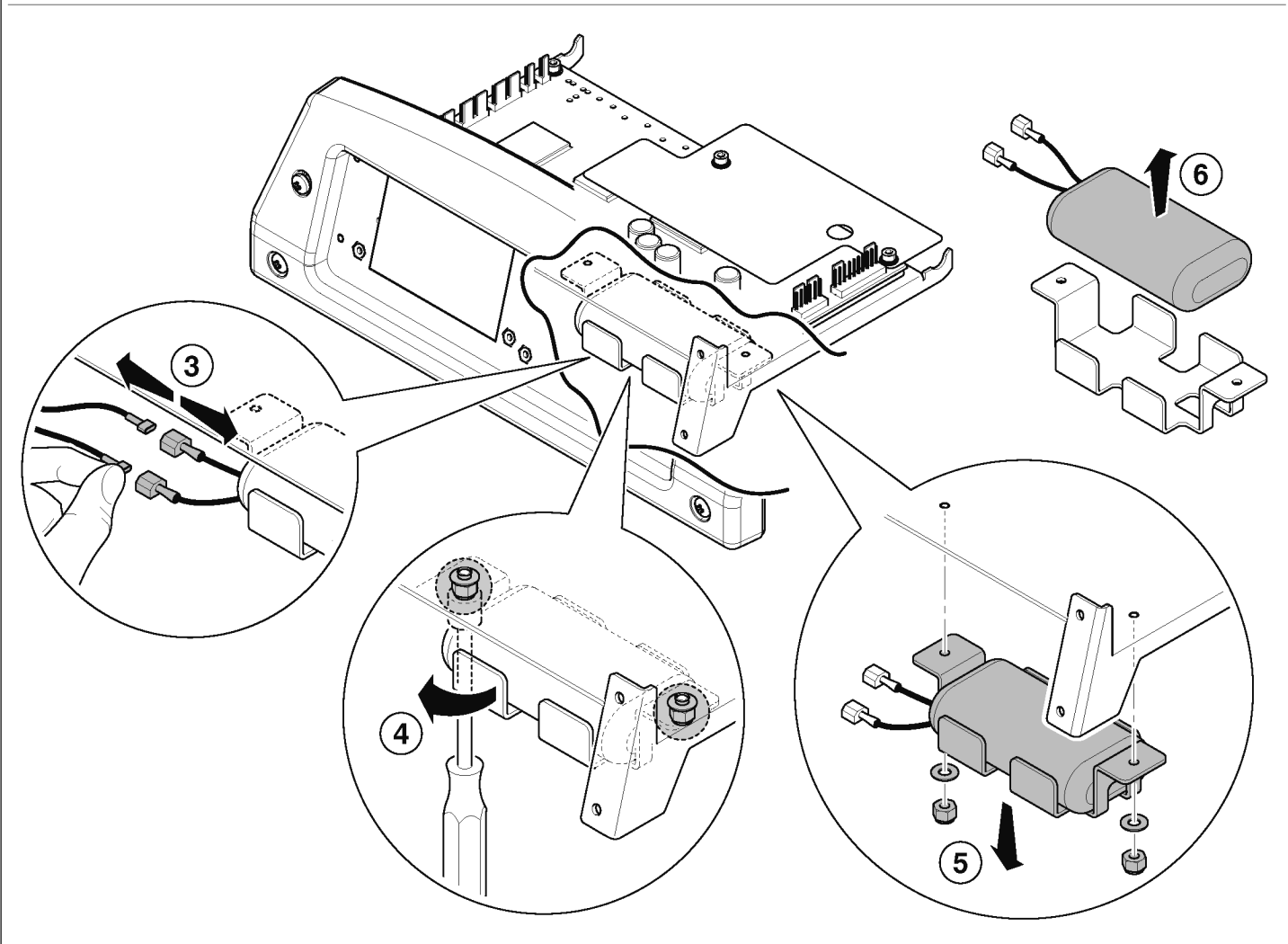
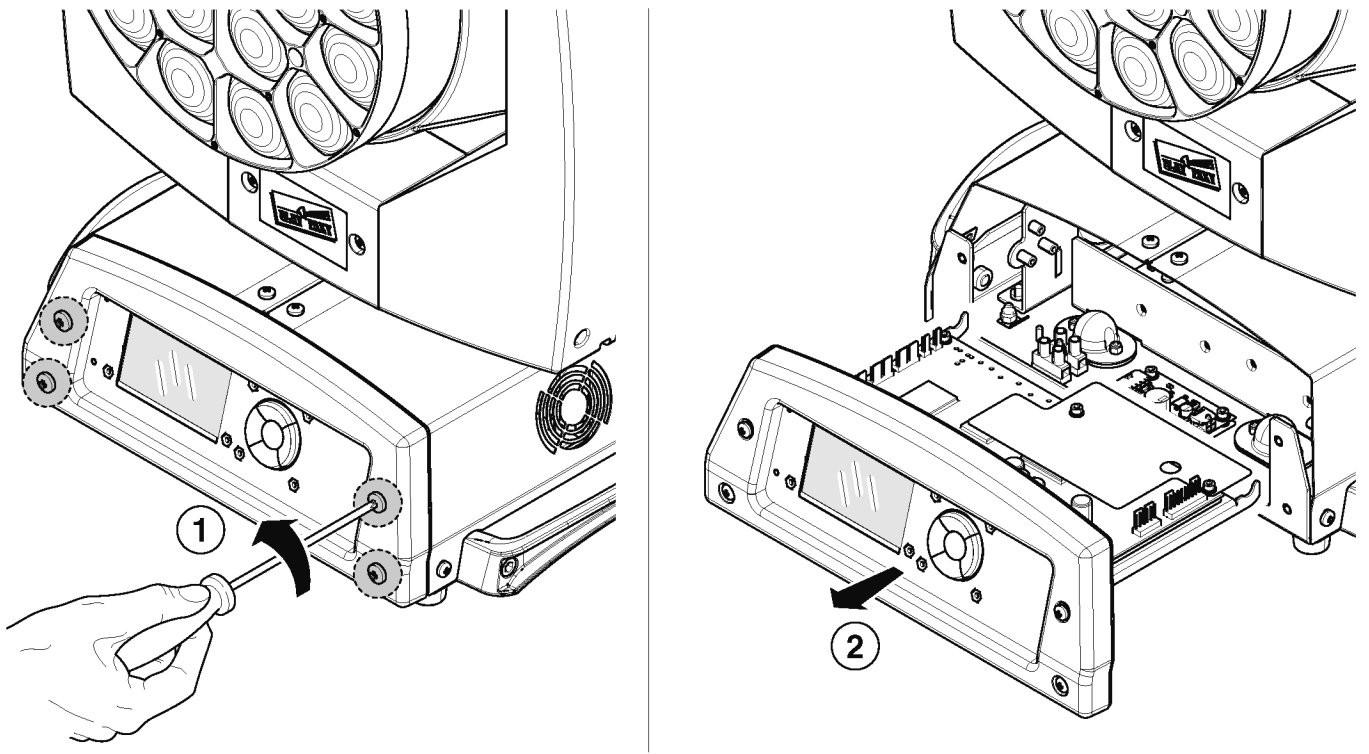
It is recommended that the projector undergoes an annual service by a qualified technician for special maintenance involving at least the following operations:

- General cleaning of internal parts.
- Restoring lubrication of all parts subject to friction, using lubricants specifically supplied by Clay Paky.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.

**Cleaning the lenses**

Only use neutral soap and water to clean the lenses, then dry it carefully with a soft, non-abrasive cloth. (WARNING: the use of alcohol or any other detergent could damage the lenses).

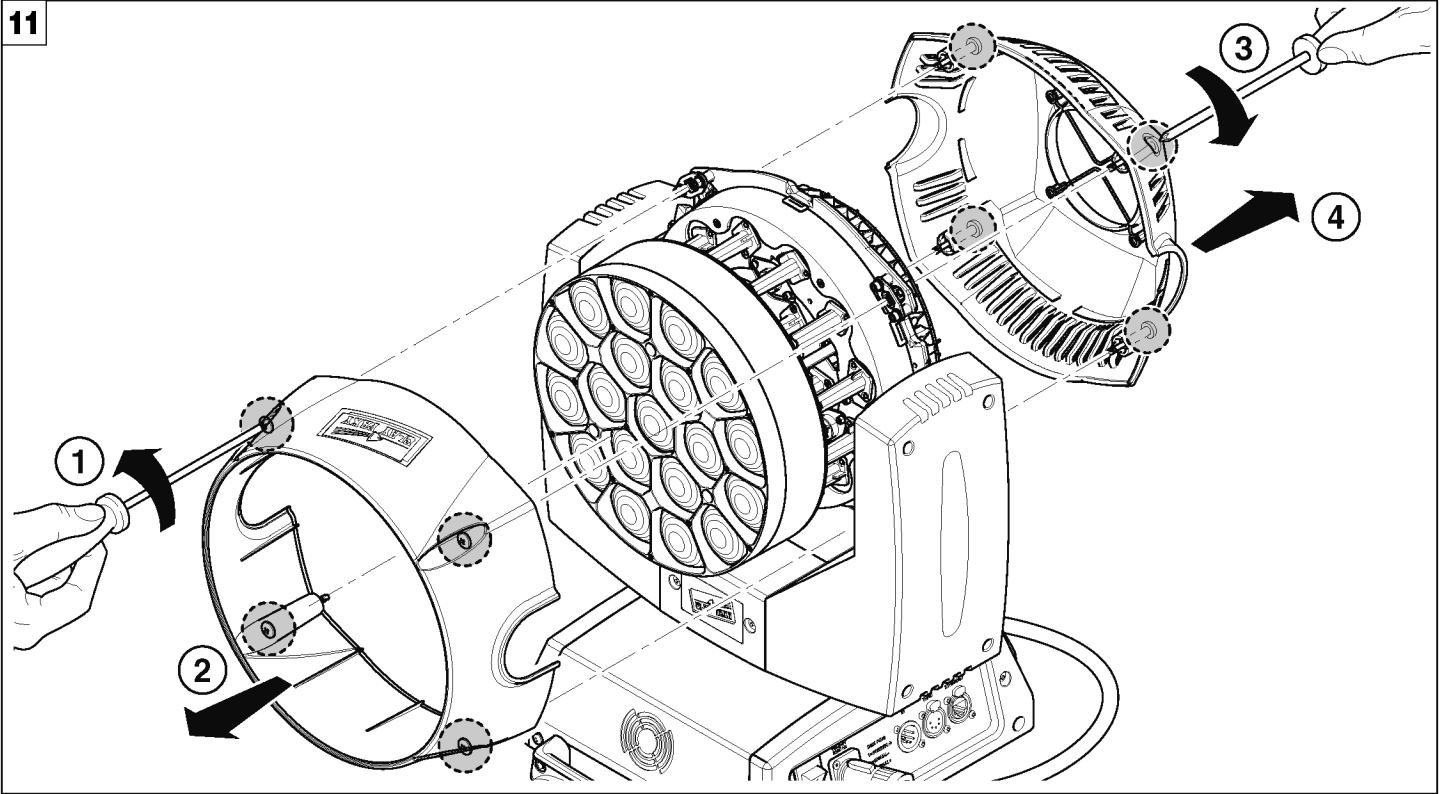
10



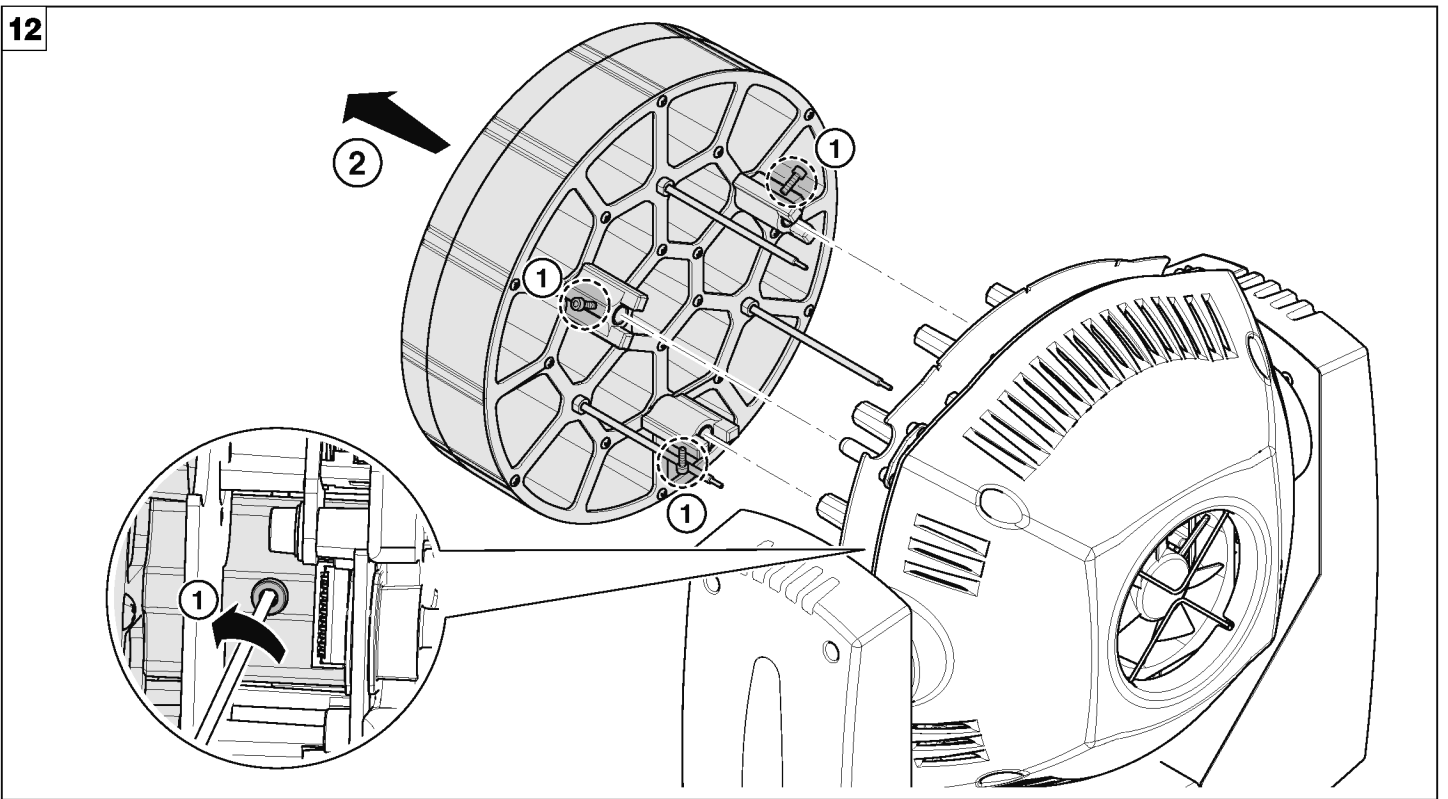
Battery removal - Fig. 10



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

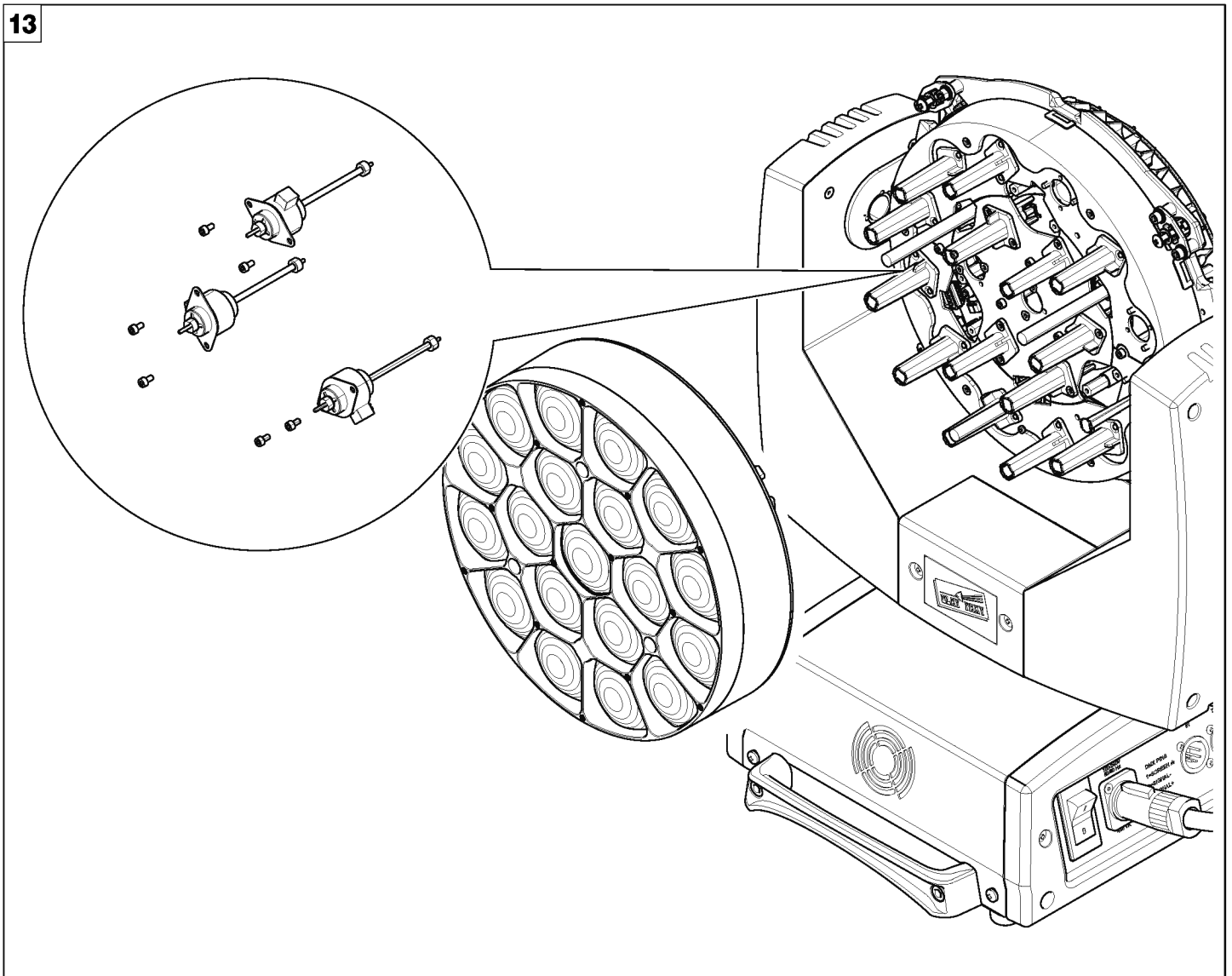


Opening the covers - Fig. 11



Removing/Assembling the lens unit - Fig. 12

13



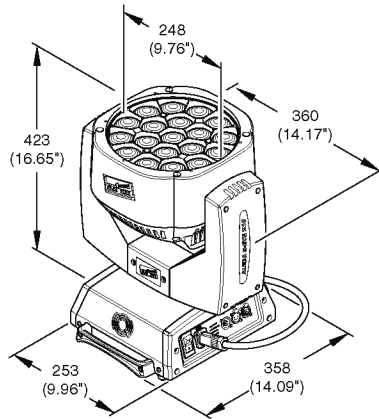
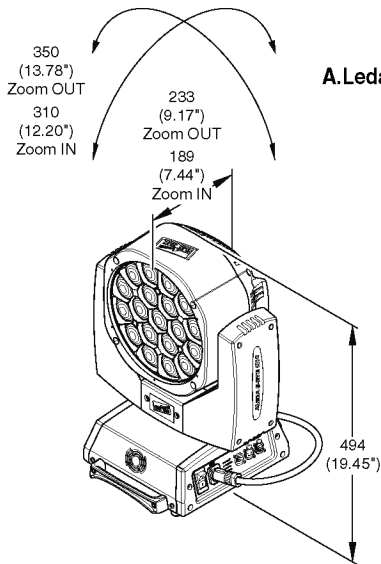
Replacing the line actuator - Fig. 13

### CAUSE AND SOLUTION OF PROBLEMS

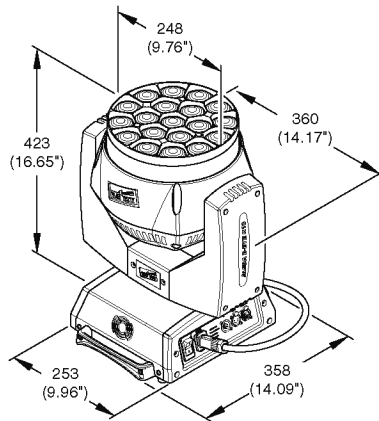
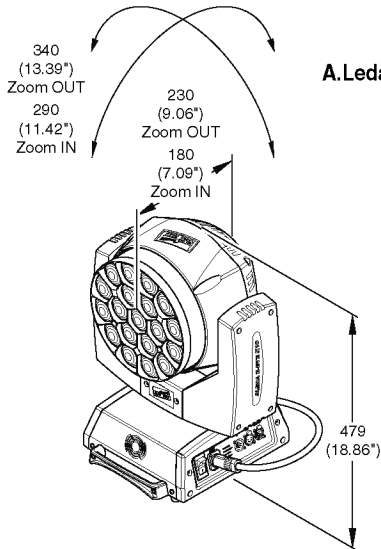
| THE PROJECTOR WILL NOT SWITCH ON |   |                                     | PROBLEMS |
|----------------------------------|---|-------------------------------------|----------|
| ELECTRONICS NON-OPERATIONAL      |   |                                     |          |
| DEFECTIVE PROJECTION             |   |                                     |          |
| REDUCED LUMINOSITY               |   |                                     |          |
|                                  | POSSIBLE CAUSES                                     | CHECKS AND REMEDIES                 |          |
| ●                                | No mains supply.                                    | Check the power supply voltage.     |          |
| ●                                | ● LED exhausted or defective.                       | Call an authorised technician.      |          |
| ●                                | ● 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).           |          |

# TECHNICAL INFORMATION

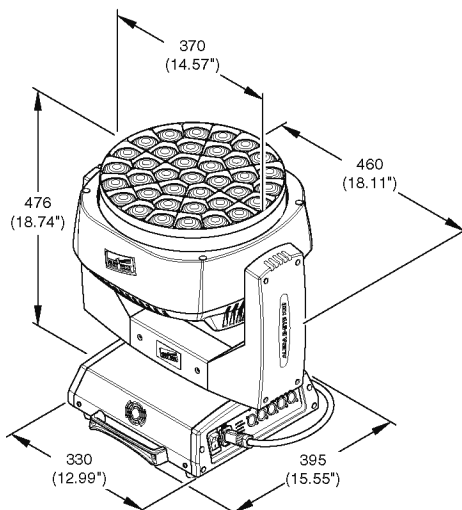
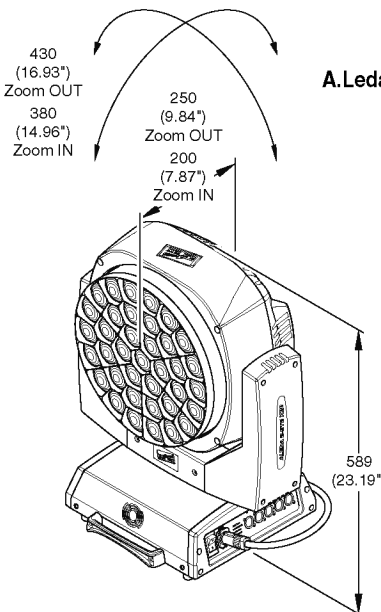
## A.Leda B-EYE K10



## A.Leda B-EYE K10 easy



## A.Leda B-EYE K20



**Power supplies available**  
100-240V 50/60Hz

**Input power**

- K20 - 750VA
- K10 - 450VA

**Total output**

- B-EYE K10: 5500 lumens
- B-EYE K10 Easy: 4800 lumens
- B-EYE K20: 9800 lumens

**LED source**

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

**Motors**

5 (k10), 7 (k20) stepper motors, operating with microsteps, totally microprocessor controlled.

**Cooling**

- High efficiency die-cast aluminium
- Forced ventilation

**Inputs**

- DMX 512
- Ethernet

**Working position**

Working in any position.

**Moving Head**

- Movement by means of two stepper motors, controlled by microprocessor.
- Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
- Angle:
  - PAN = 540°
  - TILT = 210°

**IP20 protection rating**

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

**CE Marking**

Complies with the following European Directives  
- 2006/95/EC (LVD)  
- 2004/108/EC (EMC)  
- 2011/65/EU (RoHS).

**Weights**

- K10: 14.5 kg (31.14 lbs)
- K20: 21 kg (46.3 lbs)

## A.LEDA B-EYE K10 EASY

### BASIC ENGINE

#### STANDARD

| CHAN-<br>NEL | CHANNEL MODE |
|--------------|--------------|
| 1            | Red          |
| 2            | Red fine     |
| 3            | Green        |
| 4            | Green fine   |
| 5            | Blue         |
| 6            | Blue fine    |
| 7            | White        |
| 8            | White fine   |
| 9            | Linear CTO   |
| 10           | Macro 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-<br>NEL | CHANNEL MODE      |
|--------------|-------------------|
| 1            | Red               |
| 2            | Red fine          |
| 3            | Green             |
| 4            | Green fine        |
| 5            | Blue              |
| 6            | Blue fine         |
| 7            | White             |
| 8            | White fine        |
| 9            | Linear CTO        |
| 10           | Macro 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 Fade        |
| 24           | Shape R           |
| 25           | Shape G           |
| 26           | Shape B           |
| 27           | Shape W           |
| 28           | Shape Dimmer      |
| 29           | Background Dimmer |
| 30           | Shape Transition  |
| 31           | Shape Offset      |
| 32           | Foreground Strobe |
| 33           | Background Strobe |
| 34           | Background Select |

### PIXEL ENGINE

**Pixel Engine** need to be enabled through the FUNCTION channel (bit 103-105).

#### RGB

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| 55           | Red LED 19    |
| 56           | Green LED 19  |
| 57           | Blue LED 19   |

#### RGBW

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| 4            | White LED 1   |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| ...          | White LED ... |
| 73           | Red LED 19    |
| 74           | Green LED 19  |
| 75           | Blue LED 19   |
| 76           | White LED 19  |

# A.LEDA B-EYE K10

## BASIC ENGINE

### STANDARD

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red           |
| 2            | Red fine      |
| 3            | Green         |
| 4            | Green fine    |
| 5            | Blue          |
| 6            | Blue fine     |
| 7            | White         |
| 8            | White fine    |
| 9            | Linear CTO    |
| 10           | Macro 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           | Zoom Rotation |

### SHAPES

| CHAN-<br>NEL | CHANNEL MODE      |
|--------------|-------------------|
| 1            | Red               |
| 2            | Red fine          |
| 3            | Green             |
| 4            | Green fine        |
| 5            | Blue              |
| 6            | Blue fine         |
| 7            | White             |
| 8            | White fine        |
| 9            | Linear CTO        |
| 10           | Macro 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           | Zoom Rotation     |
| 22           | Shape Selection   |
| 23           | Shape Speed       |
| 24           | Shape Fade        |
| 25           | Shape R           |
| 26           | Shape G           |
| 27           | Shape B           |
| 28           | Shape W           |
| 29           | Shape Dimmer      |
| 30           | Background Dimmer |
| 31           | Shape Transition  |
| 32           | Shape Offset      |
| 33           | Foreground Strobe |
| 34           | Background Strobe |
| 35           | Background Select |

## PIXEL ENGINE

Pixel Engine need to be enabled through the FUNCTION channel (bit 103-105).

### RGB

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| 55           | Red LED 19    |
| 56           | Green LED 19  |
| 57           | Blue LED 19   |

### RGBW

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| 4            | White LED 1   |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| ...          | White LED ... |
| 73           | Red LED 19    |
| 74           | Green LED 19  |
| 75           | Blue LED 19   |
| 76           | White LED 19  |

# A.LEDA B-EYE K20

## BASIC ENGINE

### STANDARD

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red           |
| 2            | Red fine      |
| 3            | Green         |
| 4            | Green fine    |
| 5            | Blue          |
| 6            | Blue fine     |
| 7            | White         |
| 8            | White fine    |
| 9            | Linear CTO    |
| 10           | Macro 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           | Zoom Rotation |

### SHAPES

| CHAN-<br>NEL | CHANNEL MODE      |
|--------------|-------------------|
| 1            | Red               |
| 2            | Red fine          |
| 3            | Green             |
| 4            | Green fine        |
| 5            | Blue              |
| 6            | Blue fine         |
| 7            | White             |
| 8            | White fine        |
| 9            | Linear CTO        |
| 10           | Macro 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           | Zoom Rotation     |
| 22           | Shape Selection   |
| 23           | Shape Speed       |
| 24           | Shape Fade        |
| 25           | Shape R           |
| 26           | Shape G           |
| 27           | Shape B           |
| 28           | Shape W           |
| 29           | Shape Dimmer      |
| 30           | Background Dimmer |
| 31           | Shape Transition  |
| 32           | Shape Offset      |
| 33           | Foreground Strobe |
| 34           | Background Strobe |
| 35           | Background Select |

## PIXEL ENGINE

Pixel Engine need to be enabled through the FUNCTION channel (bit 103-105).

### RGB

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| 109          | Red LED 37    |
| 110          | Green LED 37  |
| 111          | Blue LED 37   |

### RGBW

| CHAN-<br>NEL | CHANNEL MODE  |
|--------------|---------------|
| 1            | Red LED 1     |
| 2            | Green LED 1   |
| 3            | Blue LED 1    |
| 4            | White LED 1   |
| ...          | Red LED ...   |
| ...          | Green LED ... |
| ...          | Blue LED ...  |
| ...          | White LED ... |
| 145          | Red LED 37    |
| 146          | Green LED 37  |
| 147          | Blue LED 37   |
| 148          | White LED 37  |



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

- RED
- GREEN
- BLUE
- WHITE



| BIT | EFFECT  |
|-----|---------|
| 255 | LED ON  |
| 0   | LED OFF |

- RED FINE
- GREEN FINE
- BLUE FINE
- WHITE FINE



| BIT | EFFECT |
|-----|--------|
| 255 | UP     |
| 0   | LOW    |

- LINEAR CTO

| BIT | EFFECT       |
|-----|--------------|
| 255 | 2500 K       |
| ... | ...          |
| 224 | 3200 K       |
| ... | ...          |
| 188 | 4000 K       |
| ... | ...          |
| 144 | 5000 K       |
| ... | ...          |
| 117 | 5600 K       |
| ... | ...          |
| 99  | 6000 K       |
| ... | ...          |
| 54  | 7000 K       |
| ... | ...          |
| 10  | 8000 K       |
| 0-9 | UNUSED RANGE |

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

- MACRO COLOUR

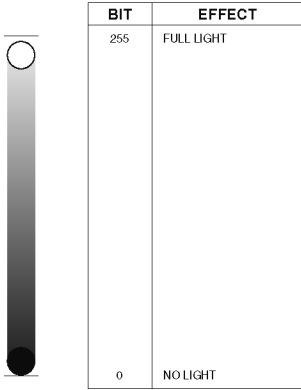
| BIT     | LEE REFERENCE | COLOUR            | BIT VALUE |     |     |     |
|---------|---------------|-------------------|-----------|-----|-----|-----|
|         |               |                   | R         | G   | B   | W   |
| 209-255 | -             | White             | 255       | 235 | 66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

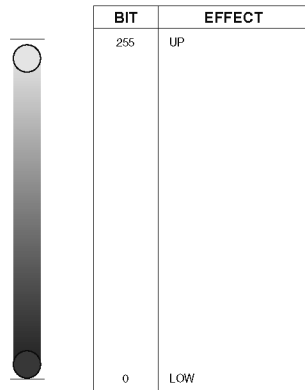


| BIT       | EFFECT                         |
|-----------|--------------------------------|
| 252 - 255 | OPEN                           |
| 239 - 251 | RANDOM FAST STROBE             |
| 226 - 238 | RANDOM MEDIUM STROBE           |
| 213 - 225 | RANDOM SLOW STROBE             |
| 208 - 212 | OPEN                           |
| 207       | FAST PULSATION (25 flash/sec)  |
| 108       | SLOW PULSATION (0,5 flash/sec) |
| 104 - 107 | OPEN                           |
| 103       | FAST STROBE (25 flash/sec)     |
| 4         | SLOW STROBE (1 flash/sec)      |
| 0 - 3     | CLOSED                         |

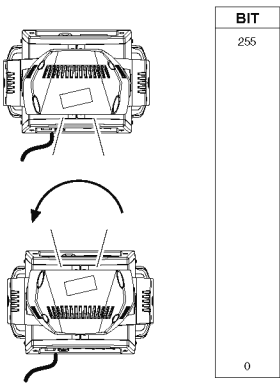
• DIMMER



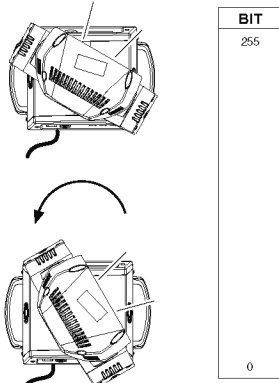
• DIMMER FINE



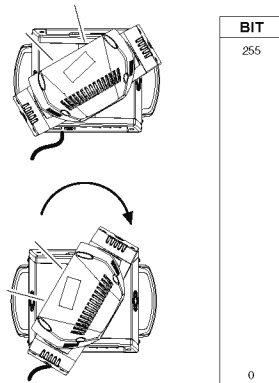
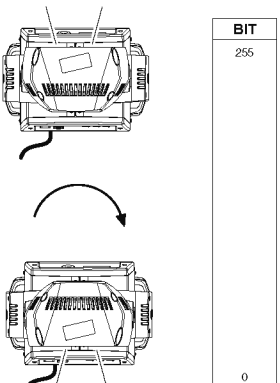
• PAN



• PAN FINE

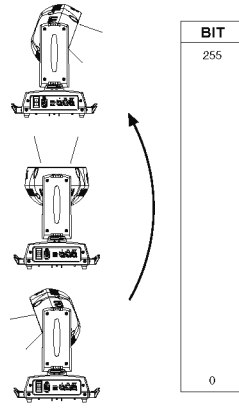


Operation with option InvertPan ⇄ Off

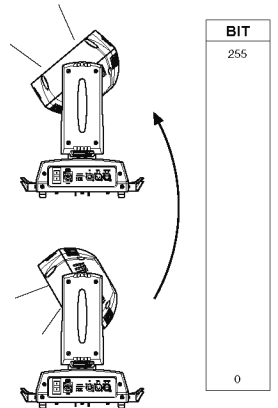


Operation with option InvertPan ⇄ On

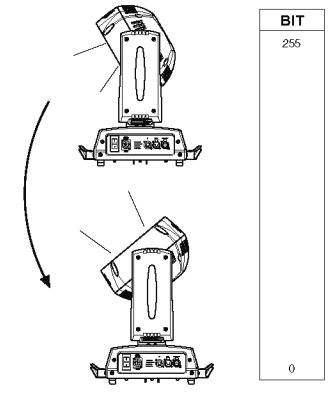
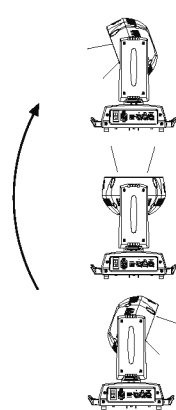
• TILT



• TILT FINE



Operation with option InvertTilt ⇄ Off



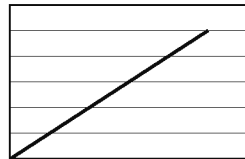
Operation with option InvertTilt ⇄ On

• FUNCTION

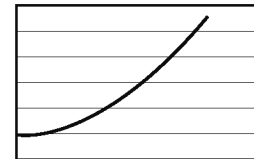
| BIT       | EFFECT                                     |
|-----------|--|
| 106 - 255 | Reserved                                   |
| 103 - 105 | Pixel map enabled                          |
| 98 - 102  | Halogen Lamp Simulation Linear CTO @ 0 bit |
| 93 - 97   | Halogen Lamp Simulation Linear CTO @ 0 bit |
| 88 - 92   | Halogen Lamp Simulation Linear CTO @ 0 bit |
| 83 - 87   | Halogen Lamp Simulation Linear CTO @ 0 bit |
| 78 - 82   | Halogen Lamp Simulation Linear CTO @ 0 bit |
| 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           |
| 58 - 62   | RGBW Gamma curve 1 - gamma = 1.0           |
| 52 - 57   | Dimmer Curve 4                             |
| 48 - 52   | Dimmer Curve 3                             |
| 43 - 47   | Dimmer Curve 2                             |
| 38 - 42   | Dimmer Curve 1                             |
| 24 - 37   | Pan Tilt Normal                            |
| 12 - 24   | Pan Tilt Fast (Default)                    |
| 0 - 11    | Function off - rearmed                     |

The functions are activated passing through the "unused range" and staying 5 seconds in necessary level apart for the range 103-105 (Pixel map enabled) that is immediate. Last selected function still active. Enable setting a new function.

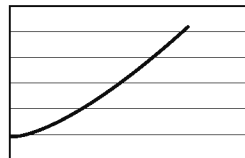
DIMMER CURVE 1 - GAMMA 1 LINEAR



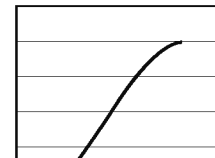
DIMMER CURVE 3 - GAMMA 2,0



DIMMER CURVE 2 - GAMMA 1,5



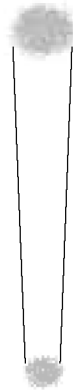
DIMMER CURVE 4 - S



• RESET

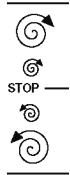
| BIT        | EFFECT  |
|------------|---|
| 255        | COMPLETE RESET  |
|            | Complete reset is activated passing through the unused range and staying 5 seconds in complete reset levels     |
| 128<br>127 | COMPLETE RESET<br>PAN / TILT RESET  |
|            | Pan / Tilt reset is activated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

• ZOOM



| BIT | EFFECT      |
|-----|-------------|
| 255 | WIDE BEAM   |
|     |             |
| 0   | NARROW BEAM |

• ZOOM ROTATION



| BIT       | EFFECT          |
|-----------|-----------------|
| 255       | FAST ROTATION   |
|           |                 |
| 193       | SLOW ROTATION   |
| 191 - 192 | STOP            |
| 190       | SLOW ROTATION   |
|           |                 |
| 128       | FAST ROTATION   |
| 127       |                 |
|           |                 |
|           | LINEAR ROTATION |
| 0         |                 |

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

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

• ZOOM ROTATION (available on zoom channel at 255 bit only)

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

- RED LED 1 to...
- GREEN LED 1 to...
- BLUE LED 1 to...
- WHITE LED 1 to...



| BIT | EFFECT  |
|-----|---------|
| 255 | LED ON  |
|     |         |
| 0   | LED OFF |

SHAPE SPEED - SHAPE OFFSET - SHAPE FADE - BACKGROUND SELECT

| Shape Selection | Shape Slot | Macro Name   | On K10 | On K20 | Description  | Random colors *1             | SHAPE SPEED  | SHAPE OFFSET  | SHAPE FADE   | BACKGROUND SELECT (*3)(*4)  |
|-----------------|------------|--|--------|--------|--|------------------------------|--|---|--|---|
| 0-7             |            | Macro OFF  | Yes    | Yes    |  | N.a.                         | N.a.   | N.a.  | N.a.   | N.a.  |
| 8               | 1          | Pixel 1  | Yes    | Yes    | Static effects.<br><br>The ring or rings used by the macro are turned-on with the foreground colour. | N.a.                         | N.a.   | N.a.  | N.a.   | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-255 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-255 = wash  |
| 9               | 2          | Ring 1   | Yes    | Yes    |  |                              |  |   |  |   |
| 10              | 3          | Ring 2   | Yes    | Yes    |  |                              |  |   |  |   |
| 11              | 4          | Ring 3   | No     | Yes    |  |                              |  |   |  |   |
| 12              | 5          | Pixel 1+Ring 1                                     | Yes    | Yes    |  |                              |  |   |  |   |
| 13              | 6          | Pixel 1+Ring 2                                     | Yes    | Yes    |  |                              |  |   |  |   |
| 14              | 7          | Pixel 1+Ring 3                                     | No     | Yes    |  |                              |  |   |  |   |
| 15              | 8          | Single ring (Ramp -/+)                             | Yes    | Yes    |  | Yes                          | 0-63 = Radius size, static.<br>64-158 = max to min speed, Closing effect<br>159-160 = STOP<br>161-255 = min to max speed, Opening effect   | 0-9 → continuous<br>10-255 → random distribution of flash   | 0-15 = Snap effect<br>16-255 = Fade effect and gamma selection | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-255 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-255 = wash  |
| 16              | 9          | Filled rings (ramp -/+)                            | Yes    | Yes    | Yes  |                              |  |   |  |   |
| 17              | 10         | Open/Close 1                                       | Yes    | Yes    | Yes  |                              |  |   |  |   |
| 18              | 11         | Open/Close 2                                       | Yes    | Yes    | Yes  |                              |  |   |  |   |
| 19              | 12         | Random pixels 1                                    | Yes    | Yes    |  | Yes                          | 0-63 = STOP<br>64-158 = max to min speed, Instant-on + fadeout.<br>159-160 = STOP.<br>161-255 = min to max speed, FadeIn + FadeOut.  | 0-255 → select random distribution from 2 up to 20 fixtures | 0-15 = Snap effect<br>16-255 = Fade effect and gamma selection | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-254 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-254 = wash<br><br>All Fixtures:<br>255 = Mirror Effect  |
| 20              | 13         | Random pixels 2                                    | Yes    | Yes    | Yes  | 0-255 → select pixel density |  |   |  |   |
| 21              | 14         | Rainbow 1 (Variable speed)                         | Yes    | Yes    |  | N.a.                         | 0-63 = Angle 0-360°, static.<br>64-158 = max to min speed, c.cw rotation<br>159-160 = STOP<br>161-255 = min to max speed, cw rotation  | 0-255 → angle offset from 0 to 360°                         | 0-15 = Snap effect<br>16-255 = Fade effect and gamma selection | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-255 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-255 = wash  |
| 22              | 15         | Rainbow 2 (Fixed speed with variable color offset) | Yes    | Yes    |  | N.a.                         | 0-63 = STOP<br>64-158 = c.cw rotation<br>159-160 = STOP<br>161-255 = cw rotation<br><br>The value 64-158 or 161-255 change the rainbow angle offset (the orange starting angle). | N.a.  | 0-15 = Snap effect<br>16-255 = Fade effect and gamma selection | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-255 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-255 = wash  |
| 23              | 16         | Fan  | Yes    | Yes    |  | N.a.                         | 0-63 = angle offset, 0-360°<br>64-158 = max to min speed, c.cw rotation<br>159-160 = STOP<br>161-255 = min to max speed, cw rotation   | 0-255 → angle offset from 0 to 360°                         | 0-15 = Snap effect<br>16-255 = Fade effect and gamma selection | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-255 = wash<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-255 = wash<br><br>For all fixtures:<br>- Macro 25, 26<br>255 = Mirror Effect with bkgnd color<br>- Macro 27, 28, 29<br>255 = Show Alternative Color |
| 24              | 17         | Bar 1  | Yes    | Yes    |  |                              |  |   |  |   |
| 25              | 18         | Half moon  | Yes    | Yes    |  |                              |  |   |  |   |
| 26              | 19         | Triangle   | Yes    | Yes    |  |                              |  |   |  |   |
| 27              | 20         | Segment 1  | Yes    | Yes    |  |                              |  |   |  |   |
| 28              | 21         | Arc 1  | Yes    | Yes    |  |                              |  |   |  |   |
| 29              | 22         | Arc 2  | Yes    | Yes    |  |                              |  |   |  |   |

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

\*2: Aleda K10: macro 65 = Random on ring 1+3; macro 66 = Random on ring 2+3

\*3: See Aleda K10 Background Rings Selection table

\*4: See Aleda K20 Background Rings Selection table

| Shape Selection | Shape Slot | Macro Name               | On K10   | On K20 | Description | Random colors *1 | SHAPE SPEED   | SHAPE OFFSET                          | SHAPE FADE                  | BACKGROUND SELECT (*3)(*4)   |      |
|-----------------|------------|--------------------------|----------|--------|-------------|------------------|---|---------------------------------------|-----------------------------|--|------|
| 30              | 23         | Bar 2 (Variable size)    | Yes      | Yes    |             | N.a.             | 0-63 = STOP, indexed speed<br>64-158 = max to min speed, c.cw rotation.<br>159-160 = STOP.<br>161-255 = min to max speed cc rotation. | 0-255 → select shape width            | Linear fade                 | For K10:<br>0-7 = wash<br>8-15 = Bkgnd rings selection<br>16-254 = wash<br>255 = Mirror effect with bkgnd color<br><br>For K20:<br>0-7 = wash<br>8-23 = Bkgnd rings selection<br>24-254 = wash<br>255 = Mirror effect with bkgnd color<br><br><b>Note:</b><br>Mirror effect unavailable for macro 31.<br>Macro 67, 68, 69: the mirror effect is available only for options 1, 3, 9 |      |
| 31              | 24         | Random explosion         | Yes      | Yes    |             | Yes              |   | 0-255 → select random distribution    | Linear fade and wake length |  |      |
| 32              | 25         | Segment 2                | Yes      | Yes    |             |                  |   | 0-255 → select shape width            |                             |  |      |
| 33              | 26         | x Bump                   | No       | Yes    |             |                  |   | 0-255 → select macro offset           | Linear fade                 |  |      |
| 34              | 27         | Image                    | No       | Yes    |             |                  |   |                                       |                             |  |      |
| 35              | 28         | Bumping section          | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 36              | 29         | Ramp by 6                | Yes      | Yes    |             |                  |   | 0-255 → select shape width            | Linear fade and wake length |  |      |
| 37              | 30         | Ramp by 4                | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 38              | 31         | Left/Right scrolling bar | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 39              | 32         | Up/Down scrolling bar    | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 40              | 33         | Bar 3                    | Yes      | Yes    |             |                  |   | 0-255 → select macro offset           | Linear fade                 |  |      |
| 41              | 34         | Vertical arc 1           | No       | Yes    |             |                  |   |                                       |                             |  |      |
| 42              | 35         | Vertical arc 2           | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 43              | 36         | Horizontal arc 1         | No       | Yes    |             |                  |   |                                       |                             |  |      |
| 44              | 37         | Horizontal arc 2         | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 45              | 38         | Mirrored pixel           | Yes      | Yes    |             |                  |   | 0-255 → select shape width            | Linear fade and wake length |  |      |
| 46              | 39         | Pixel animation 1        | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 47              | 40         | Pixel animation 2        | Yes      | Yes    |             | N.a.             |   |                                       |                             |  |      |
| 48              | 41         | Pixel animation 3        | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 49              | 42         | Pixel animation 4        | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 50              | 43         | Pixel animation 5        | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 51              | 44         | Semi arc (Ramp /+)       | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 52              | 45         | Bumping arc section      | Yes      | Yes    |             |                  |   | 0-255 → select macro offset           | Linear fade                 |  |      |
| 53              | 46         | Pixel animation 6        | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 54              | 47         | Vertical ramp by 2       | Yes      | Yes    |             |                  |   | 0-255 → select shape width            | Linear fade and wake length |  |      |
| 55              | 48         | Following pixel by 2     | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 56              | 49         | Syncopation              | Yes      | Yes    |             |                  |   | 0-255 → select macro offset           | Linear fade                 |  |      |
| 57              | 50         | Bumping 1                | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 58              | 51         | Bumping 2                | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 59              | 52         | Bumping 3                | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 60              | 53         | Vertical pixel scrolling | Yes      | Yes    |             |                  |   | 0-255 → select macro width            | Linear fade and wake length |  |      |
| 61              | 54         | Random vertical section  | Yes      | Yes    |             |                  |   | 0-255 → select random distribution    | Linear fade                 |  |      |
| 62              | 55         | Random central section   | Yes      | Yes    |             | Yes              |   |                                       |                             |  |      |
| 63              | 56         | Random ring 2            | Yes      | Yes    |             | Yes              |   |                                       |                             |  |      |
| 64              | 57         | Random ring 3            | No       | Yes    |             | Yes              |   |                                       |                             |  |      |
| 65              | 58         | Random ring 1+3          | Yes (*2) | Yes    |             | Yes              |   |                                       |                             |  |      |
| 66              | 59         | Random ring 2+3          | Yes (*2) | Yes    |             | Yes              |   |                                       |                             |  |      |
| 67              | 60         | Single pixel ring 1      | Yes      | Yes    |             |                  |   | 0-255 → select the number of rotating | Linear fade and wake length |  |      |
| 68              | 61         | Single pixel ring 2      | Yes      | Yes    |             |                  |   |                                       |                             |  |      |
| 69              | 62         | Single pixel ring 3      | No       | Yes    |             | N.a.             |   |                                       |                             |  |      |
| 70              | 63         | Spiral                   | Yes      | Yes    |             |                  |   | 0-255 → select macro width            | Linear fade and wake length |  |      |
| 71-255          | 64         |                          |          |        |             | N.a.             |   | N.a.                                  | N.a.                        |  | N.a. |

• SHAPE FADE

| BIT     | EFFECT                                      |
|---------|---|
| 246-255 | Smooth, fading curve with automatic gamma * |
| 245     | Smooth, fading curve gamma 2                |
| 243     | Smooth, fading curve gamma 1,886            |
| 244     | Smooth, fading curve gamma 1,893            |
| ...     | ...   |
| 18      | Smooth, fading curve gamma 0,513            |
| 17      | Smooth, fading curve gamma 0,506            |
| 16      | Smooth, fading curve gamma 0,5              |
| 0-15    | Snap  |

• SHAPE TRANSITION

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

• SHAPE RGBW  
SHAPE DIMMER  
BACKGROUND DIMMER



| BIT | EFFECT  |
|-----|---------|
| 255 | LED ON  |
| ... | ...     |
| 0   | LED OFF |

• BACKGROUND SELECT  
Alela K10 - Background select

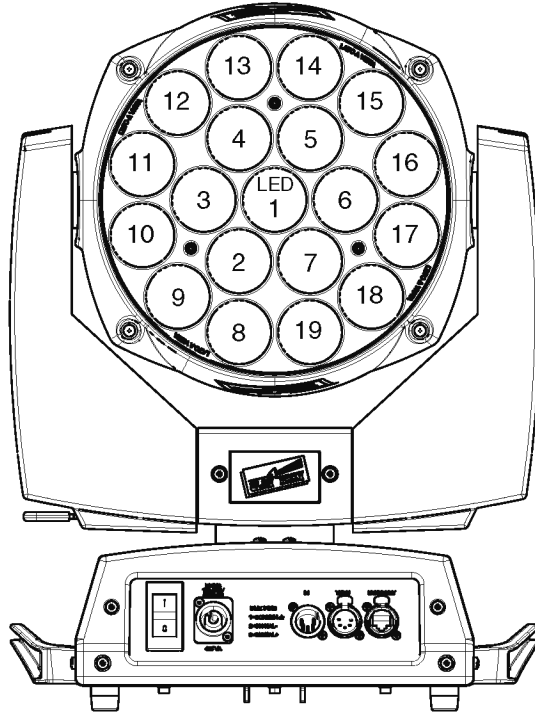
| BIT    | EFFECT                    |
|--------|---------------------------|
| 255    | Mirror effect             |
| 16-254 | No selection              |
| ...    | ...                       |
| 15     | Ring 2 + Ring 3           |
| 14     | Pixel 1 + Ring 2 + Ring 3 |
| 13     | Pixel 1 + Ring 2          |
| 12     | Pixel 1 + Ring 3          |
| 11     | Ring 3                    |
| 10     | Ring 2                    |
| 9      | Pixel 1                   |
| 8      | No selection              |

Alela K20 - Background select

| BIT    | EFFECT                             |
|--------|------------------------------------|
| 255    | Mirror effect                      |
| 24-254 | No selection                       |
| ...    | ...                                |
| 23     | Pixel 1 + Ring 2 + Ring 4          |
| 22     | Pixel 1 + Ring 3 + Ring 4          |
| 21     | Ring 2 + Ring 4                    |
| 20     | Pixel 1 + Ring 3                   |
| 19     | Ring 2 + Ring 3                    |
| 18     | Pixel 1 + Ring 4                   |
| 17     | Ring 3 + Ring 4                    |
| 16     | Ring 2 + Ring 3 + Ring 4           |
| 15     | Pixel 1 + Ring 2 + Ring 3 + Ring 4 |
| 14     | Pixel 1 + Ring 2 + Ring 3          |
| 13     | Pixel 1 + Ring 2                   |
| 12     | Ring 4                             |
| 11     | Ring 3                             |
| 10     | Ring 2                             |
| 9      | Pixel 1                            |
| 8      | No selection                       |

## A.LEDA B-EYE K10 & K10 EASY

LED reference number for pixel mapping  
TILT: channel 16 @ 200 bit



## A.LEDA B-EYE K20

LED reference number for pixel mapping  
TILT: channel 16 @ 200 bit

