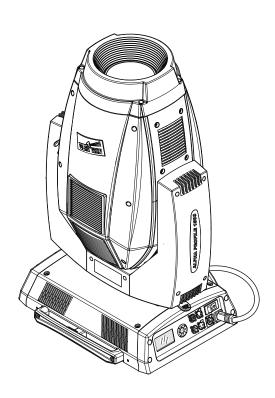
INSTRUCTION MANUAL



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Congratulations on choosing a Clay Paky product! We thank you for your custom.

Please note that this product, as all the others in the rich Clay Paky range, has been designed and made with total quality to ensure excellent performance and best meet your expectations and requirements.

Carefully read this instruction manual in its entirety and keep it safe for future reference. It is essential to know the information and comply with the instructions given in this manual to ensure the fitting is installed, used and serviced correctly and safely. CLAY PAKY S.p.A. disclaims all liability for damage to the fitting

or to other property or persons deriving from installation, use and maintenance that have not been carried out in conformity with this instruction manual, which must always accompany the fitting.

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

SAFETY INFORMATION

Installation

Make sure all parts for fixing the projector are in a good state of repair.

Make sure the point of anchorage is stable before positioning the projector.

The safety chain must be properly hooked onto the fitting and secured to the framework, so that, if the primary support system fails, the fitting falls as little as possible.

If the safety chain gets used, it needs to be replaced with a genuine spare.

Minimum distance of illuminated objects

The projector needs to be positioned so that the objects hit by the beam of light are at least 5 metres (16'5") from the lens of the projector.

• Minimum distance from flammable materials

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

Mounting surfaces

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

· Maximum ambient temperature

Do not operate the fixture if the ambient temperature (Ta) 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.

• 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 150°C (302°F).

Maintenance

Before starting any maintenance work or cleaning the projector, cut off power from the mains supply. After switching off, do not remove any parts of the fitting for at least 10 minutes. After this time the likelihood of the lamp exploding is virtually nill. If it is necessary to replace the lamp, wait for another 20 minutes to avoid getting burnt.

The fitting is designed to hold in any splinters produced by a lamp exploding. The lenses must be mounted and, if visibly damaged, they have to be replaced with genuine spares.

• Lamp

The fitting mounts a high-pressure lamp that needs an external igniter. This igniter is fitted onto the apparatus.

- Carefully read the "operating instructions" provided by the lamp manufacturer.
- Immediately replace the lamp if damaged or deformed by heat.

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.





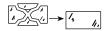
t_a 40°C

IP20











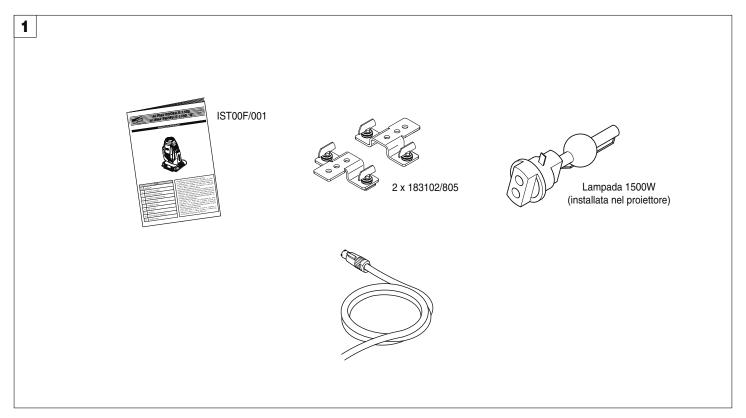




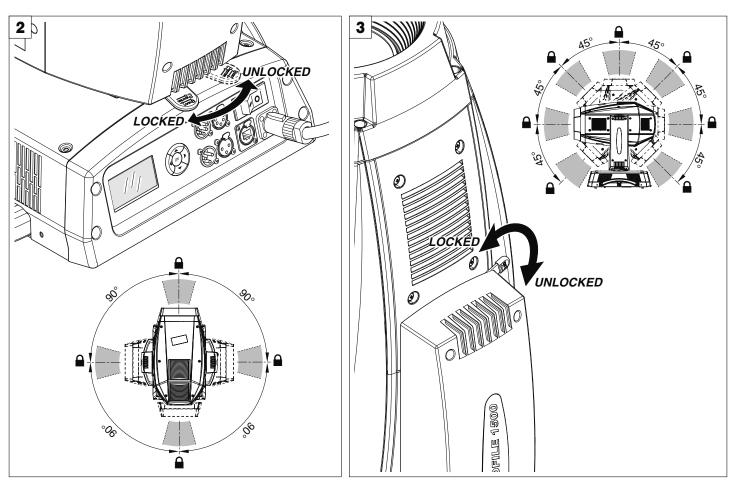
The products to which this manual refers comply with the European Directives pursuant to:

- 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)

UNPACKING AND PREPARATION



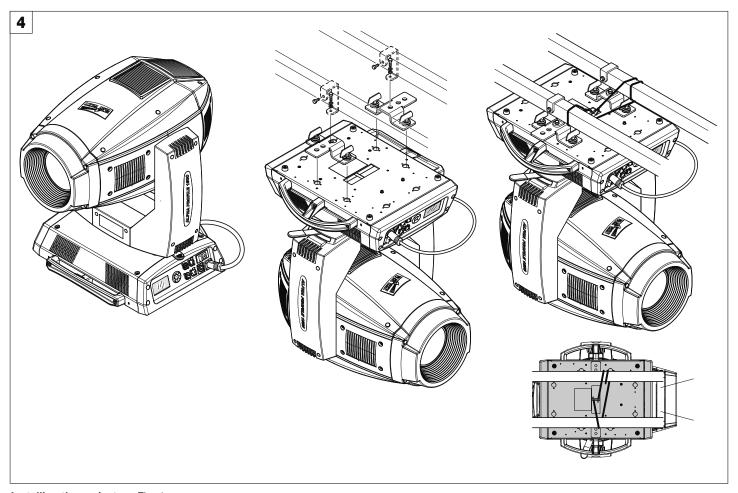
Packing contents - Fig. 1



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

TILT Mechanism Lock and Release (every 45°) - Fig. 3 $\,$

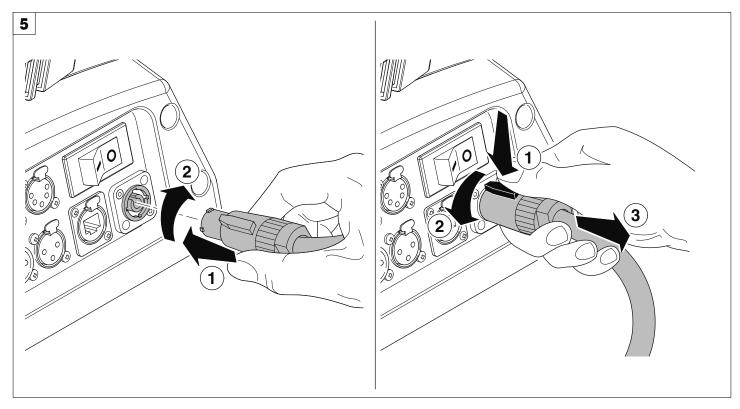
INSTALLATION AND START-UP



Installing the projector - Fig. 4

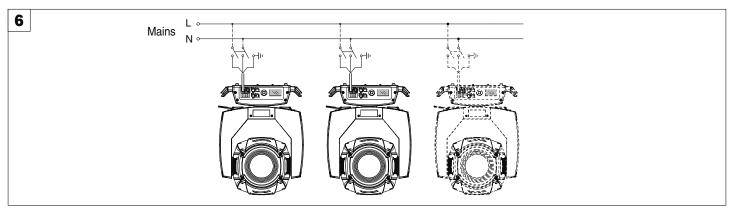
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.

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.

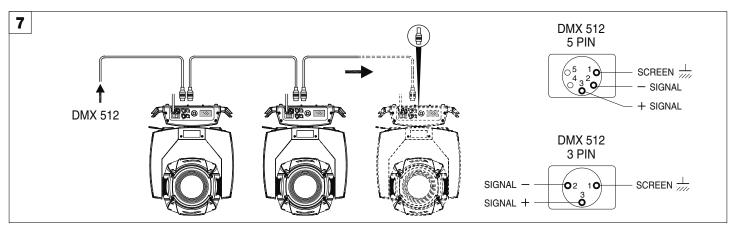


Connecting and disconnecting power cable - Fig. 5

CONTROL PANEL



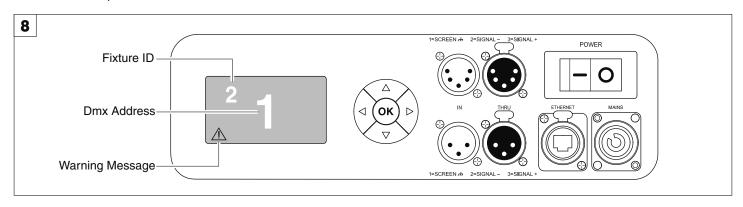
Connecting to the mains supply - Fig. 6



Connecting to the control signal line (DMX) - Fig. 7

Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 1200hm 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 1200hm (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. 8

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



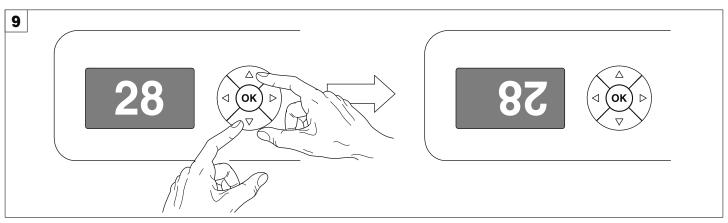
Model Alpha PROFILE 1500 Firmware Version X.X.X Date - Hour xxx (Fixture ID) Dmx Address xxx

System errors
E:
W:

On conclusion of resetting in case of absence of dmx signal, Pan and Tilt move to the "Home" position (Pan 50% - Tilt 50%). The control panel (Fig. 8) has a display and buttons for the complete programming and management of the projector menu. The display can be in one of two conditions: rest status and setting status. When it is in the rest status, the display shows the projector's DMX address and the Fixture ID address (if set).

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

ALPHA PROFILE 1500 5



Reversal of the display - Fig. 9

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

Setting the projector starting address

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

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

Setting the address: see pag. 8.

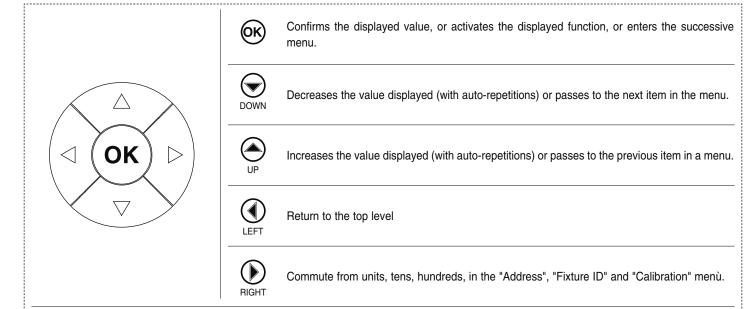
Setting the projector Fixture ID

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

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

Setting the Fixture ID: see pag. 8.

Functions of the buttons - Using the menu



USING THE MENU:

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

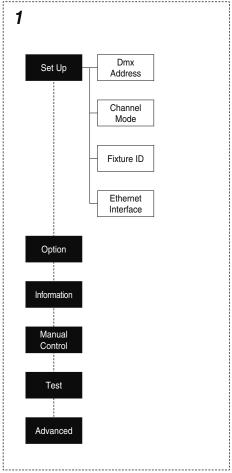
To enable the "Advanced" see pag.14

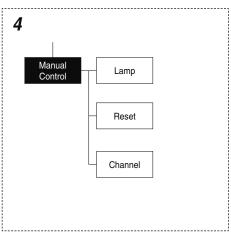
- 3) Press (x) to display the first item in the selected menu.
- 4) Use the UP
 and DOWN
 keys to select the MENU items.

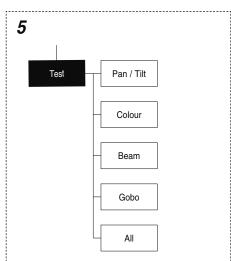
Setting addresses and options with the projector disconnected

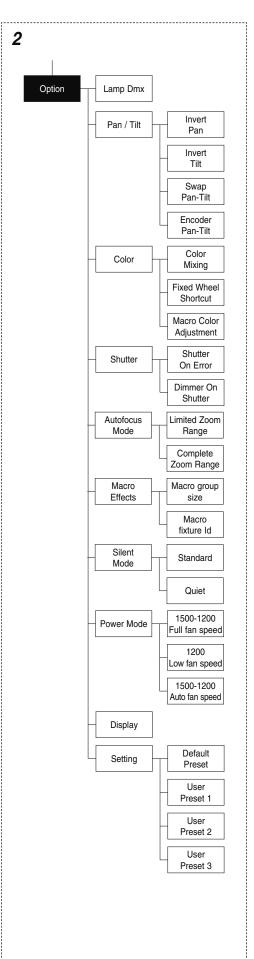
The projector's DMX address, as well as other possible operating options, can also be set when the appliance is disconnected from the electricity supply. All that is needed is to press (so to momentarily activate the display and thus access the settings. Once the required operations have been carried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

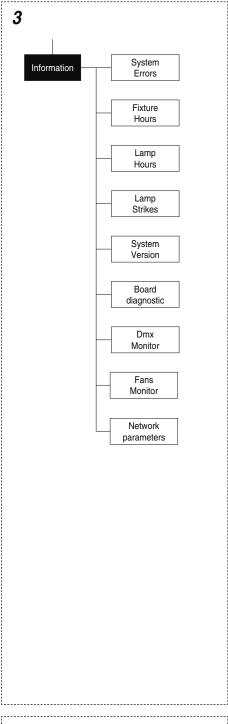
MENU SETTING

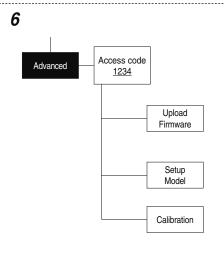




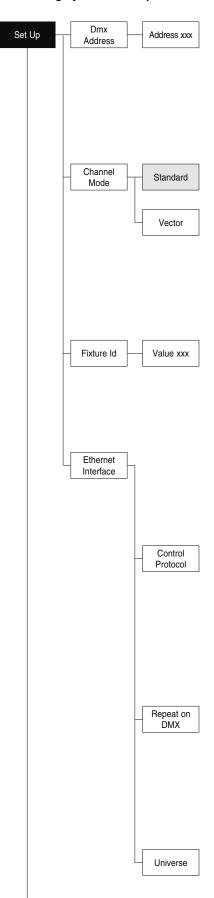








NOTE: On grey the default options



SET UP MENU

DMX ADDRESS

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

Allows you to select the DMX ADDRESS

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

CHANNEL MODE

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

- 1) Press 🕟 the current settings appear on the display (Standard or Vector).
- 2) Use the UP
 and DOWN
 keys to select one of the following settings:
 - Standard
 - Vector
- 3) Press (x) to confirm the selection or LEFT (1) to keep current settings.

FIXTURE ID

Allows you to select the FIXTURE ID

- 1) Press 🕟 the current Fixture ID appear on the display.
- 2) Use the UP (A), DOWN (D), RIGHT (D) keys to plan the Fixture ID.
- 3) Press (ix) to confirm the selection or LEFT (1) to keep current settings.

ETHERNET INTERFACE

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

- 1) Premere (%).
- 2) Use the UP and DOWN keys to select the "Ethernet Interface" options to set:

Control Protocol

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

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

Repeat on DMX

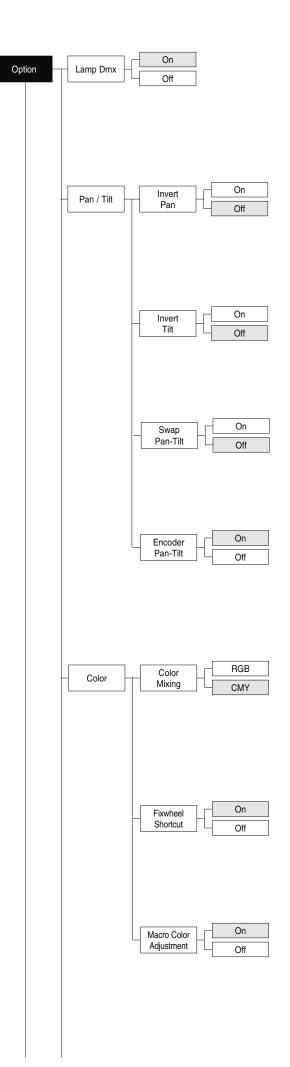
It lets you enable the transmission of the Ethernet protocol by DMX signal to all the connected projectors.

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

Universe

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

- 1) Press 🕟 the current Universe address appears on the display.
- 2) Use the UP , DOWN , RIGHT keys to set the Universe address.
- 3) Press (to confirm the selection or LEFT (to keep the current setting.



OPTIONS MENU

LAMP DMX

Used for enabling lamp remote control channel.

- 1) Press 🕟 the current settings appear on the display (On or Off).
- 2) Use the UP
 and DOWN
 keys to enable (On) or disable (Off) the lamp remote control channel.
- 3) Press (to confirm the selection or LEFT (to keep current settings.

PAN / TILT

Invert pan

Used for reversing Pan movement.

- 1) Press (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 (k) to confirm the selection or LEFT (1) to keep current settings.

Invert tilt

Used for reversing tilt movement.

- 1) Press (or 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 (k) to confirm the selection or LEFT (1) to keep current settings.

Swap Pan-Tilt

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

- 1) Press (%) 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 (x) to confirm the selection or LEFT (1) tto keep current settings.

Encoder Pan-Tilt

Used for enabling the Pan / Tilt encoders.

- 1) Press (%) 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.
- Press (N) to confirm the selection or LEFT (1) to keep current settings.

COLOR

Color mixing

Used for reversing the CMY color mixing system.

- 1) Press (the current settings appear on the display (On or Off).
- 2) Use the UP and DOWN keys select one of the following settings: RGB color mixing mode CMY color mixing mode

3) Press (to confirm the selection or LEFT (to keep current settings.

Fixed wheel short-cut

Used for optimizing color change time so that the disc turns in the direction that requires shorter movement.

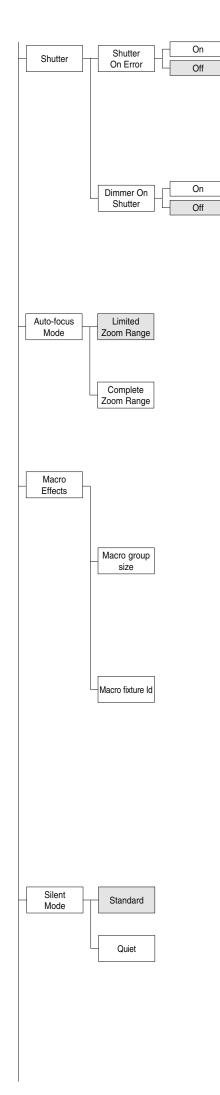
- 1) Press (N) the current settings appear on the display (On or Off).
- 2) Use the UP
 and DOWN
 keys to enable (On) or disable (Off) color change optimization.
- Press (to confirm the selection, or LEFT (to keep current settings.

Macro color adjustment

It lets you enable the overwriting of a "Macro Colour" with the Cyan, Magenta, Yellow, CTO and Colour wheel channels.

Press (ok) the current setting appears on the display.

- 1) Use the UP
 and DOWN
 keys to enable (On) or disable (Off) the overwriting.
- 2) Press (ok) to confirm the selection or LEFT (1) to keep the current setting.



SHUTTER

Shutter on error

Used for automatically closing the stop/strobe in the event of Pan/Tilt position error.

- 1) Press 🕟 the current settings appear on the display (On or Off).
- 2) Use the UP and DOWN keys to enable (On) or disable (Off) automatic stop/strobe closing in the event of Pan/Tilt position error.
- 3) Press (to confirm the selection, or LEFT (to keep current settings.

Dimmer on Shutter

Enables automatic closing of the dimmer when the strobe is completely closed.

- 1) Press (N the current settings appear on the display (On or Off).
- 2) Use the UP
 and DOWN
 keys to enable (On) or disable (Off) the automatic closing of the dimmer.
- 3) Press (x) to confirm the selection or LEFT (1) to keep current settings.

AUTO-FOCUS MODE

It lets you select the "Auto-focus Mode" from the two available.

- 1) Press (or) the current setting appears on the display.
- 2) Use the UP and DOWN keys to select one of the following settings: Limited Zoom Range: The "Autofocus" works only in the optical run that was specifically designed for the projector in question.

Complete Zoom Range: The "Autofocus" also works in overrun

3) Press (to confirm the selection or LEFT (to keep the current setting.

MACRO EFFECTS

It lets you select the "Macro Effects" from the two available.

- 1) Press (x) the current setting appears on the display.
- 2) Use the UP
 and DOWN
 keys to select one of the following settings:

Macro group size

It lets you set the number of projectors to be included in the macro mode operation.

- 1) Press (K)
- 2) Use the UP , DOWN , RIGHT keys to set the number of projectors to be included in the "Macro Effect" operation.
- 3) Press (to confirm the selection or LEFT (to keep the current setting.

Macro fixture Id

It lets you attribute an ID address to the projector for the phase displacement for the scene's starting time in Macro mode.

- 1) Press 🕟
- 2) Use the UP ♠ and DOWN ♠ keys to select one of the following settings: Fixed to X. (to assign to all the projectors to be included in the Macro operation).

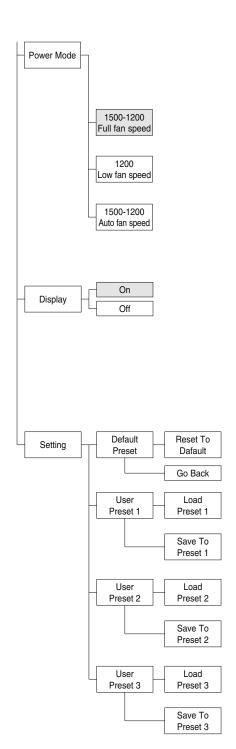
Auto by DMX Address: According to the DMX address, it automatically detects the starting sequence of the scene in the Macro mode (to assign to all the projectors to be included in the Macro operation).

3) Press (x) to confirm the selection or LEFT (1) 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 noise level. Quiet: reduces the speed of some effects, thereby reducing their noise level.
- 3) Press (ok) to confirm the selection or LEFT (1) to keep the current setting.



POWER MODE

Allows you to select a Power Mode from the three available.

- 1) Press 🕟 the current settings appear on the display.
- 2) Use the UP and DOWN keys to select one of the following settings:
 - -1500-1200W Full fan speed: Lamp can change from full-power (1500W) to half-power (1200W) using the LAMP CONTROL channel. Fans always work at Full speed
 - **-1200W Low fan speed**: Lamp constantly works in half-power mode (1200W) while the Fan always works at Low speed. With LAMP CONTROL channel you can only switch the lamp ON and OFF.
 - -1500-1200W Auto fan speed: Lamp can change from full-power (1500W) to half-power (1200W) using the LAMP CONTROL channel. Automatically the fans switch from Full speed to Low speed respectively.
- 3) Press (b) to confirm the selection or LEFT (1) to keep current setting.

DISPLAY

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

- 1) Press 🕟 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 (x) to confirm the selection or LEFT (1) 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.

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

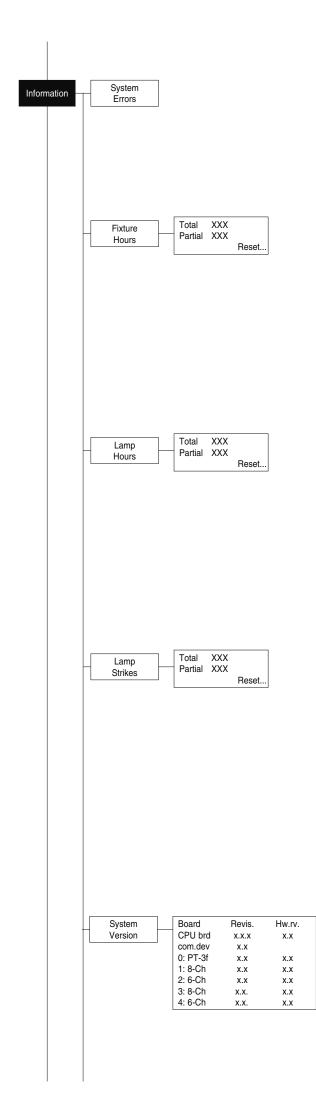
OPTION DEFAULT Lamp DMX On Invert Pan Off Invert Tilt Off Off Swap Pan-Tilt **Encoder Pan-Tilt** On Colour mixing **CMY** Fixed Wheel Shortcut OnMacro Color Adjustment On Shutter on error Off Dimmer on Shutter Off

Auto-focus mode Limited zoom range

Silent mode Standard

Power mode 1500-1200w full fan speed

Display On



INFORMATION MENU

SYSTEM ERRORS

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

- 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

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

1) Press (R) - 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.

- Press to reset partial projector working hours a confirmation message (Are you sure?) appears on the display.
- Select YES to reset partial projectors counter or NO to keep the current setting and return to the top menu level.

LAMP HOURS

Used for displaying the lamp working hours (total and partial).

1) Press 🔊 - Hours total and partial appears on the display.

Total counter

Counts the number of projector working hours with the lamp on (from manufacture to date).

Partial counter

Counts the number of lamp working hours since the last reset to date.

- 2) Press (to reset partial lamp working hours, a confirmation message (Are you sure?) appears on the display.
- Select YES to reset partial counter or NO to keep the current setting and return to the top menu level

LAMP STRIKES

Used for displaying the number of times the lamp was turned on (total and partial).

1) Press 🚱 - the number of times the lamp was turned on (total and partial) appears on the display.

Total counter

Counts the number of times the lamp was turned on (from manufacture to date).

Partial counter

Counts the number of times the lamp was turned on since the last reset to date.

- 2) Press (K) to reset partial lamp strikes hours, a confirmation message (Are you sure?) appears on the display.
- Select YES to reset partial counter or NO to keep the current setting and return to the top menu level

SISTEM VERSION

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

CPU brd (CPU board)

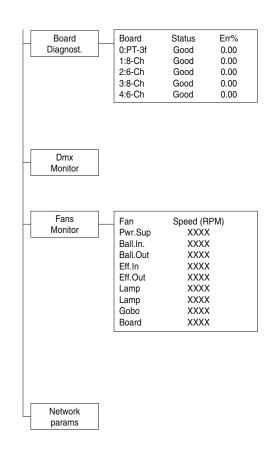
0: PT-3f (Pan / Tilt board)

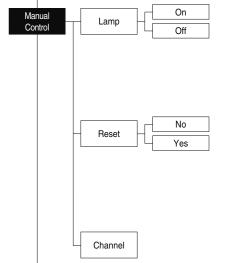
1: 8-Ch (8 channel board)

2: 6-Ch (6 channel board)

3: 8-Ch (8 channel board)

4: 6-Ch (6 channel board)





BOARD DIAGNOSTIC

Used for displaying the status error of each board installed in the projector:

- 0: PT-3f (Pan / Tilt board)
- 1: 8-Ch (8 channel board)
- 2: 6-Ch (6 channel board)
- 3: 8-Ch (8 channel board)
- 4: 6-Ch (6 channel board)

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:

Pwr.Sup (Power supply Fan)

Ball. IN (Ballast IN Fan)

Ball. Out (Ballast OUT Fan)

Eff.IN (Effects IN Fan)

Eff.OUT (Effects OUT Fan)

Lamp (Lamp Fan)

Lamp (Lamp Fan)

Gobo (Gobo Fan)

Board (Yoke Board Fan)

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

LAMP

Used for turning lamp on and off from the projector control panel.

- 1) Press (ox) the current settings appear on the display (On or Off).
- 2) Use the UP
 and DOWN
 keys to turn the lamp on (On) or off (Off)
- 3) Press (x) to confirm the selection or LEFT (1) to keep current settings and return to the top level.

RESET

Used for resetting the projector.

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

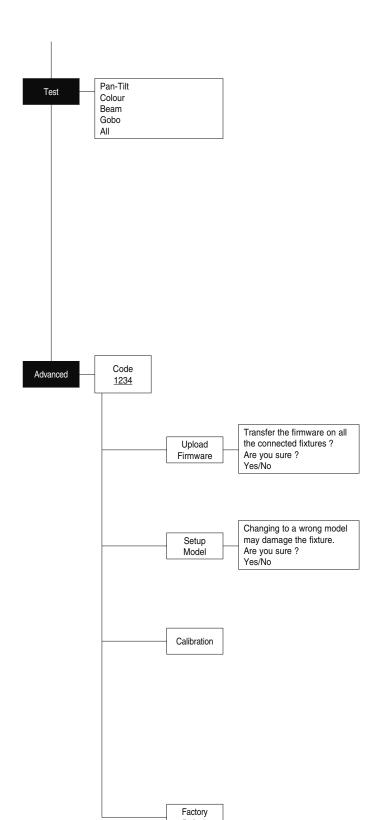
CHANNEL

Used for setting channel levels from the projector control panel.

- 1) Press 🕟 the first channel appears on the display.
- 2) Use the UP \bigcirc and DOWN \bigcirc keys to select the required channel:
- 3) Press (and use the UP (and DOWN) keys to select the required DMX level (value between 0 and 255).

Continue →

4) Press LEFT (1) to return to the top menu level.



TEST MENU

AUTOTEST

Allows you to check the proper functioning of effects.

- 1) Press (%).
- 2) Use the UP
 and DOWN
 keys to select the required test.
- Press to confirm the selection or LEFT to return to the top menu level.

Test sequence:

Pan - Tilt effects (Pan & Tilt)

Colour effects (CMY, colour wheel, CTO)

Beam effects (Stopper-Strobe / Dimmer / Iris / Prism / Frost, Focus,

Zoom, Animation disk)

Gobo effects (Fixed gobo / Rotating gobo)

All effects

ADVANCED MENU

To enable the "Advanced Menu" set up the "Access code" (1234) using the UP (), DOWN (), RIGHT () keys.

Press 🔊 - "Menu advanced" appears on the display

UPLOAD FIRMWARE

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

- 1) Press (R), 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 (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.

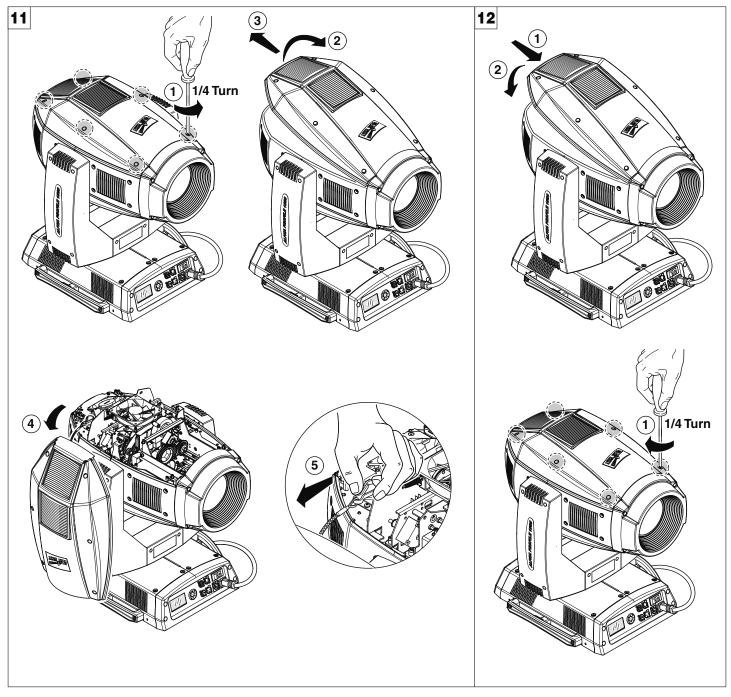
- 1) Press 🕟 "channels" appears on the display.
- 2) Using the UP
 and DOWN
 keys, select the effect you wish to regulate.
- 3) Press (x) and use the RIGHT (x), UP (x) and DOWN (x) buttons to make the adjustment by setting a value between 0 and 255.
- 4) Press (to confirm the selection or LEFT (to keep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

FACTORY DEFAULT

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

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

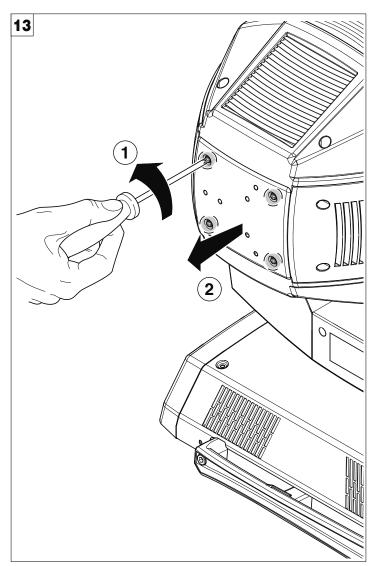
MAINTENANCE



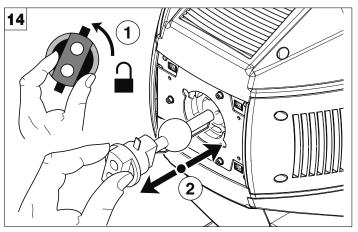
Locking and releasing Pan and Tilt movements - Refer to the instructions in the UNPACKING AND PREPARATION section. **Opening the head covers** - Fig. 11.

Closing the head covers - Fig. 12.

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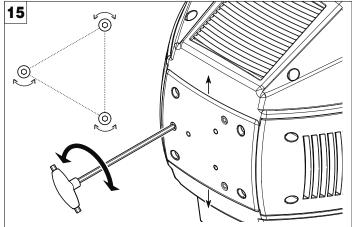
Opening and closing lamp compartment - Fig. 13



Lamp change - Fig 14

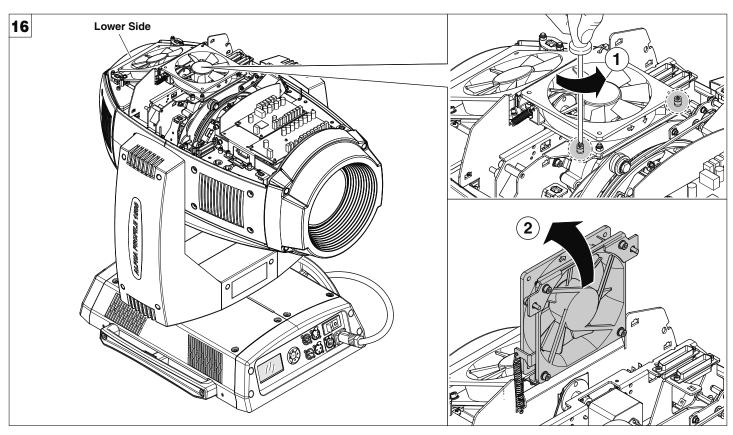
Take the new lamp out of its package and insert in the fitting.

WARNING: do not touch the lamp's envelope with bare hands. Should this happen, clean the bulb with a cloth soaked in alcohol and dry it with a clean, dry cloth.

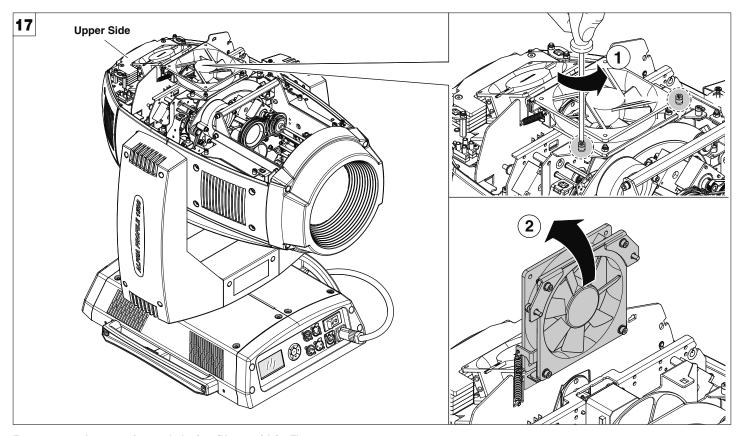


Lamp regulation - Fig. 15

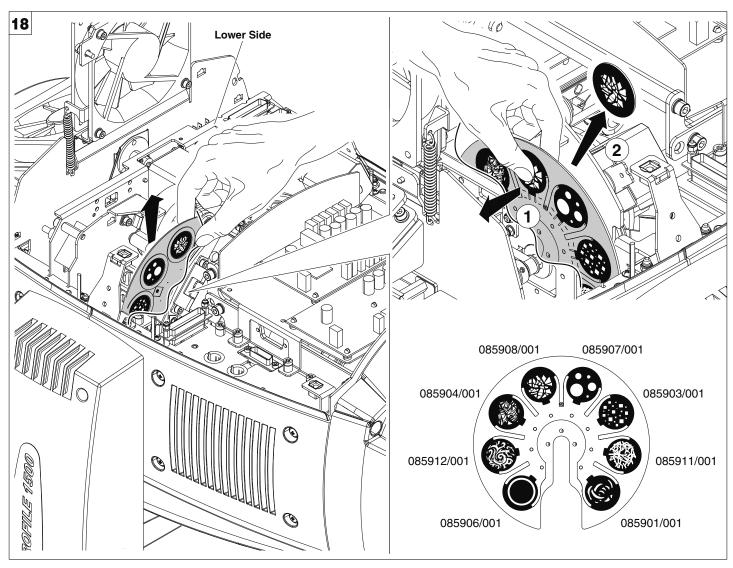
To centre the lamp, turn the three adjusting screws as shown in the figure.



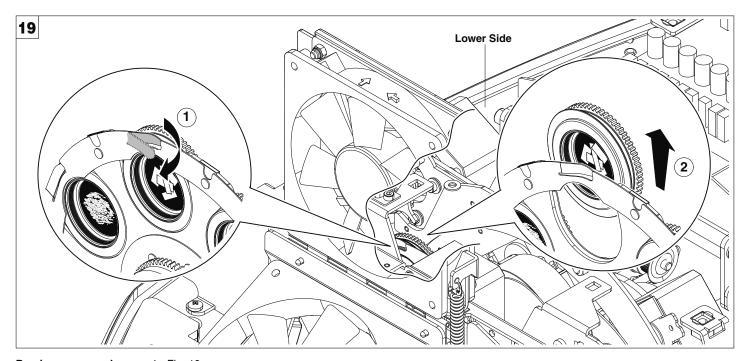
Fan support plate opening and closing (Lower side) - Fig. 16



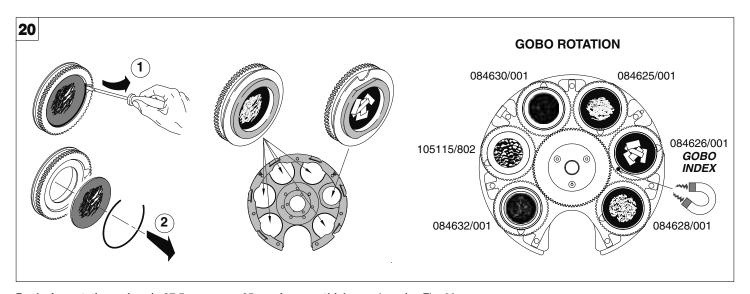
Fan support plate opening and closing (Upper side) - Fig.~17



Replacing fixed gobos (\emptyset 31.5 mm - max 25 mm image - thickness max 1 mm) - Fig. 18 IMPORTANT: Please contact CLAY PAKY before using customized gobos.



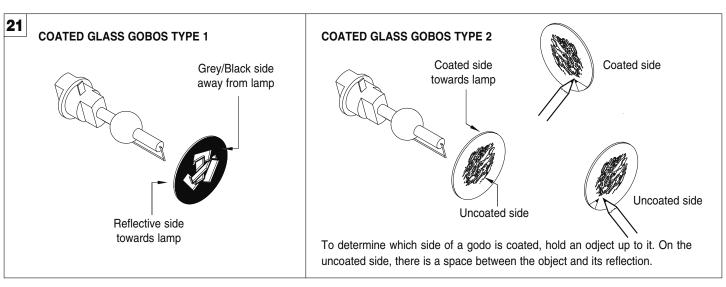
Bearing group replacement - Fig. 19



Replacing rotating gobos (ø 37.5 mm - max 25 mm image – thickness 1 mm) - Fig. 20

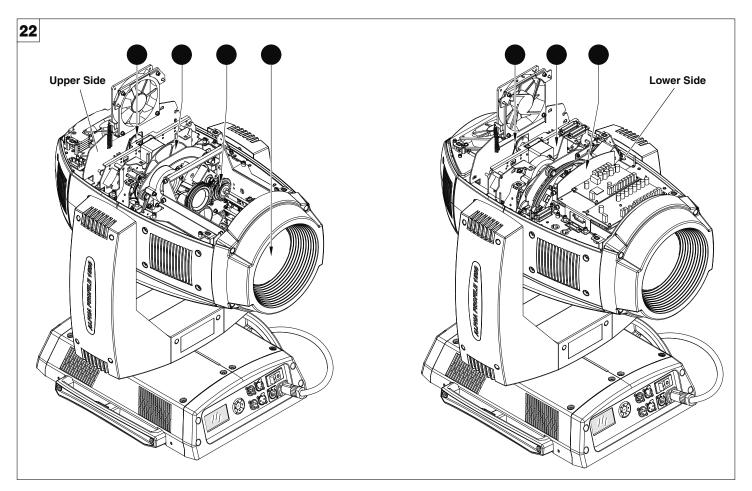
IMPORTANT: Please contact CLAY PAKY before using customized gobos.

IMPORTANT: Use only glass gobos on the rotating gobos wheels.



Gobo orientation - Fig. 21

The pictures shown the correct gobos orientation.



Periodical cleaning - Fig. 22

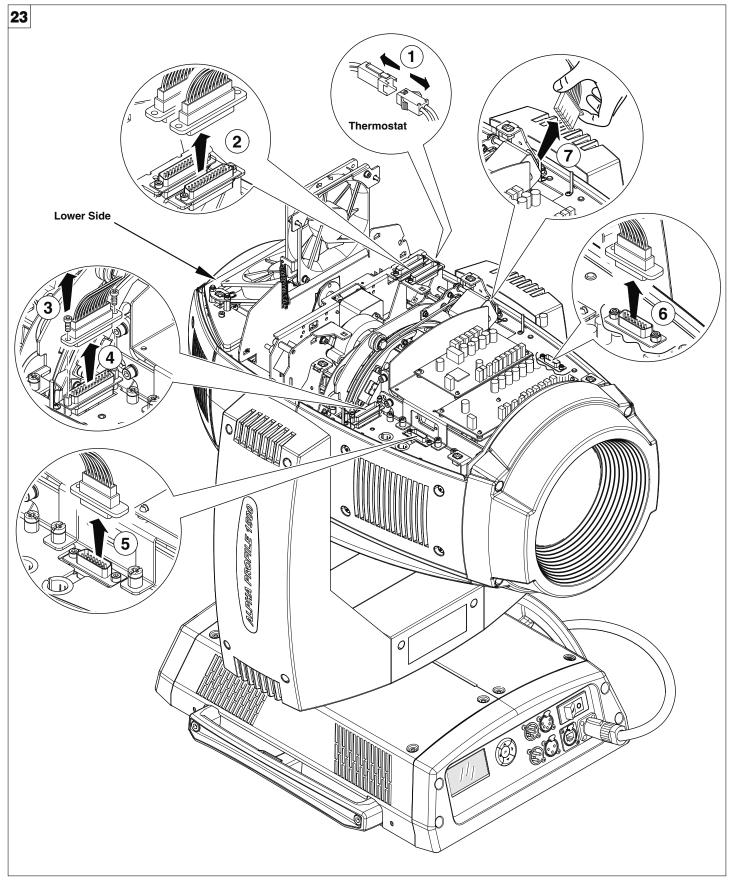
To ensure optimal operation and performance for a long time it is essential to periodically clean the parts subject to dust and grease deposits. The frequency with which the following operations are to be carried out depends on various factors, such as the amount of the effects and the quality of the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

Use a soft cloth dampened with any detergent liquid for cleaning glass to remove the dirt from the reflectors, from the lenses and filters. It is recommended that the projector undergoes an annual service by a qualified technician for special maintenance involving at least the following operations:

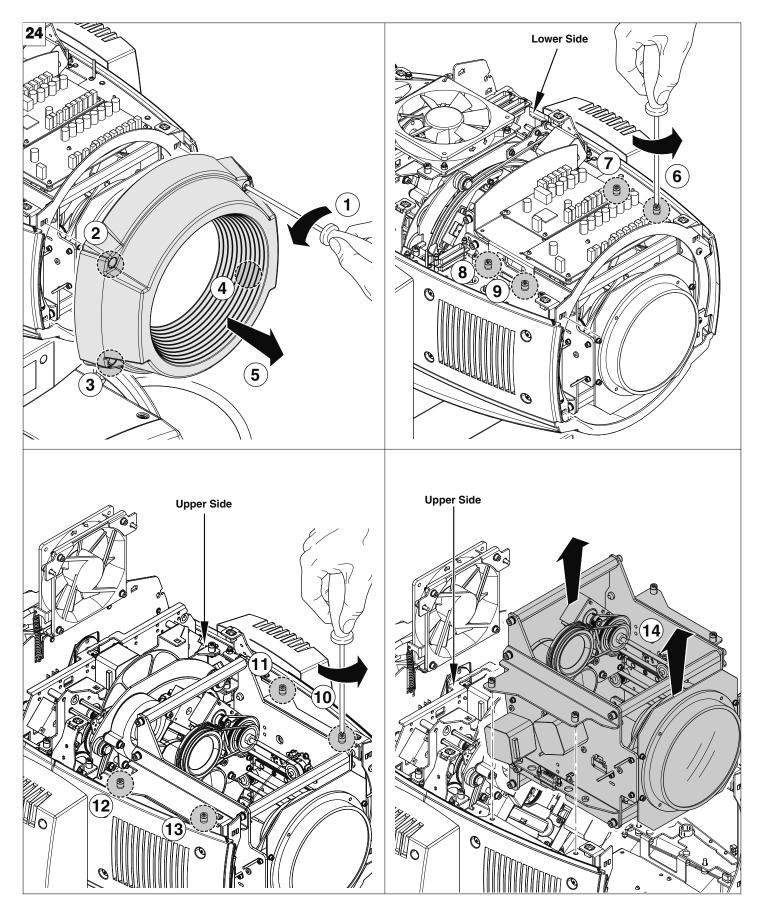
- General cleaning of internal parts.
- Restoring lubrication of all parts subject to friction, using lubricants specifically supplied by Clay Paky.
- \bullet General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.

ALPHA PROFILE 1500

Continue -



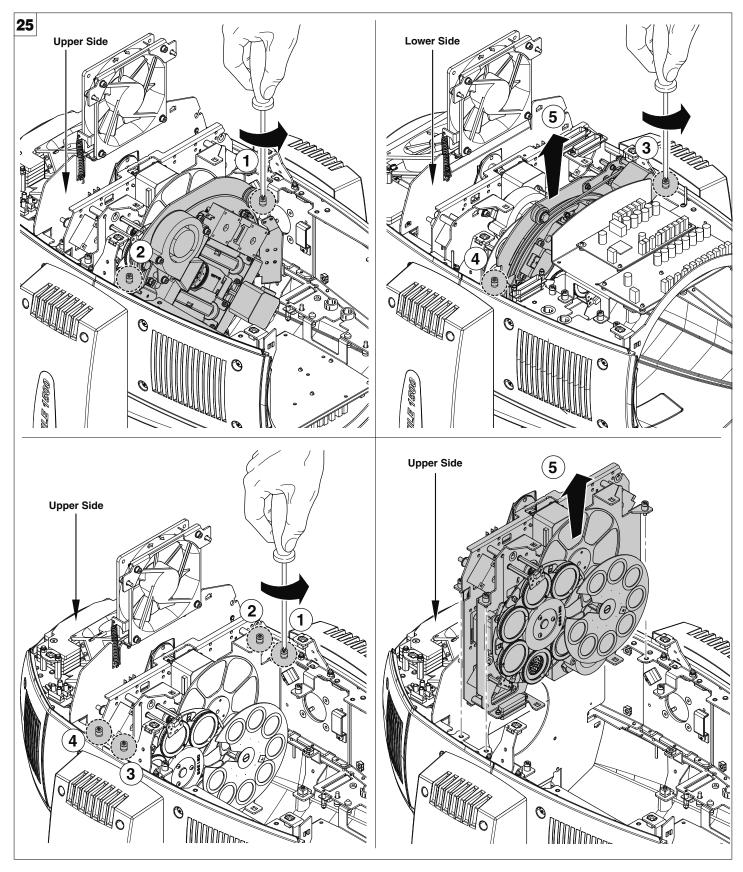
Extraction of the effect modules: Preliminary operations - Fig. $23\,$



Extraction of the effect modules - Fig. 24

IMPORTANT: Grasp the modules using the support structure and not the details which could get damaged.

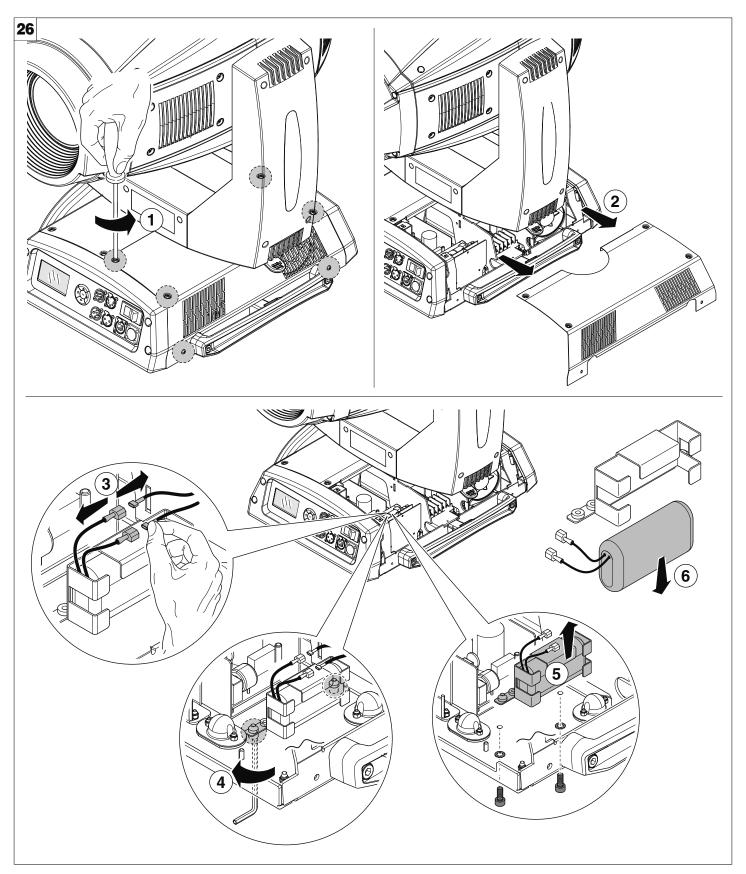
Insertion of the effect modules: Repeat the operations indicated in Fig. 24 and 25 in reverse order



Extraction of the effect modules - Fig 25

IMPORTANT: Grasp the modules using the support structure and not the details which could get damaged.

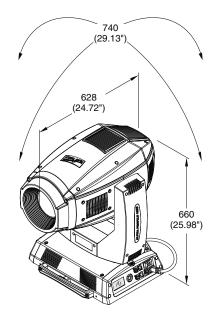
Insertion of the effect modules: Repeat the operations indicated in Fig. 24 and 25 in reverse order

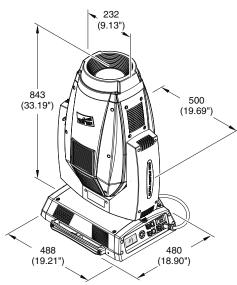


Battery removal - Fig. 26



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.





TECHNICAL INFORMATION

Power supplies available

200-240V 50/60Hz

Input power

2000VA a 230V 50Hz.

Total output

Max 27000 lumens.

Lamr

Discharge lamp.

Type HTI 1500W/60/P50-L Lok-it Osram (L10102)

- Cap PGJ50
- Colour temperature 6000 K
- Luminous flux 135000 lm
- Average life 750 h
- Any working position

Motors

31 stepper motors, operating with microsteps, totally microprocessor controlled.

Optical unit

Elliptic reflector with high luminous efficiency

Channels

Max 41 control channels.

Inputs

DMX 512

Movable body

- Movement by means of two stepper motors, controlled by microprocessor.
- Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.
- Travel:
- PAN = 540°
- TILT = 252°
- Maximum speeds:
- PAN = 4.0 sec (360°)
- TILT = 3.2 sec (252°)
- Resolution:
- PAN = 2.11°
- PAN FINE = 0.008°
- $TILT = 0.98^{\circ}$
- TILT FINE = 0.004°

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).

Safety Devices

- Bipolar circuit breaker with thermal protection.
- Automatic break in power supply in case of overheating or failed operation of cooling system.

Cooling

Forced ventilation with axial fans.

Body

- Aluminium structure with die-cast plastic cover.
- Two side handles for transportation.
- Device locking PAN and TILT mechanisms for transportation and maintenance.

Working position

Functioning in any position.

Weights

50.35 Kg (110lbs, 12ozs).

CAUSE AND SOLUTION OF PROBLEMS

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

CHANNEL FUNCTION

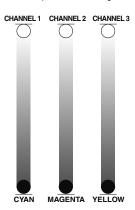
ALPHA PROFILE 1500

NB: To prevent accidental breakage of the effects, which could collide with each other during transport, before switching the projector OFF check that all the projector Channels have been excluded (DMX level = 0%).

OLIANDIEI	CHANNEL MODE					
CHANNEL	STANDARD	VECTOR				
1	CYAN	CYAN				
2	MAGENTA	MAGENTA				
3	YELLOW	YELLOW				
4	C.T.O	C.T.O				
5	COLOUR WHEEL	COLOUR WHEEL				
6	MACRO COLOURS	MACRO COLOURS				
7	STOP/STROBE	STOP/STROBE				
8	DIMMER	DIMMER				
9	DIMMER FINE	DIMMER FINE				
10	IRIS	IRIS				
11	STATIC GOBO CHANGE	STATIC GOBO CHANGE				
12	ROTATING GOBO CHANGE	ROTATING GOBO CHANGE				
13	GOBO ROTATION	GOBO ROTATION				
14	GOBO FINE	GOBO FINE				
15	ROTATING PRISM CHANGE	ROTATING PRISM CHANGE				
16	PRISM ROTATION	PRISM ROTATION				
17	FROST INSERTION	FROST INSERTION				
18	BLADE UP1	BLADE UP1				
19	BLADE UP2	BLADE UP2				
20	BLADE DW1	BLADE DW1				
21	BLADE DW2	BLADE DW2				
22	BLADE RG1	BLADE RG1				
23	BLADE RG2	BLADE RG2				
24	BLADE LF1	BLADE LF1				
25	BLADE LF2	BLADE LF2				
26	FRAMING ROTATION	FRAMING ROTATION				
27	FOCUS	FOCUS				
28	FOCUS FINE	FOCUS FINE				
29	ZOOM	ZOOM				
30	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE				
31	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT				
32	MACRO EFFECTS	MACRO EFFECTS				
33	PAN	PAN				
34	PAN FINE	PAN FINE				
35	TILT	TILT				
36	TILT FINE	TILT FINE				
37	FUNCTION	FUNCTION				
38	RESET	RESET				
39	LAMP CONTROL (with Option "Lamp DMX" ON)	LAMP CONTROL (with Option "Lamp DMX" ON)				
40		PAN-TILT TIME				
41		COLOUR TIME				
42		BEAM TIME				
43		GOBO TIME				

• COLOUR MIXING - channel 1 - 2 - 3

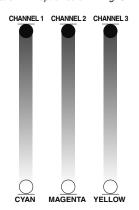
Operation with option color mixing: RGB



BIT	EFFECT
255	COLOUR EXCLUDED
0	COLOUR INSERTED

IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 0% level. The lamp goes back to full power when the channels level is put higher than 0%.

Operation with option color mixing: CMY



BIT	EFFECT
255	COLOUR INSERTED
0	COLOUR EXCLUDED

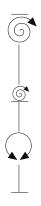
IMPORTANT: The lamp dim to half power 1 second after all the 3 channels stay at 100% level. The lamp goes back to full power when the channels level is put lower than 100%.

• C.T.O. - channel 4



BIT	EFFECT
255	FILTER INSERTED
0	FILTER EXCLUDED

• COLOUR WHEEL - channel 5



DII	LITEOI
255	FAST ROTATION 160 rpm
128	SLOW ROTATION 0.2rpm
117	BLUE
97	ORANGE
77	AQUAMARINE
58	GREEN
39	PINK
20	RED
0	WHITE

FFFFCT

BIT

• MACRO COLOURS - channel 6

COLOR NAME	BIT	ROSCO CODE	LEE CODE	CYAN BIT	MAGENTA BIT	YELLOW BIT	CTO BIT	WHEEL BIT
Unused Range	148-255	-	-	-	-	-	-	-
Half CT straw	146-147	442	442	0	0	34	190	0
Lighter blue	144-145	353	353	226	0	149	138	0
Glacier blue	142-143	352 345	352 345	220	0	129	138	0
Fuschia pink Mallard green	140-141 138-139	345	325	109 255	186 0	77 0	120 236	58
Jade	136-137	323	323	127	0	162	0	77
3/4 CT Orange	134-135	285	285	0	36	61	217	0
3/4 CTB	132-133	281	281	85	79	87	54	0
Half minus green	130-131	248	248	60	19	86	75	39
Minus green	128-129	247	247	60	71	86	75	39
1/4 CTO	126-127	206	206	62	71	123	122	0
1/2 CTO	124-125	205	205	25	26	45	131	0
Full CT Orange	122-123	204	204	0	44	58	234	0
1/4 CTB	120-121	203	203	75	54	91	109	0
1/2 CTB	118-119	202	202	85	71	84	89	0
Full CTB	116-117	201	201	94	79	80	0	0
Alice Blue	114-115	197	197	236	51	0	205	0
Congo Blue	112-113	181	181	251	241	0	255	0
Dark Lavender	110-111	180	180	195	170	0	160	0
Chrome Orange	108-109	179	179	0	98	255	255	0
Lagoon blue	106-107	172	172	224	0	121	40	79
Deep Lavender	104-105	170	170	100	129	77	120	0
Liliac tint	102-103	169	169	41	59	39	120	0
Daylight Blue	100-101	165	165	210	73	105	88	0
Flame red	98-99	164	164	0	255	227	255	97
Bastard amber	96-97	162	162	0	26	0	199	0
Deep Orange	94-95	158	158	0	148	255	255	0
Pink	92-93	157	157	0	159	0	255	0
Pale rose	90-91	154	154	0	48	0	189	0
Pale Gold	88-89	152	152	0	60	98	138	0
Bright rose	86-87	148	148	0	255	0	255	0
Apricot	84-85	147	147	0	81	55	255	0
Bright Blue	82-83	141	141	182	0	99	92	77
Primary green	80-81	139	139	0	0	0	231	58
Light green	78-79	121	121	0	0	255	0	77
Pale green	76-77	138	138	105	0	179	100	0
Special Lavender	74-75	137	137	97	105	72	90	0
Pale Lavender	72-73	136	136	73	102	44	120	0
Deep golden amber	70-71	135	135	0	255	255	255	0
Golden amber	68-69	134	134	0	142	234	110	0
Medium blue	66-67	132	132	255	152	127	0	77
Marine blue	64-65	131	131	60	0	106	73	77
Bright pink Mauve	62-63	128	128 126	0	255	0	197	0 74
Fern Green	60-61 58-59	126 122	120	173	255 0	235	255 89	0
	56-57	121	121	136	0	235	64	0
Leaf green Deep Blue	54-55	120	120	255	229	58	128	77
Dark blue	52-53	119	119	255	161	0	0	77
Light blue	50-51	118	118	245	0	145	138	0
Steel blue	48-49	117	117	167	0	141	165	0
Medium blue green	46-47	116	116	189	0	157	91	77
Peacock blue	44-45	115	115	136	0	128	91	77
Dark pink	42-43	111	111	0	139	0	220	0
Light Salmon	40-41	109	109	50	121	58	230	0
English rose	38-39	108	108	0	62	0	247	0
Light rose	36-37	107	107	0	95	0	220	0
Primary red	34-35	106	182	0	0	0	0	20
Orange	32-33	105	105	0	182	255	76	0
Deep amber	30-31	104	104	0	26	199	223	0
Straw	28-29	103	103	58	17	104	176	0
Light amber	26-27	102	102	0	0	171	193	0
Yellow	24-25	101	101	0	0	255	149	0
Spring yellow	22-23	100	100	80	0	227	157	0
Dark Yellow Green	20-21	90	90	255	0	255	204	0
Lime green	18-19	88	88	118	0	241	124	0
Just Blue	16-17	79	79	255	77	0	204	0
Tokyo Blue	14-15	71	71	255	255	0	180	77
Sky blue	12-13	068	068	245	77	64	173	0
Pale blue	10-11	063	063	122	0	112	127	0
Lavender	8-9	058	058	165	186	77	0	0
Bright Red	6-7	026	026	0	255	0	255	21
Med Yellow	4-5	010	010	48	0	239	115	0
Med bastard amber	2-3	004	004	0	62	78	159	0
Random Macro Color	1	_	_		_	_	_	
(only for Macro effects)								
Unused Range	0	-	-	-	-	-	-	-

• STOP / STROBE - channel 7



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

IMPORTANT: The lamp dim to half power 1 second after the channel stay at 0% level. The lamp goes back to full power when the channel level is put higher than 0%.

• DIMMER - channel 8



BIT	EFFECT
255	
:	
U	

The lamp is linearly dimmed from full power to half power electronicaly and mechanically from half power to off.

• DIMMER FINE - channel 9



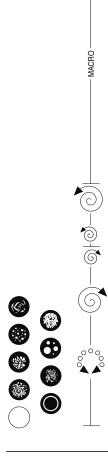
BIT	EFFECT
255	
;	
- 1	
1	
- 1	
0	

• IRIS - channel 10



BIT	EFFECT
252 - 255 251	MAXIMUM APERTURE FAST PULSATION, FAST CLOSING
212 211	SLOW PULSATION, FAST CLOSING FAST PULSATION, FAST OPENING
172 171	SLOW PULSATION, FAST OPENING FAST PULSATION
132 128 - 131	SLOW PULSATION MAXIMUM APERTURE
0	MINIMUM APERTURE

• STATIC GOBO CHANGE - channel 11



BIT	EFFECT
255	GOBO 8 SHAKE, FAST SPEED
244 243	GOBO 8 SHAKE, SLOW SPEED GOBO 7 SHAKE, FAST SPEED
1	GODO 7 GIVEL, INOI GI EED
232	GOBO 7 SHAKE, SLOW SPEED
231	GOBO 6 SHAKE, FAST SPEED
220 219	GOBO 6 SHAKE, SLOW SPEED GOBO 5 SHAKE, FAST SPEED
208	GOBO 5 SHAKE, SLOW SPEED
207	GOBO 4 SHAKE, FAST SPEED
: 196	GOBO 4 SHAKE, SLOW SPEED
195	GOBO 3 SHAKE, FAST SPEED
184 183	GOBO 3 SHAKE, SLOW SPEED GOBO 2 SHAKE, FAST SPEED
1	GODO E GIVAL, INOI GI EED
172	GOBO 2 SHAKE, SLOW SPEED
171	GOBO 1 SHAKE, FAST SPEED
160	GOBO 1 SHAKE, SLOW SPEED
159	FAST ROTATION (100 rpm)
118 114 - 117	SLOW ROTATION (5 rpm) STOP
113	SLOW ROTATION (5 rpm)
72	FAST ROTATION (100 rpm)
64 - 71	GOBO 8
56 - 63	GOBO 7
48 - 55	GOBO 6
40 - 47	GOBO 5
32 - 39	GOBO 4
24 - 31	GOBO 3
16 - 23	GOBO 2
8 - 15	GOBO 1
0 - 7	WHITE

• ROTATING GOBO CHANGE - channel 12



BIT	EFFECT
255	GOBO 6 SHAKE, FAST SPEED
235 234	GOBO 6 SHAKE, SLOW SPEED GOBO 5 SHAKE, FAST SPEED
214 213	GOBO 5 SHAKE, SLOW SPEED GOBO 4 SHAKE, FAST SPEED
193 192	GOBO 4 SHAKE, SLOW SPEED GOBO 3 SHAKE, FAST SPEED
172 171	GOBO 3 SHAKE, SLOW SPEED GOBO 2 SHAKE, FAST SPEED
151 150	GOBO 2 SHAKE, SLOW SPEED GOBO 1 SHAKE, FAST SPEED
130 112-129	GOBO 1 SHAKE, SLOW SPEED GOBO 6
93-111	GOBO 5
75-92	GOBO 4
56-74	GOBO 3
38-55	GOBO 2
19-37	GOBO 1
0-18	WHITE

• GOBO ROTATION - channel 13









BIT	EFFECT
255	FAST ROTATION (150 rpm)
193 191 - 192 190	SLOW ROTATION (2,2 rph) STOP SLOW ROTATION (2,2 rph)
128 127	FAST ROTATION (150 rpm) 540° POSITION
105	450° POSITION
84	360° POSITION
63	270° POSITION
42	180° POSITION
21	90° POSITION
0	0° POSITION

• GOBO FINE - channel 14









• PRISM INSERTION - channel 15

BIT	EFFECT
255	PRISM INSERTED
127	PRISM EXCLUDED

EFFECT FAST ROTATION (120 rpm)

SLOW ROTATION (3 rph) STOP SLOW ROTATION (3 rph)

FAST ROTATION (120 rpm) POSITION 540° POSITION 450°

POSITION 270° POSITION 180° POSITION 90° POSITION 0°

BIT

193 191 - 192 190

128 127

63

• PRISM ROTATION - channel 16









• FROST	- channel	17



	BIT	EFFECT
	255	FROST INSERTED
ı	0	FROST EXCLUDED

• BLADE UP 1 - channel: 18







BIT	EFFECT
255	BLADE IN
0	BLADE OUT

• BLADE UP 2 - channel: 19







BIT	EFFECT
255	BLADE IN
127	
1	
0	BLADE OUT

• BLADE DW 1 - channel: 20







BIT	EFFECT
255	BLADE IN
0	BLADE OUT

• BLADE DW 2 - channel: 21



BIT	EFFECT
255	BLADE IN
0	BLADE OUT

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• BLADE RG 1 - channel: 22







BIT	EFFECT
DII	EFFECT
255	BLADE IN
127	
0	BLADE OUT

• BLADE RG 2 - channel: 23



BIT	EFFECT
255	BLADE IN
0	BLADE OUT

• BLADE LF 1 - channel: 24





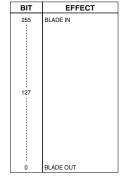


BIT	EFFECT
255	BLADE IN
107	
127	
0	BLADE OUT

• BLADE LF 2 - channel: 25







Important:

The lamp automatically dim to half power in any condition in which the blades completely shut the light beam.

BIT

• FRAMING ROTATION - channel: 26









• FOCUS - channel 27



	1	
BIT	EFFECT	
BIT 255	EFFECT NEAR	
0	DISTANT	

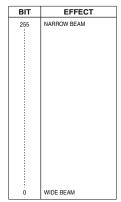
• FOCUS FINE - channel 28



BIT	EFFECT
255	NEAR
0	DISTANT

Continue →







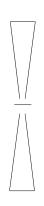
• AUTOFOCUS DISTANCE - channel 30

AUTOFOCUS priority:

- 1 Blades
- 2 Rotating Gobo
- 3 Static Gobo
- 4 Iris

BIT	EFFECT
255	100 METRES
128	50 METRES
102	40 METRES
77	30 METRES
51	20 METRES
26	10 METRES
7	3 METRES
0-6	AUTOFOCUS OFF

• AUTOFOCUS ADJUSTMENT - channel 31



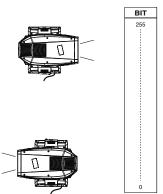
BIT	EFFECT
255	FOCUS FINE
128	
0	FOCUS FINE

• MACRO EFFECTS - channel 32

BIT	EFFECT
232-255	STAND BY BLACK
220-231	RANDOM MACRO 8
208-219	RANDOM MACRO 7
196-207	RANDOM MACRO 6
184-195	RANDOM MACRO 5
172-183	RANDOM MACRO 4
160-171	RANDOM MACRO 3
148-159	RANDOM MACRO 2
136-147	RANDOM MACRO 1
112-135	STAND BY BLACK
100-111	MACRO 8
88-99	MACRO 7
76-87	MACRO 6
64-75	MACRO 5
52-63	MACRO 4
40-51	MACRO 3
28-39	MACRO 2
16-27	MACRO 1
12-15	STAND BY BLACK
8-11	STAND BY
0-7	MACRO OFF

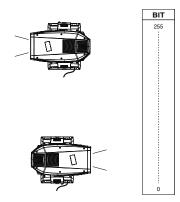
• PAN - channel 33

Operation with option InvertPan \$\circ\$ Off (Tilt conventionally represented at 14% and option Invert Tilt \$\circ\$ Off)



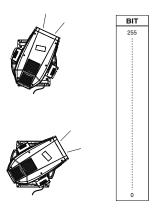
Operation with option InvertPan $\,\hat{\lor}\,$ On

(Tilt conventionally represented at 14% and option Invert Tilt \\$\circ\$ Off)

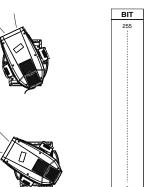


• PAN FINE - channel 34

Operation with option InvertPan \$\circ\$ Off (Tilt conventionally represented at 14% and option Invert Tilt \$\circ\$ Off)

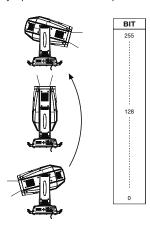


Operation with option InvertPan \(\hat{O}\) On (Tilt conventionally represented at 14% and option Invert Tilt \(\hat{O}\) Off)

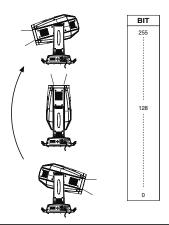


• TILT - channel 35

Operation with option Invert Tilt $\,\,\hat{\circ}\,$ Off (Pan conventionally represented at 0% and option Invert Pan $\,\,\hat{\circ}\,$ Off)

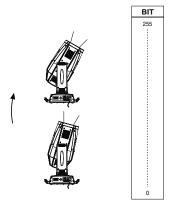


Operation with option Invert Tilt $\,\,\hat{\circ}\,$ On (Pan conventionally represented at 0% and option Invert Pan $\,\,\hat{\circ}\,$ Off)

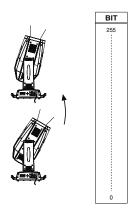


• TILT FINE - channel 36

Operation with option Invert Tilt $\,\,\hat{\circ}\,$ Off (Pan conventionally represented at 0% and option Invert Pan $\,\,\hat{\circ}\,$ Off)



Operation with option Invert Tilt $\,\,\hat{\circ}\,$ On (Pan conventionally represented at 0% and option Invert Pan $\,\,\hat{\circ}\,$ Off)



• FUNCTION - channel: 37

BIT	EFFECT
255	UNUSED RANGE
51-62	LINEAR (Default) — DIMMER CURVE
38-50	CONVENTIONAL FUNCTION
25-37	NORMALPAN-TILT
12-24	FAST (Default) FUNCTION
0-11	UNUSED RANGE

The functions are actived passing through unused range and staying 5 seconds in necessary level.

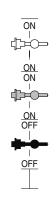
• RESET - channel: 38

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

The functions are actived passing through unused range and staying 5 seconds in necessary level.

• LAMP CONTROL (only with option LAMP DMX On) - channel: 39

IMPORTANT: Alpha Profile 1500 is not provided with hot restrike igniter



BIT	EFFECT
255	LAMP ON (1500W)
	Lamp ignition after 5 s in full power levels. Immediate transition from half to full power.
180 179	LAMP ON (1500W) LAMP ON (1200W)
	Immediate transition from full to half power. Lamp ignition not allowed in half power.
101 100	LAMP ON (1200W) LAMP OFF
	Lamp switch off passing throug the unused range and staying 5 s in Lamp OFF levels.
26	LAMP OFF
25 0	UNUSED RANGE

The functions are actived passing through unused range and staying 5 seconds in necessary level.

TIMING CHANNELS

	Timing Channel	Channel function
40	Pan - Tilt time	Pan – Tilt – Pan Fine – Tilt Fine
41	Colour time	Cyan - Magenta - Yellow - C.T.O Color wheel
42	Beam time	Dimmer – Zoom – Focus – Frost/Prism – Iris - Framing Rotation
43	Gobo time	Fix Gobo -Rotating Gobo change

TIME TABLE

BIT	Seconds
0	Full
1	0.2
2	0.4
3	0.6
4	0.8
5	1
6	1.2
7	1.4
8	1.6
9	1.8
10	2
11	2.2
12	2.4
13	2.6
14	2.8
15	3
16	3.2
17	3.4
18	3.6
19	3.8
20	4
21	4.2
22	4.4
	4.4
23	
24	4.8
25	5
26	5.2
27	5.4
28	5.6
29	5.8
30	6
31	6.2
32	6.4
_33	6.6
34	6.8
35	7
_36	7.2
_37	7.4
38	7.6
39	7.8
40	8
41	8.2
42	8.4

Casanda
Seconds
8.6
8.8
9
9.2
9.4
9.6
9.8
10
10.2
10.4
10.6
11
12
13
10
14
15
15
16
17
17
18
19
20
21
22

84

85

23

128

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

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

BIT	Seconds
172	
173	58
174	
175	
176	59
177	
178	
179	60
180	
181	65
182	
183	
184	70
185	
186	75
	75
187	
188	80
189	
190	
191	85
192	
193	90
194	
195	
196	95
197	
198	100
199	100
200	
201	110
202	
203	
204	120
205	
206	
207	130
208	
209	140
210	170
211	
	150
212	
213	100
214	160
215	

BIT	Seconds
216	170
217	170
218	
219	180
220	
221	190
222	190
223	
224	200
225	
226	
227	210
228	
229	220
230	220
231	
232	230
233	
234	240
235	240
236	
237	250
238	
239	260
240	200
241	
242	270
243	
244	280
245	200
246	
247	290
248	
249	300
250	000
251	
252	310
253	510
254	
255	Follow cue
	Data