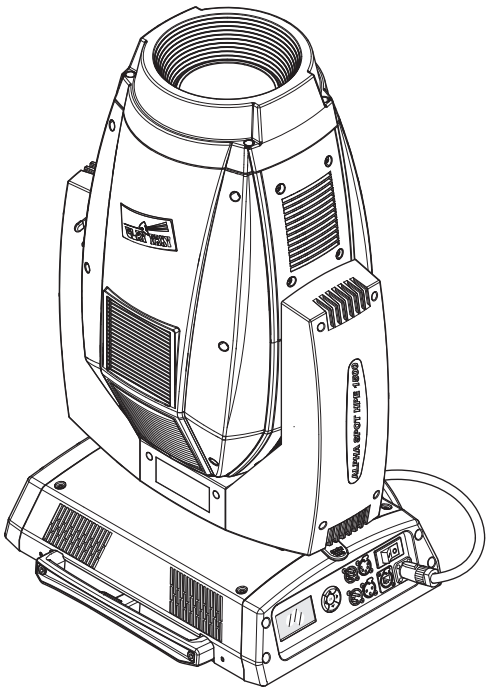
ENGLISH

CLAYPAKY AN OSRAM BUSINESS

AN OSRAM BUSINESS

ALPHA SPOT HPE 1500 C61325
ALPHA SPOT HPE 1500 ST C61326

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

EN

SAFETY INFORMATION
IMPORTANT: Clay Paky recommends you carefully read and keep the safety information on this product, also available in digital format at the following link:
http://www.claypaky.it/en
Ref: [FIS00Q – Safety Information Alpha 1500]

IT

INFORMAZIONI DI SICUREZZA
IMPORTANTE: Clay Paky raccomanda di leggere accuratamente e conservare le informazioni di sicurezza relative a questo prodotto, sempre reperibili in versione digitale al seguente link:
http://www.claypaky.it/en/download
Rif: [FIS00Q – Safety Information Alpha 1500]

DE

INFORMATIONEN ZUR SICHERHEIT
WICHTIG: Clay Paky empfiehlt, die Sicherheitsinformationen bezüglich dieses Produkts genau zu lesen und aufzubewahren. Sie sind in Digitalversion immer unter folgendem Link auffindbar:
http://www.claypaky.it/en/download
Ref: [FIS00Q – Safety Information Alpha 1500]

ES

INFORMACIONES DE SEGURIDAD
IMPORTANTE: Clay Paky recomienda leer detenidamente y conservar la información de seguridad relativa a este producto. Además, está disponible una versión digital de la misma en el siguiente enlace:
http://www.claypaky.it/en/download
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FR

CONSIGNES DE SÉCURITÉ
IMPORTANT: Clay Paky recommande de lire attentivement et de conserver les informations de sécurité relatives à ce produit, disponibles en version digitale au lien suivant:
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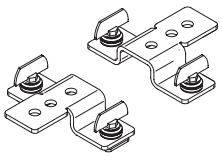
Réf. : [FIS00Q – Safety Information Alpha 1500]

RU

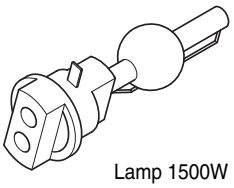
ГДЕ ДОСТАТЬ ИНСТРУКЦИЮ ПО ТЕХНИКЕ БЕЗОПАСНОСТИ НА НЕСКОЛЬКИХ ЯЗЫКАХ
ВАЖНО: Clay Paky рекомендует внимательно прочитать и сохранить инструкцию по технике безопасности данного изделия, которая всегда доступна в электронном формате по следующей ссылке:
http://www.claypaky.it/en/download
Наименование: [FIS00Q – Safety Information Alpha 1500]

UNPACKING AND PREPARATION

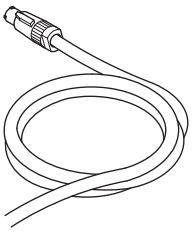
1



2 x 183102/805

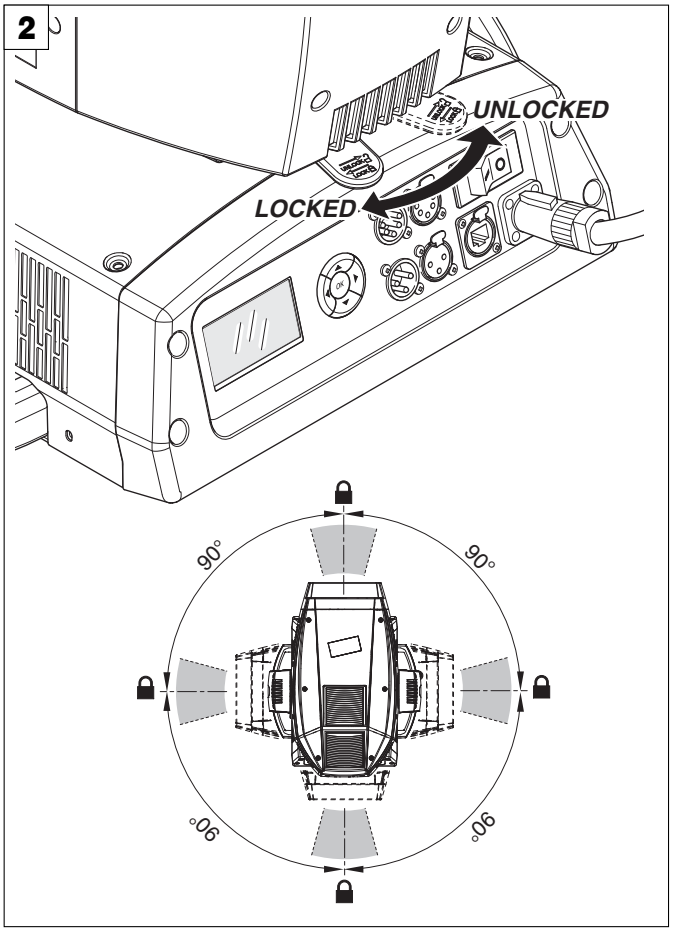


Lamp 1500W
(fitted into projector)



Packing contents - Fig. 1

2



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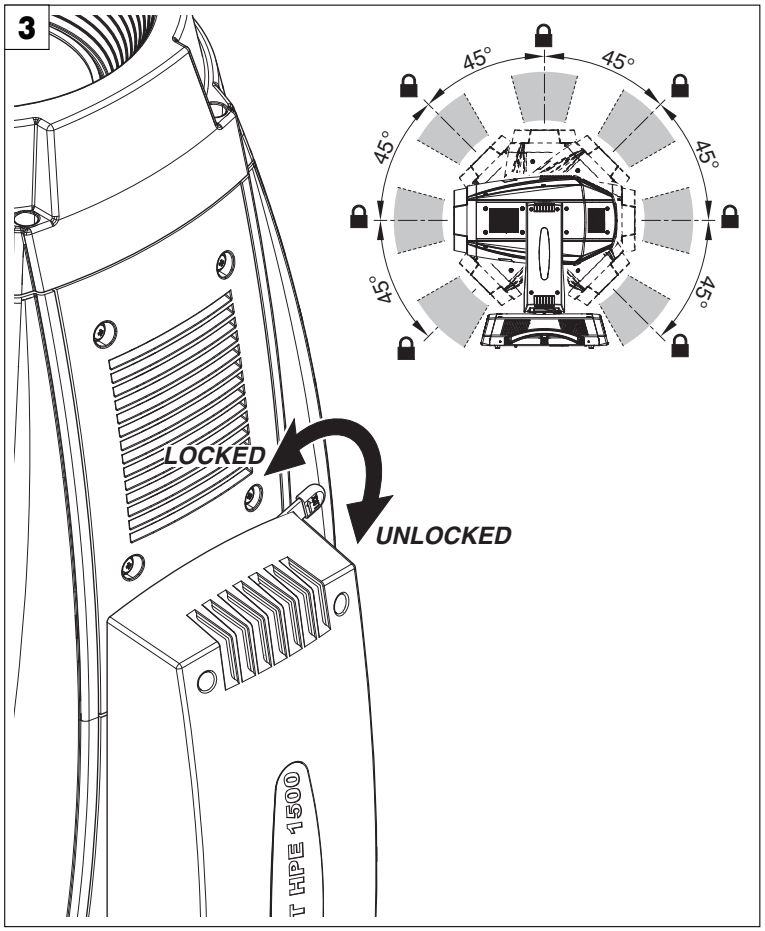
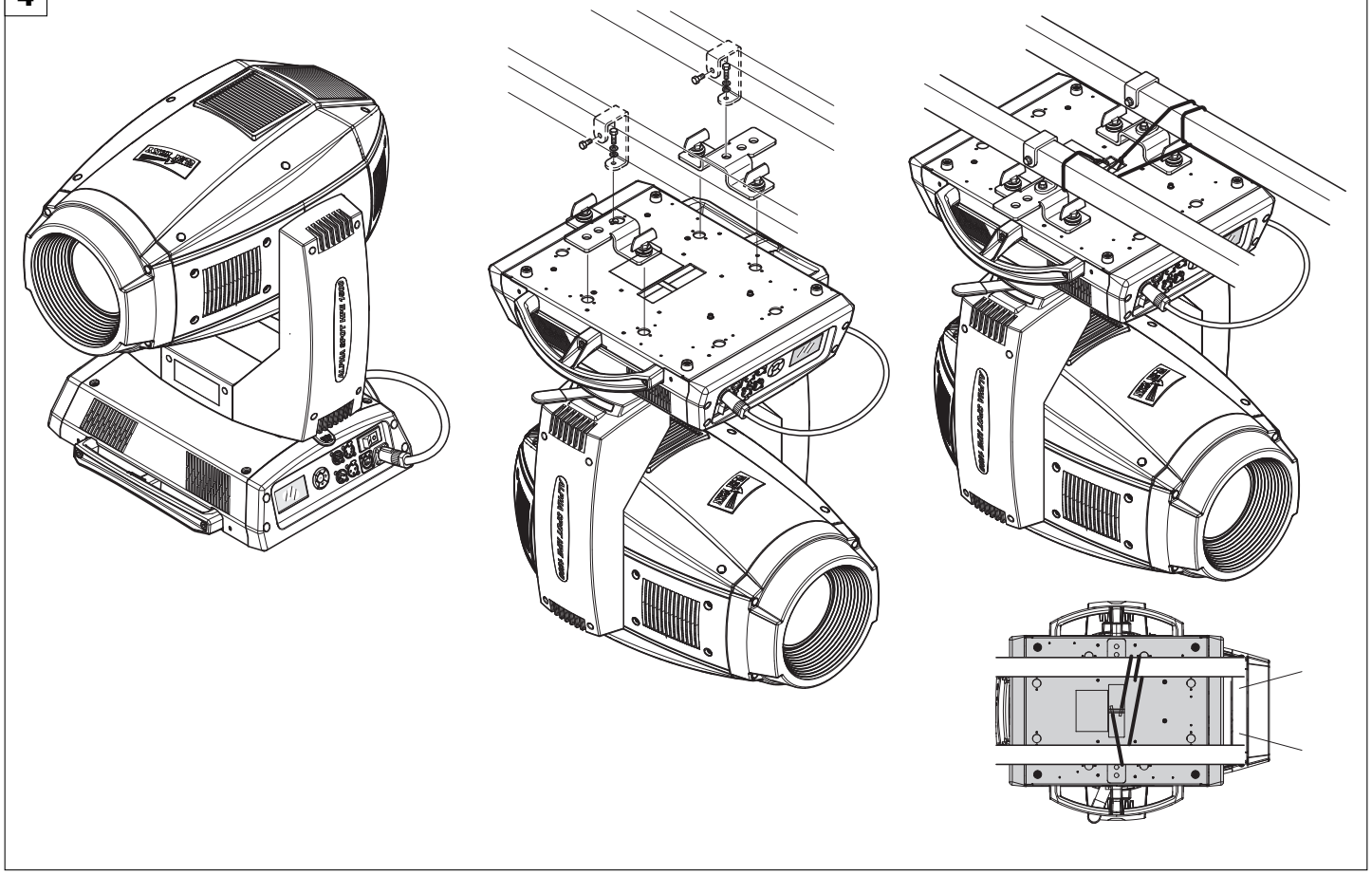


PAN Mechanism Lock and Release (every 90°) - Fig. 2

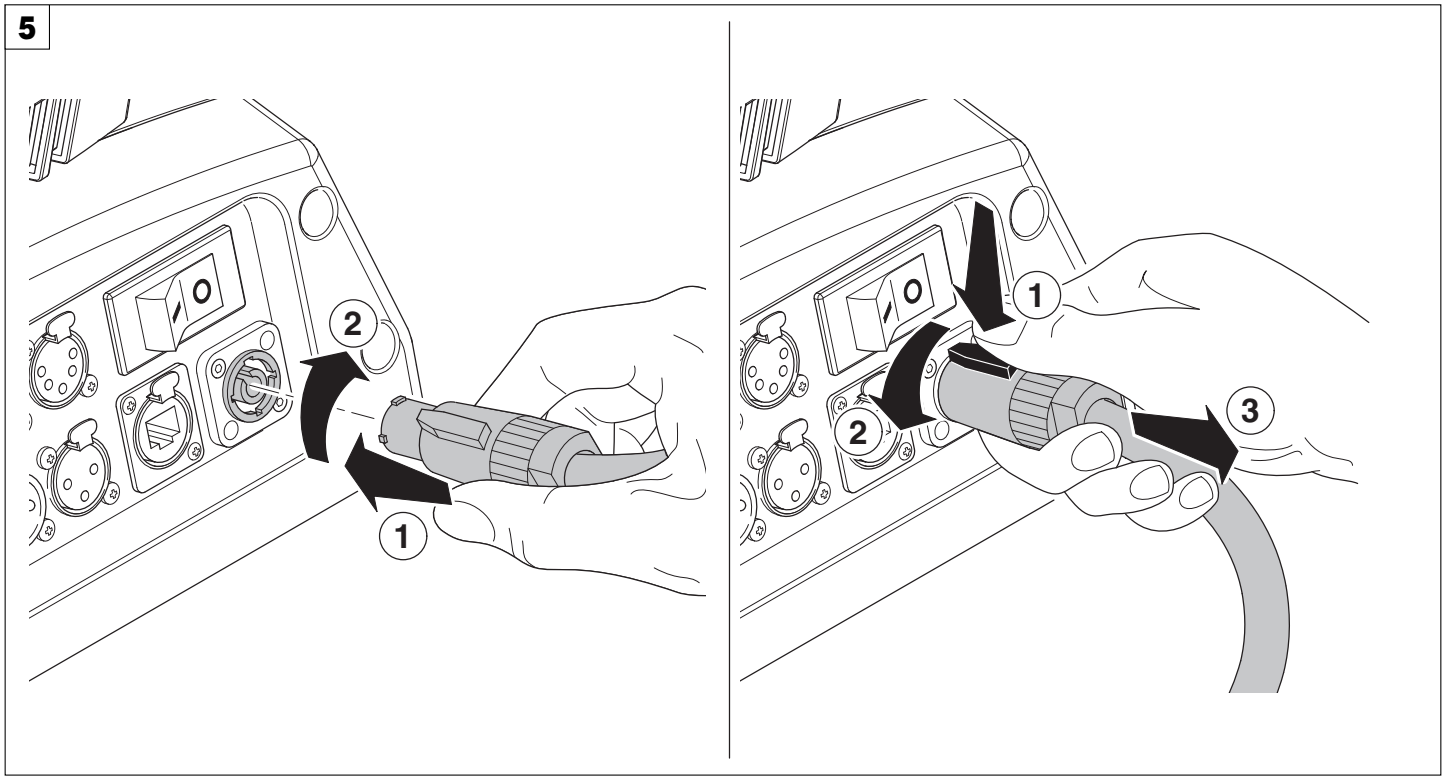
TILT Mechanism Lock and Release (every 45°) - Fig. 3

4



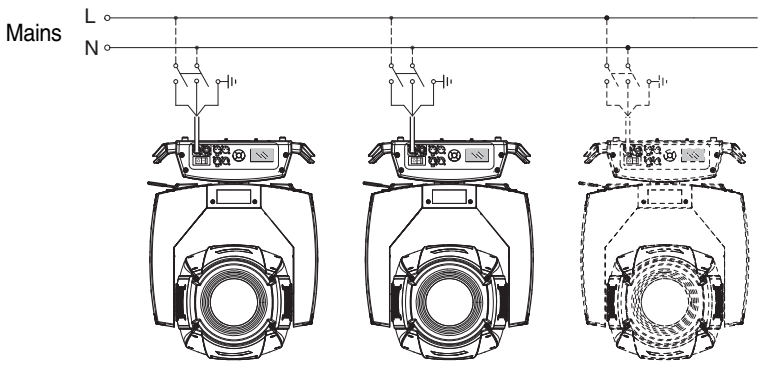
Installing the projector - Fig. 4
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.
WARNING: ***with the exception of when the projector is positioned on the floor, the safety cable must be fitted. (Cod. 105041/003 available on request). 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.***

5



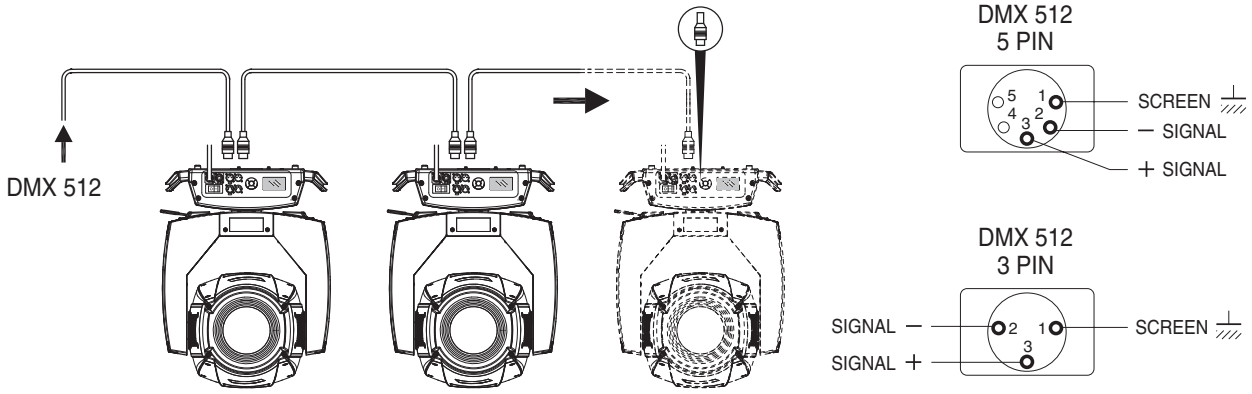
Connecting and disconnecting power cable - Fig. 5

6



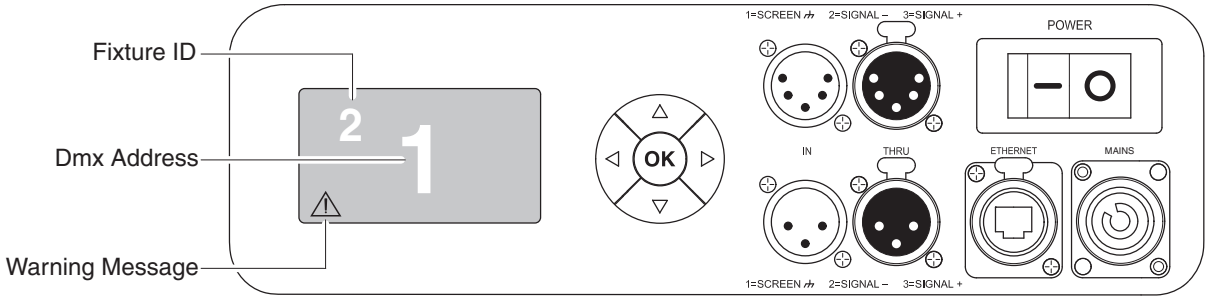
Connecting to the mains supply - Fig. 6

7



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

8

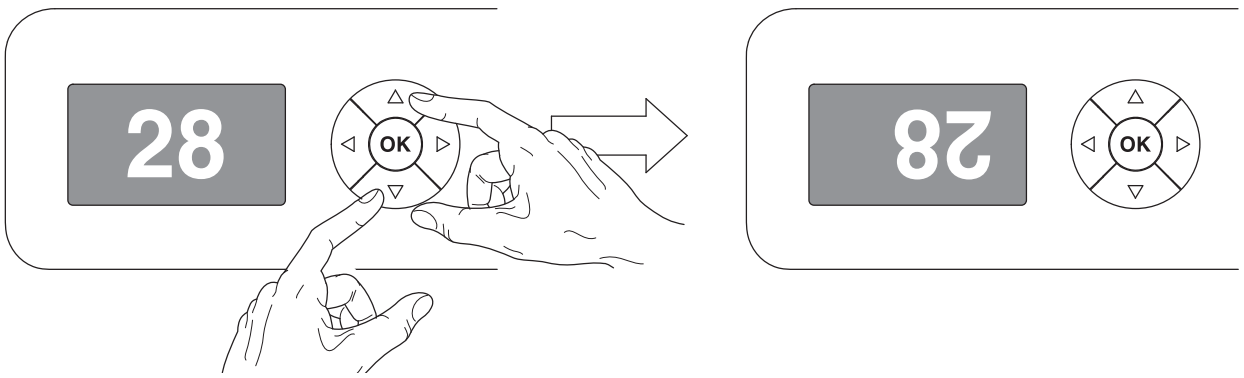


Switching on the projector - Fig. 8
Press the switch. The projector starts resetting the effects. At the same time, the following information scrolls on the display:

CLAY PAKY	**Model** **Alpha SPOT HPE** **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 128 bit - Tilt 128 bit). 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 OK key will be cancelled.

9



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).

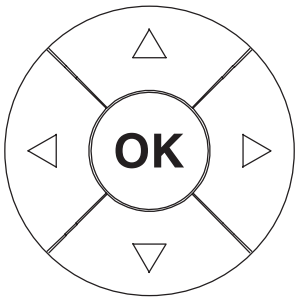
The address can also be set with the projector switched off.

Setting the 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.

Functions of the buttons - Using the menu



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

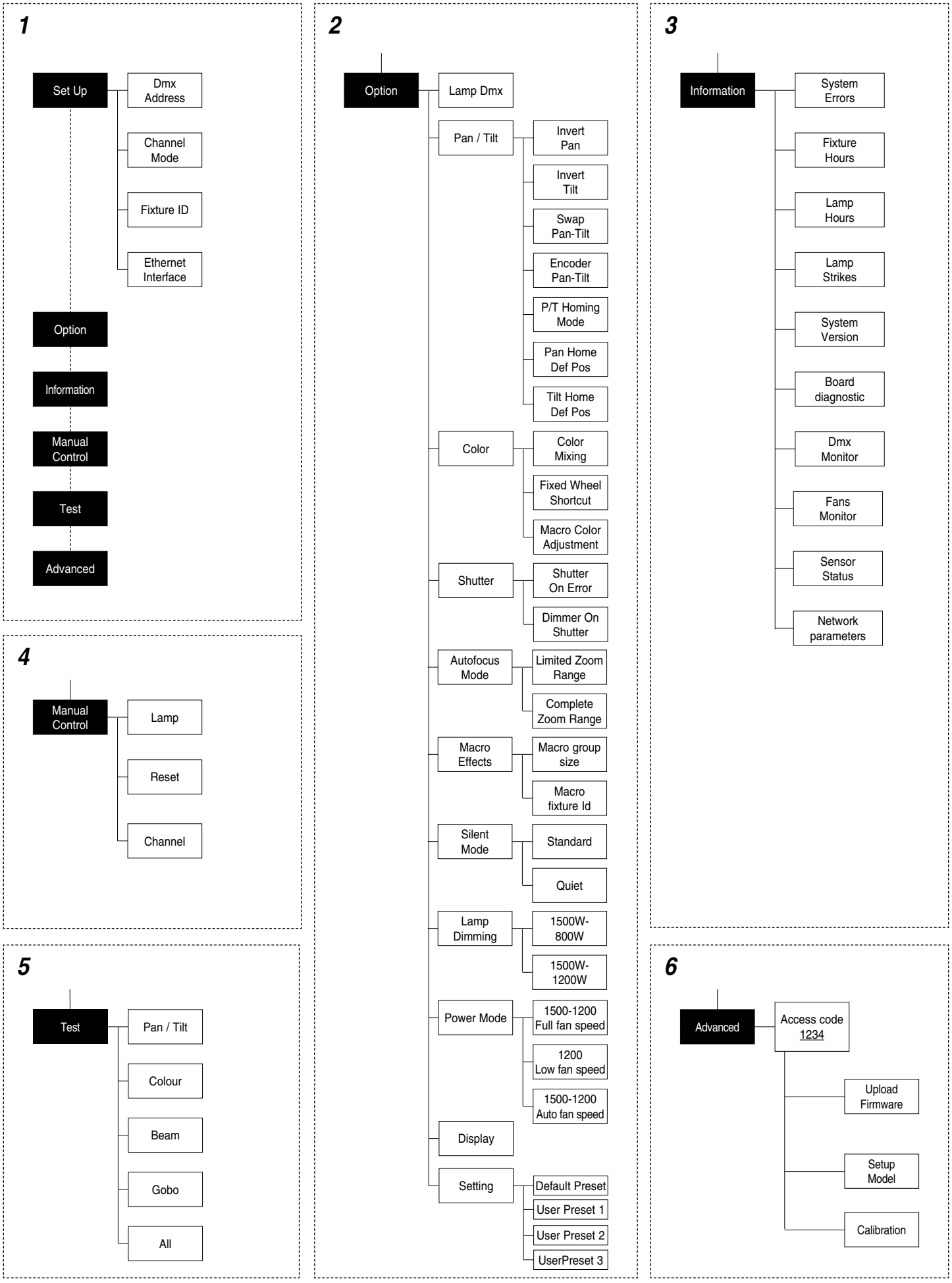
USING THE MENU:

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

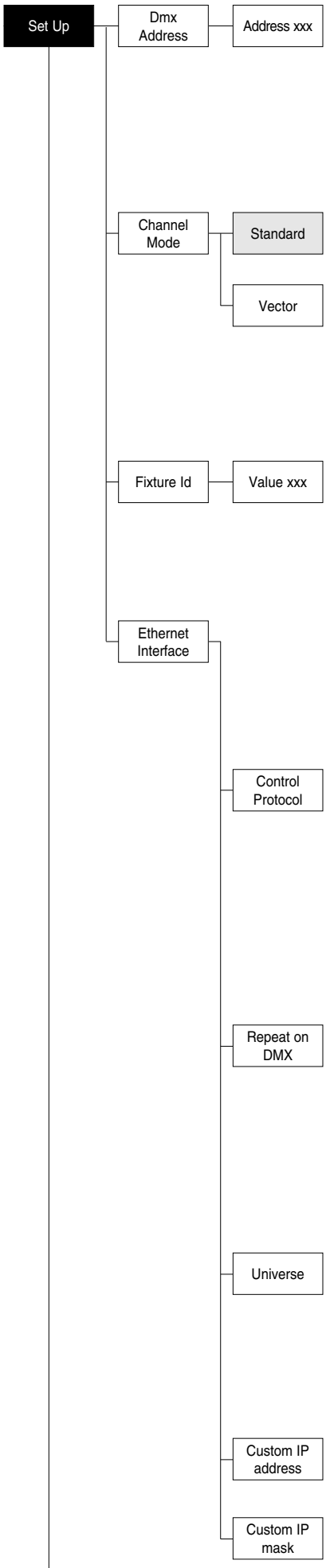
Setting addresses and options with the projector disconnected

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

MENU SETTING



NOTE: On grey the default options



SET UP MENU

DMX ADDRESS

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

Allows you to select the DMX ADDRESS

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

CHANNEL MODE

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

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

FIXTURE ID

Allows you to select the FIXTURE ID

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

ETHERNET INTERFACE

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

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

Control Protocol

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

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

Repeat on DMX

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

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

Universe

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

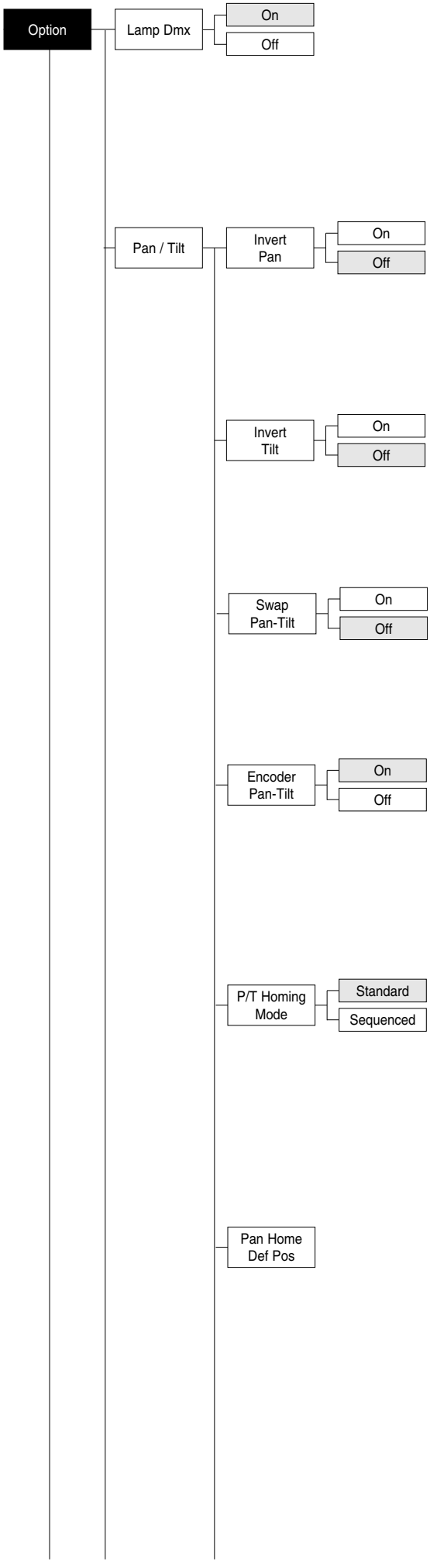
1) Press (OK) – the current Universe address appears on the display.
2) Use the UP (▲), DOWN (▼), RIGHT (►) keys to set the Universe address.
3) Press (OK) to confirm the selection or LEFT (◄) to keep the current setting.

Custom IP address

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

Custom IP mask

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



OPTIONS MENU

LAMP DMX

Used for enabling lamp remote control channel.

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 lamp remote control channel.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

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 (◀) tto 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.

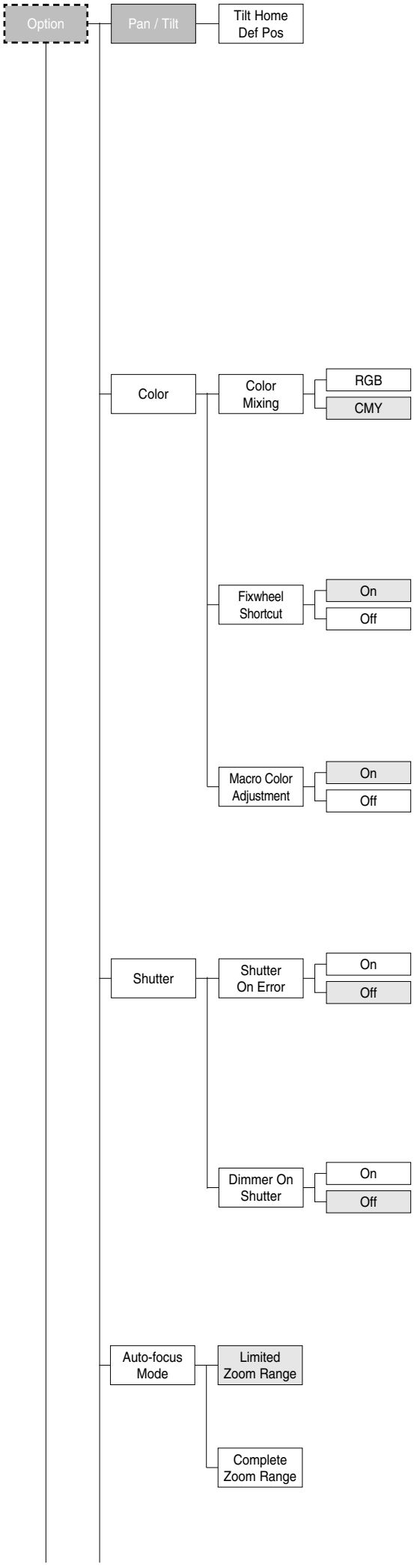
1) Press (OK), the current setting appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select one of the following settings:
   Standard: Pan & Tilt are simultaneously reset.
   Sequenced: Tilt is reset first followed by Pan.
3) Press (OK) to confirm the selection or LEFT (◀) to keep the current 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.

Continue ➔



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.

COLOR

Color mixing

Used for reversing the CMY color mixing system.

1) Press (OK) - 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 (OK) 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 (OK) – 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.
3) Press (OK) 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 (◀) 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 (OK) - 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 (OK) to confirm the selection, or LEFT (◀) to keep current settings.

Dimmer on Shutter

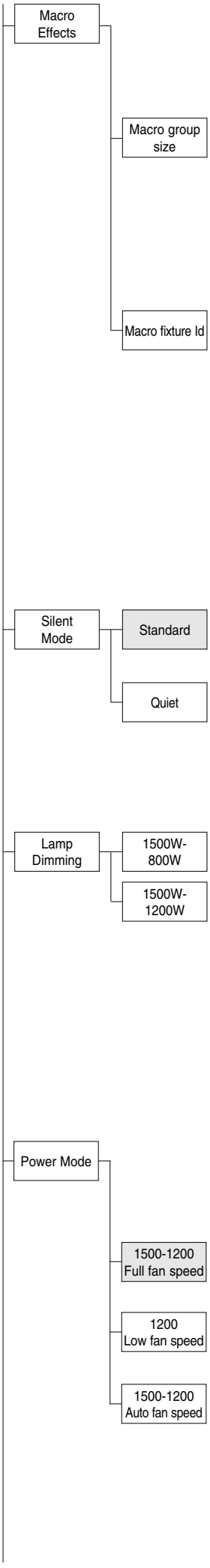
Enables automatic closing of the dimmer when the strobe is completely closed.

1) Press (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 automatic closing of the dimmer.
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings.

AUTO-FOCUS MODE

It lets you select the "Auto-focus 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:
   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 (OK) to confirm the selection or LEFT (◀) to keep the current setting.



MACRO EFFECTS

It lets you select the “Macro Effects” set up 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:

Macro group size

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

1) Press (OK)
2) Use the UP (▲), DOWN (▼), RIGHT keys to set the number of projectors to be included in the “Macro Effect” operation.
3) Press (OK) 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 (OK)
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 (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 noise level.
   Quiet: reduces the speed of some effects, thereby reducing their noise level.
3) Press (OK) to confirm the selection or LEFT (◀) to keep the current setting.

LAMP DIMMING

This lets you select the lamp “dimmer” mode, selecting one of the two available modes:

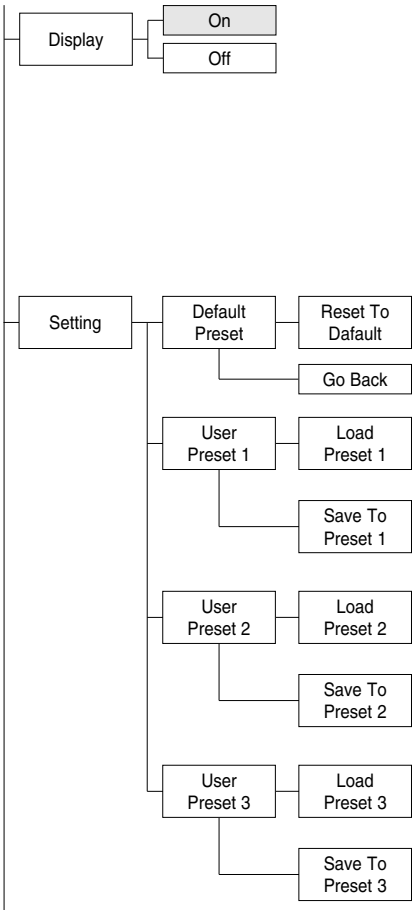
- **1500W-800W**: Default settings, the lamp electronically "dims” from 1500W to 800W and mechanically dims from 800W to 0. Visually, the Dimmer curve is high performance but a slight flicker is noted in some dimming positions.
- **1500W-1200W**: The lamp electronically “dims” from 1500W to 1200W and mechanically dims from 1200W to 0. No lamp flicker is visible when this option is selected. The "dimmer" blades are subject to higher thermal stress. Thus, more frequent "dimmer" blade maintenance may be required.

POWER MODE

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

1) Press (OK) - 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 (OK) to confirm the selection or LEFT (◀) to keep current setting.

Continue ➔



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.

SETTING

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

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

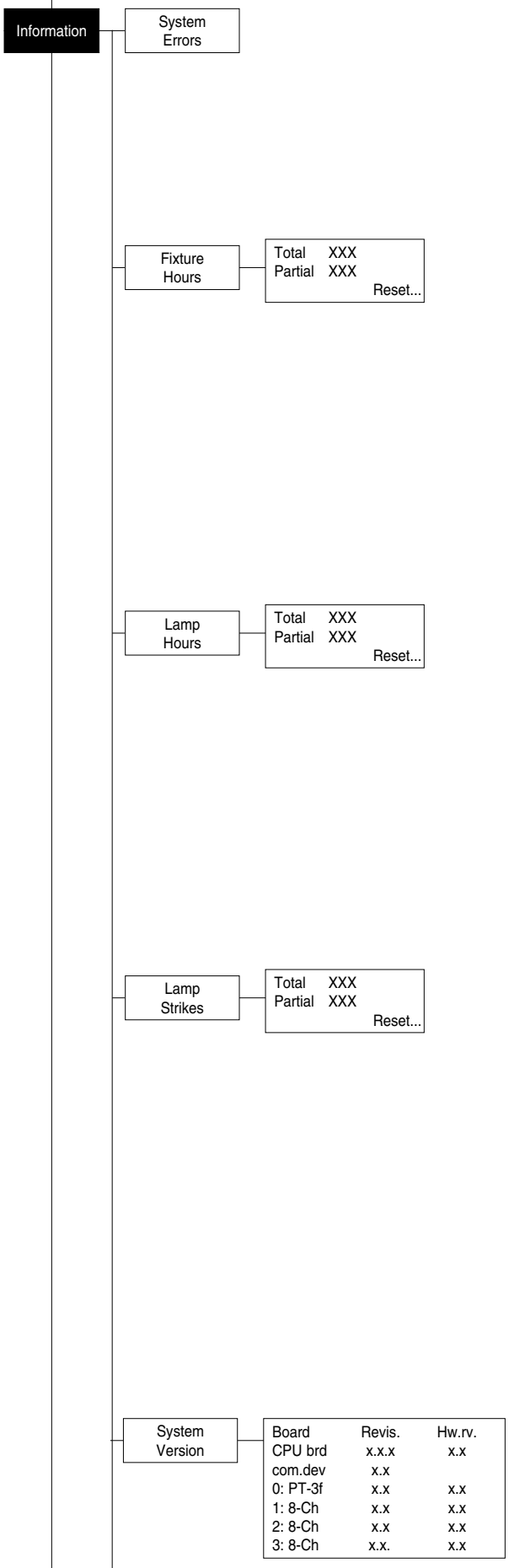
(*) DEFAULT PRESET

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

OPTION	DEFAULT
Lamp DMX	On
Invert Pan	Off
Invert Tilt	Off
Swap Pan-Tilt	Off
Encoder Pan-Tilt	On
P/T Homing Mode	Standard
Pan Home Def Pos	270 degrees
Tilt Home Def Pos	50%
Colour mixing	CMY
Fixed Wheel Shortcut	On
Macro 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.

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

FIXTURE HOURS

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

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

LAMP HOURS

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

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

LAMP STRIKES

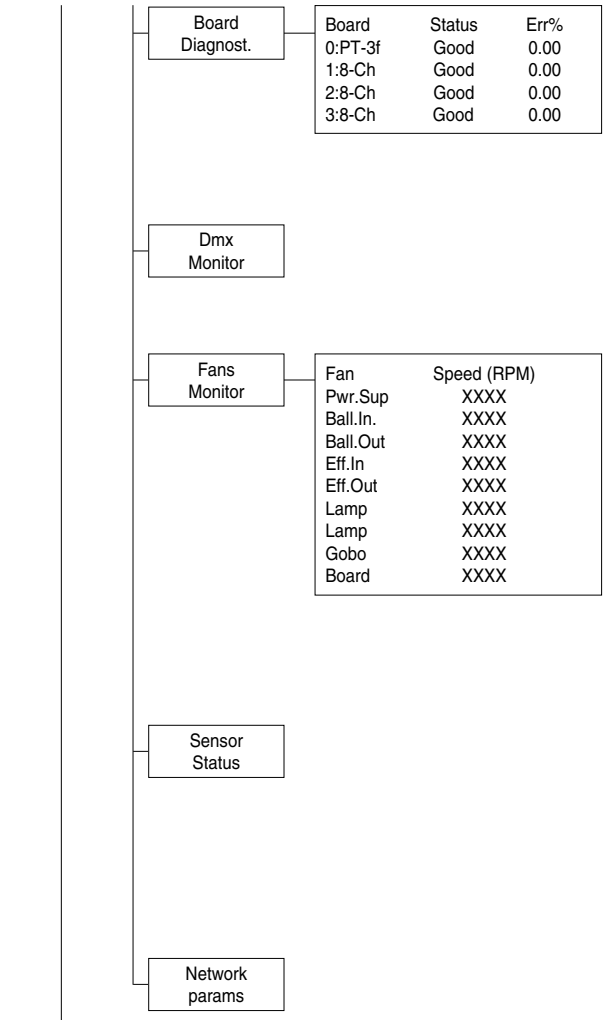
Used for displaying the number of times the lamp was turned on (total and partial).

1) Press (OK) - 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 (OK) to reset partial lamp strikes hours, a confirmation message (Are you sure ?) appears on the display.
3) 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: 8-Ch (8 channel board)
3: 8-Ch (8 channel board)

Continue ➔



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: 8-Ch (8 channel board)
3: 8-Ch (8 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)

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

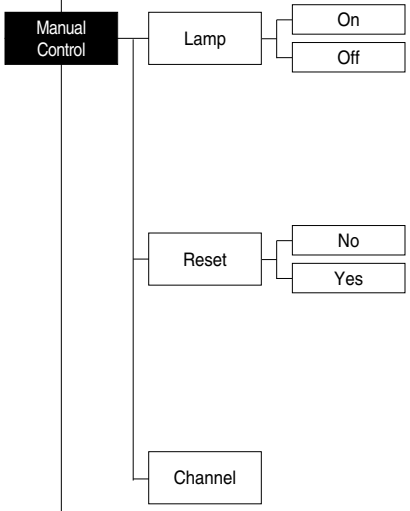
Allows the "Network" parameters of the projector to be displayed or:

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



LAMP

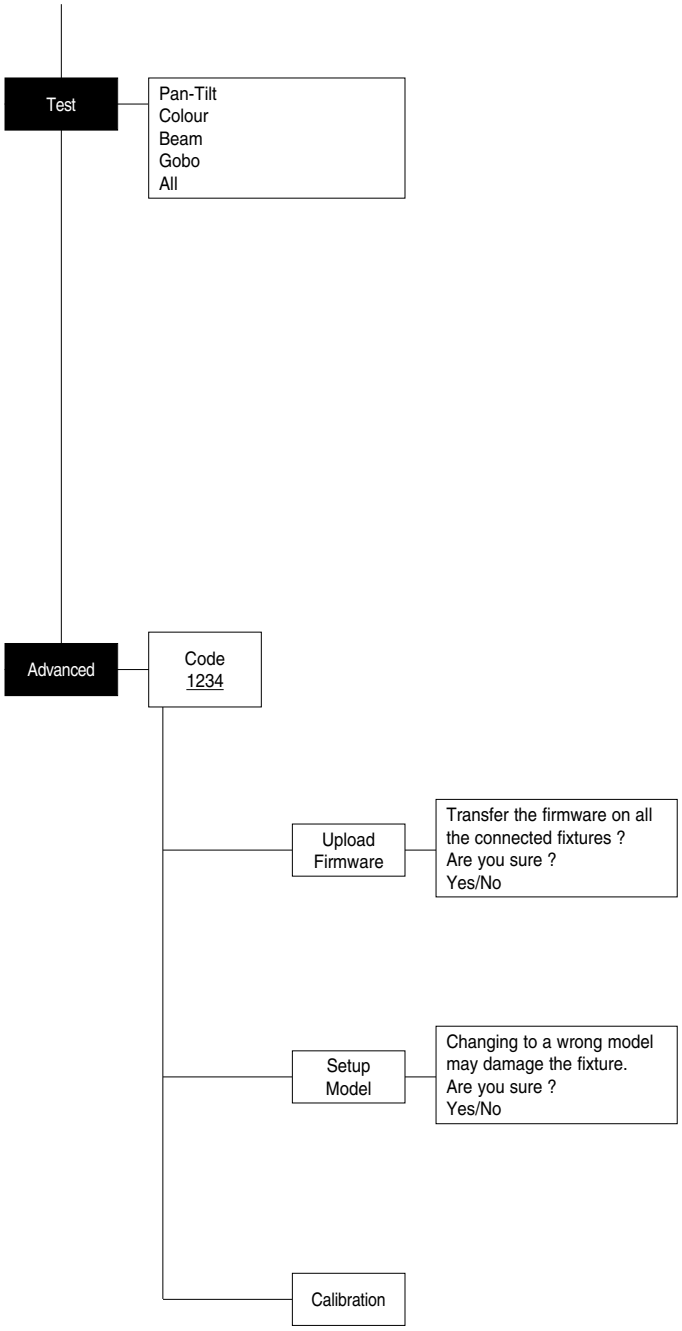
Used for turning lamp on and off from the projector control panel.
1) Press (OK) - the current settings appear on the display (On or Off).
2) Use the UP (▲) and DOWN (▼) keys to turn the lamp on (On) or off (Off)
3) Press (OK) to confirm the selection or LEFT (◀) to keep current settings and return to the top level.

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

AUTOTEST

Allows you to check the proper functioning of effects.

1) Press (OK).
2) Use the UP (▲) and DOWN (▼) keys to select the required test.
3) Press (OK) 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)
- 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 (OK) - "Menu advanced" appears on the display

UPLOAD 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

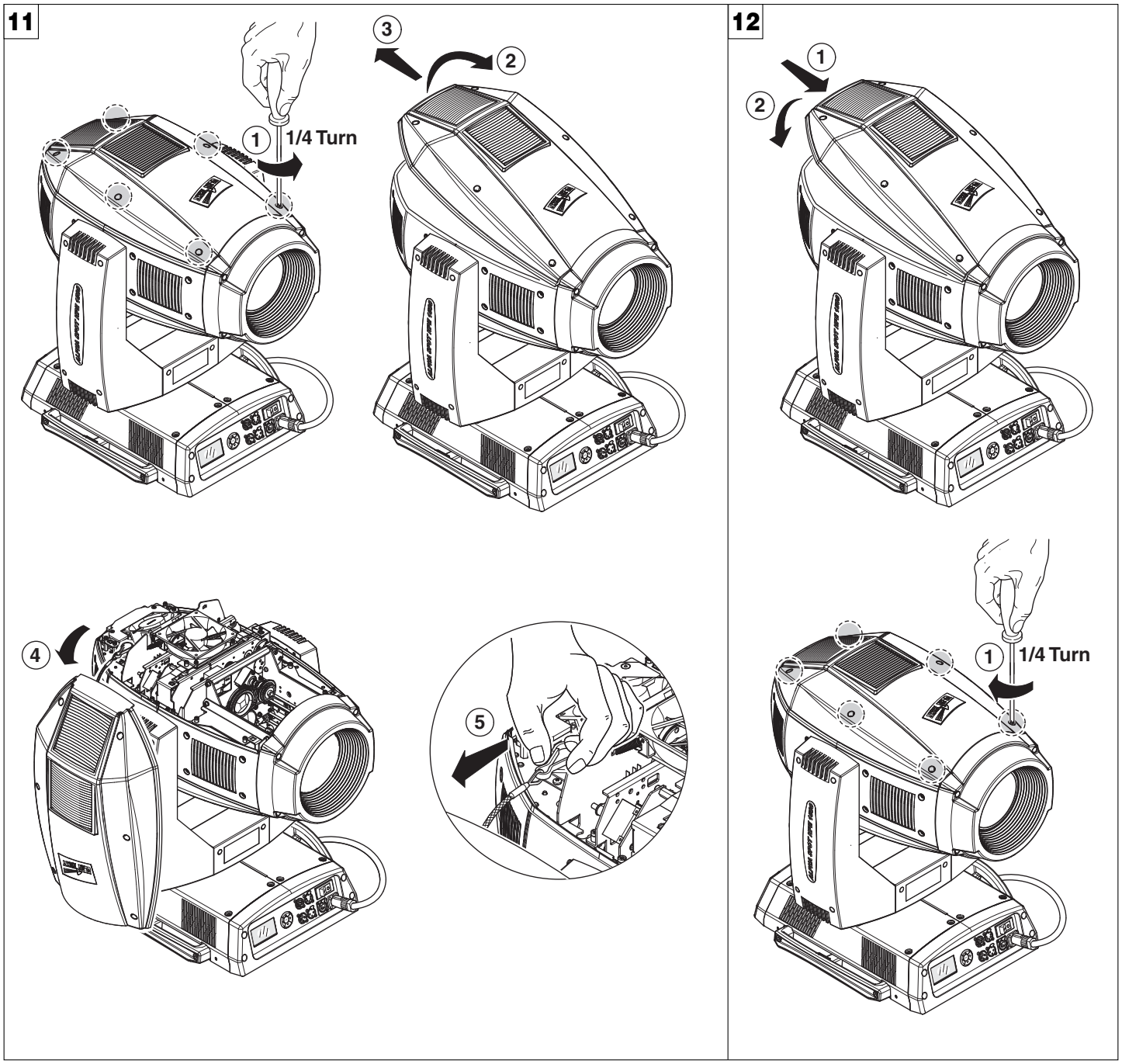
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.

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

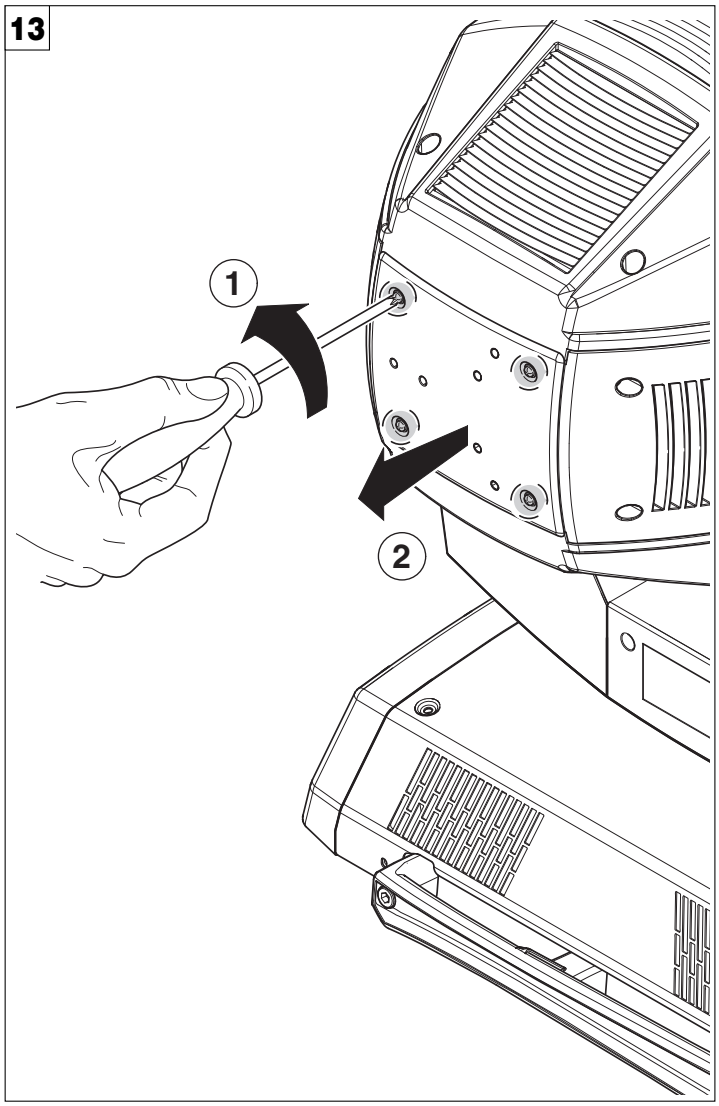
Allows you to restore default values of all channels (128).

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.

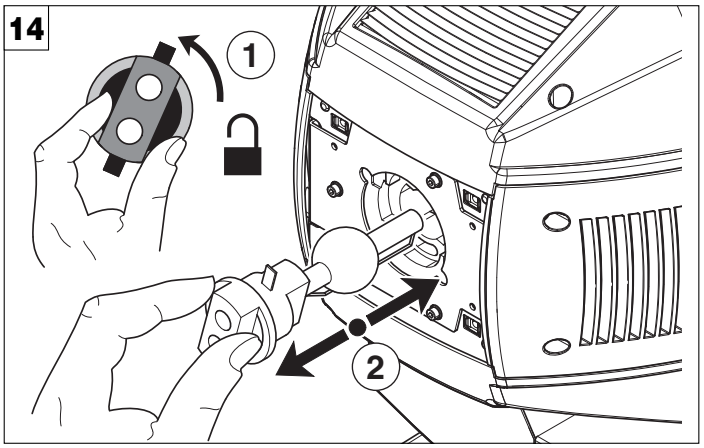


Locking and releasing Pan and Tilt movements - Refer to the instructions in the UNPACKING AND PREPARATION section.
Opening the head covers - Fig. 11.

Closing the head covers - Fig. 12.



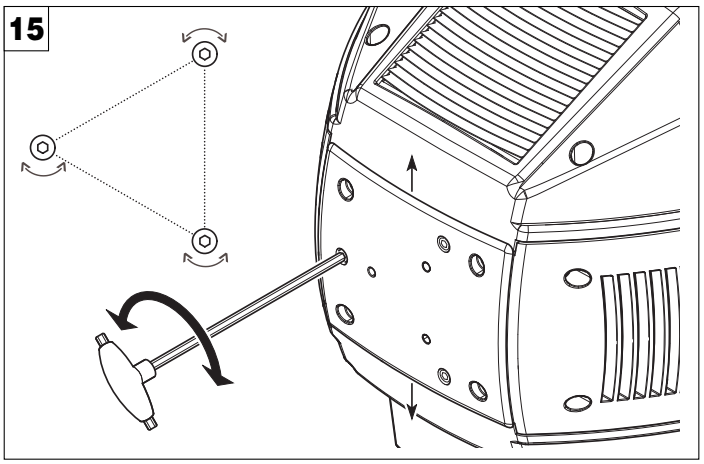
Opening and closing lamp compartment - Fig. 13



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.***

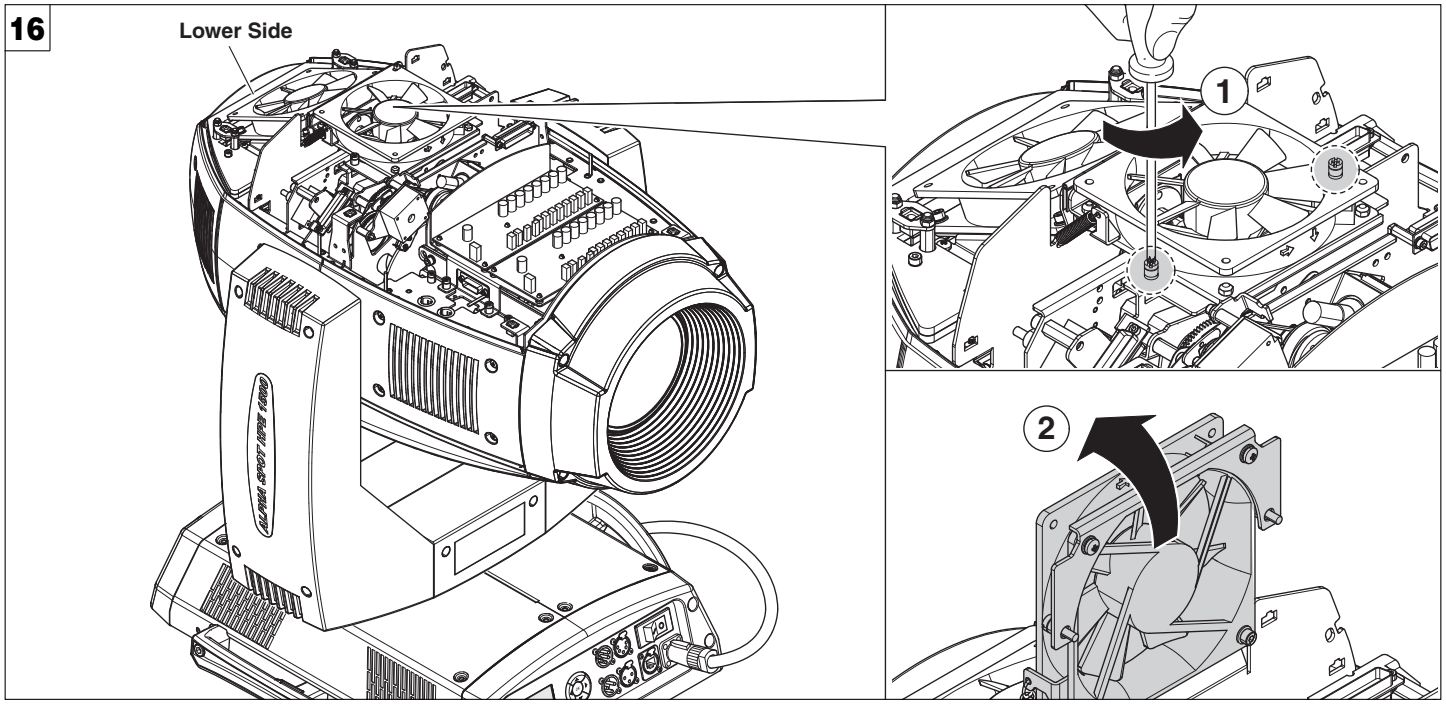


Lamp regulation - Fig. 15

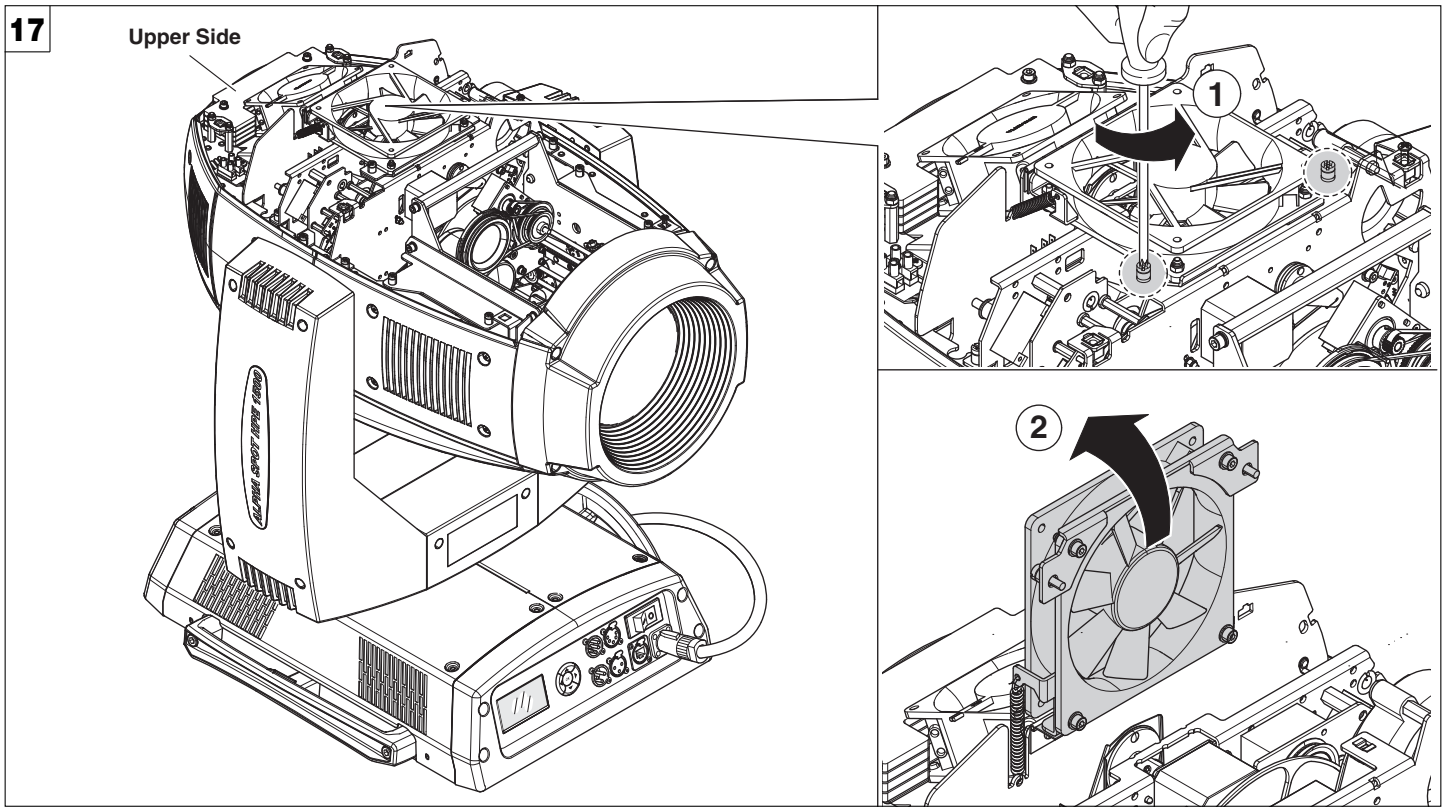
To centre the lamp, turn the three adjusting screws as shown in the figure.

CAUTION:

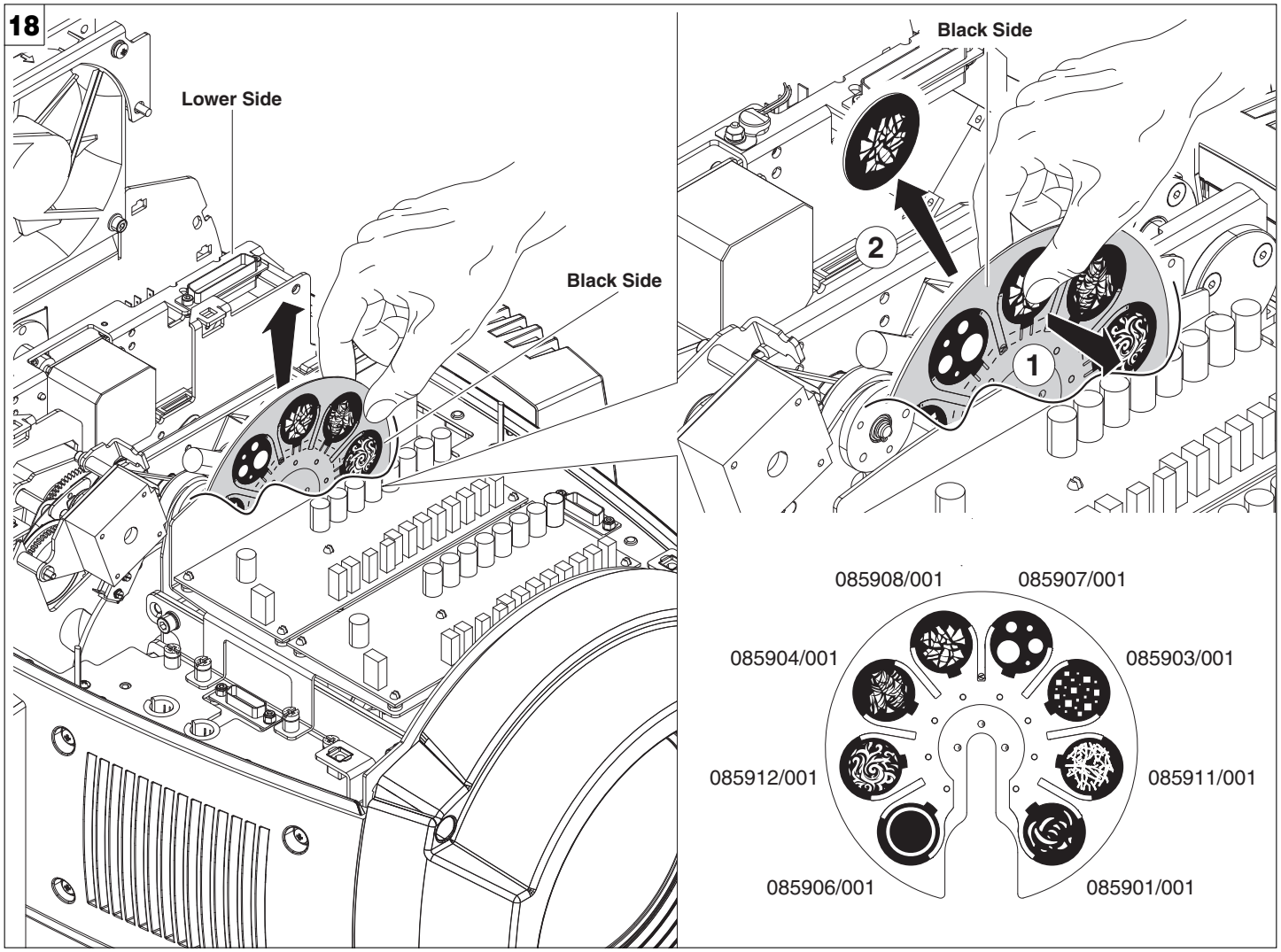
Fast lamp ON-OFF cycles (for example 10 minutes ON / 10 minutes OFF) will reduce the lamp life.



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



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



Replacing fixed gobos (ø 31.5 mm - max 25 mm image - thickness max 1 mm) - Fig. 18

IMPORTANT: Please contact CLAY PAKY before using customized gobos.

To facilitate fixed gobo insertion and removal from the respective wheels. Clay Paky has created 2 templates, ATT019/001 and ATT020/001, which facilitate these operations and preserve gobo integrity. For further information please contact Clay Paky.

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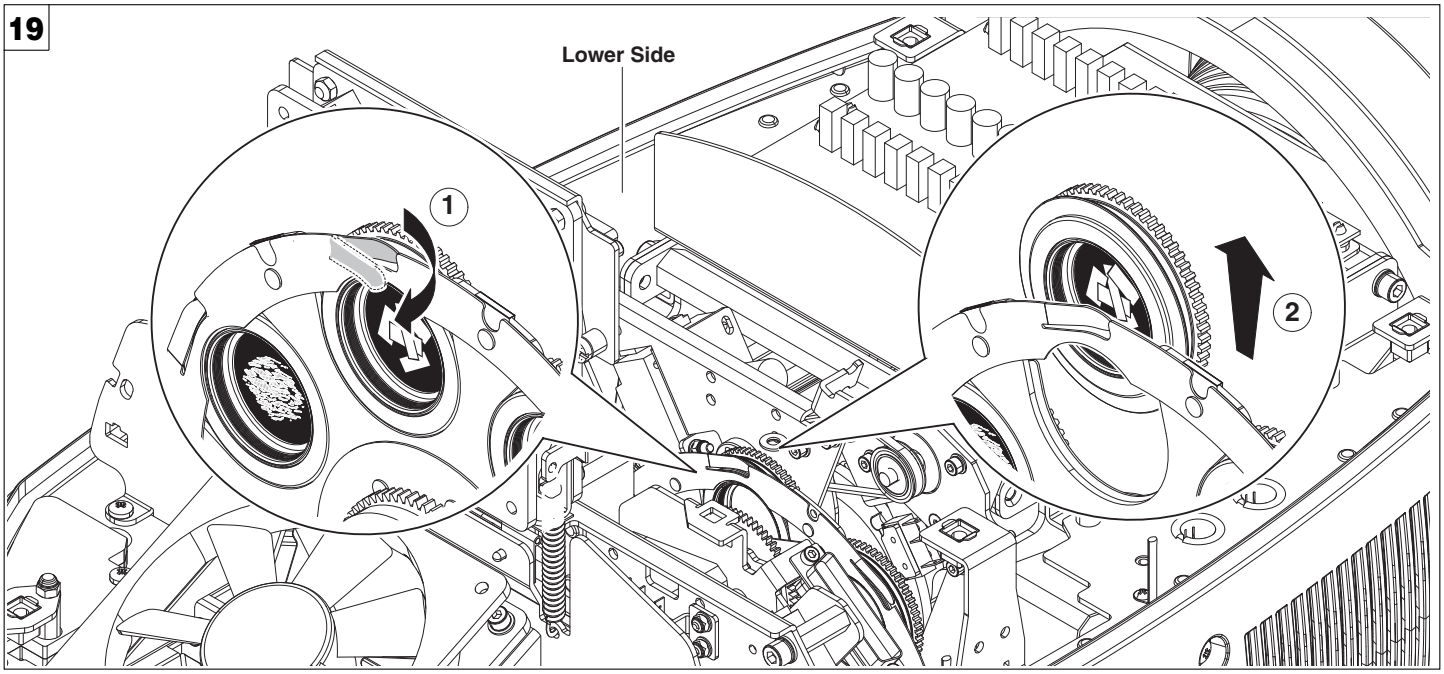
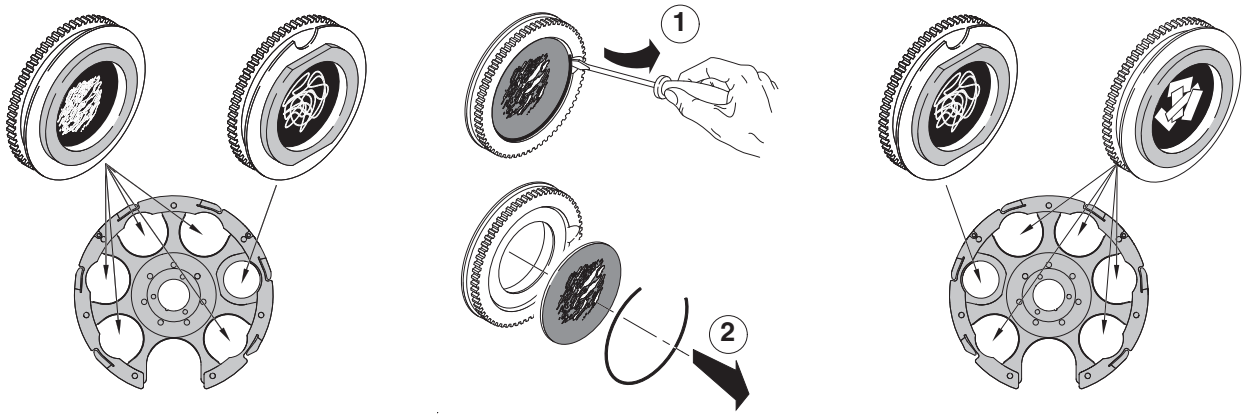
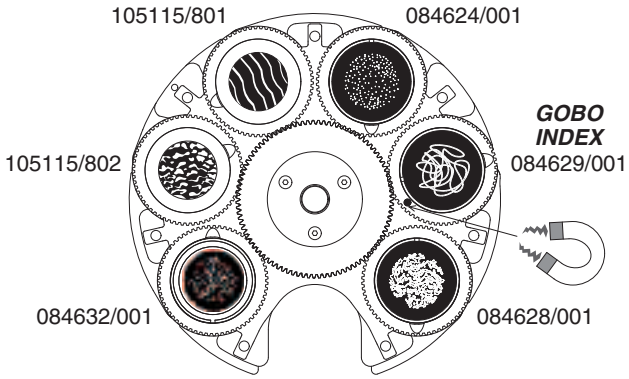


Bearing group replacement - Fig. 19

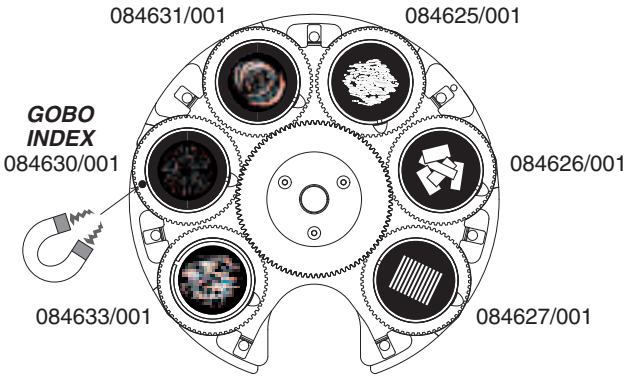
20



GOBO ROTATION 1



GOBO ROTATION 2



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.

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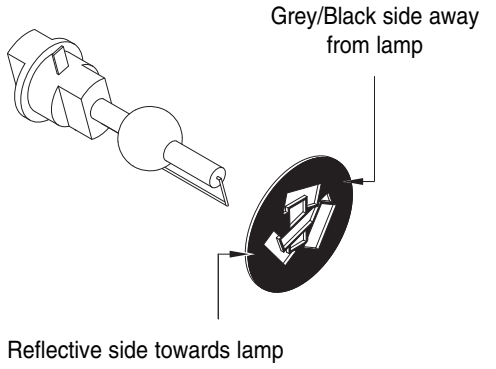
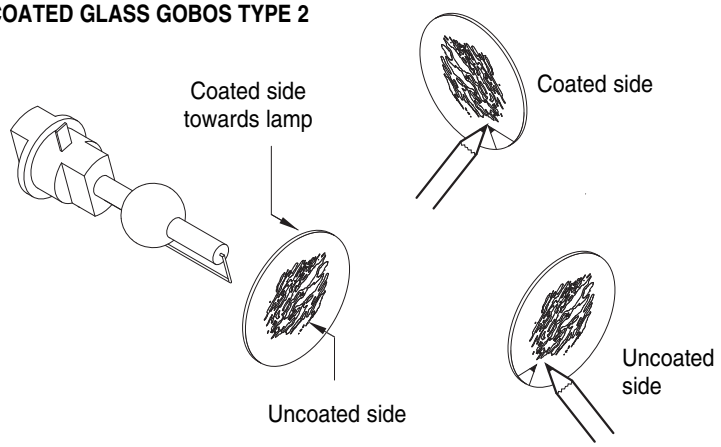
COATED GLASS GOBOS TYPE 1



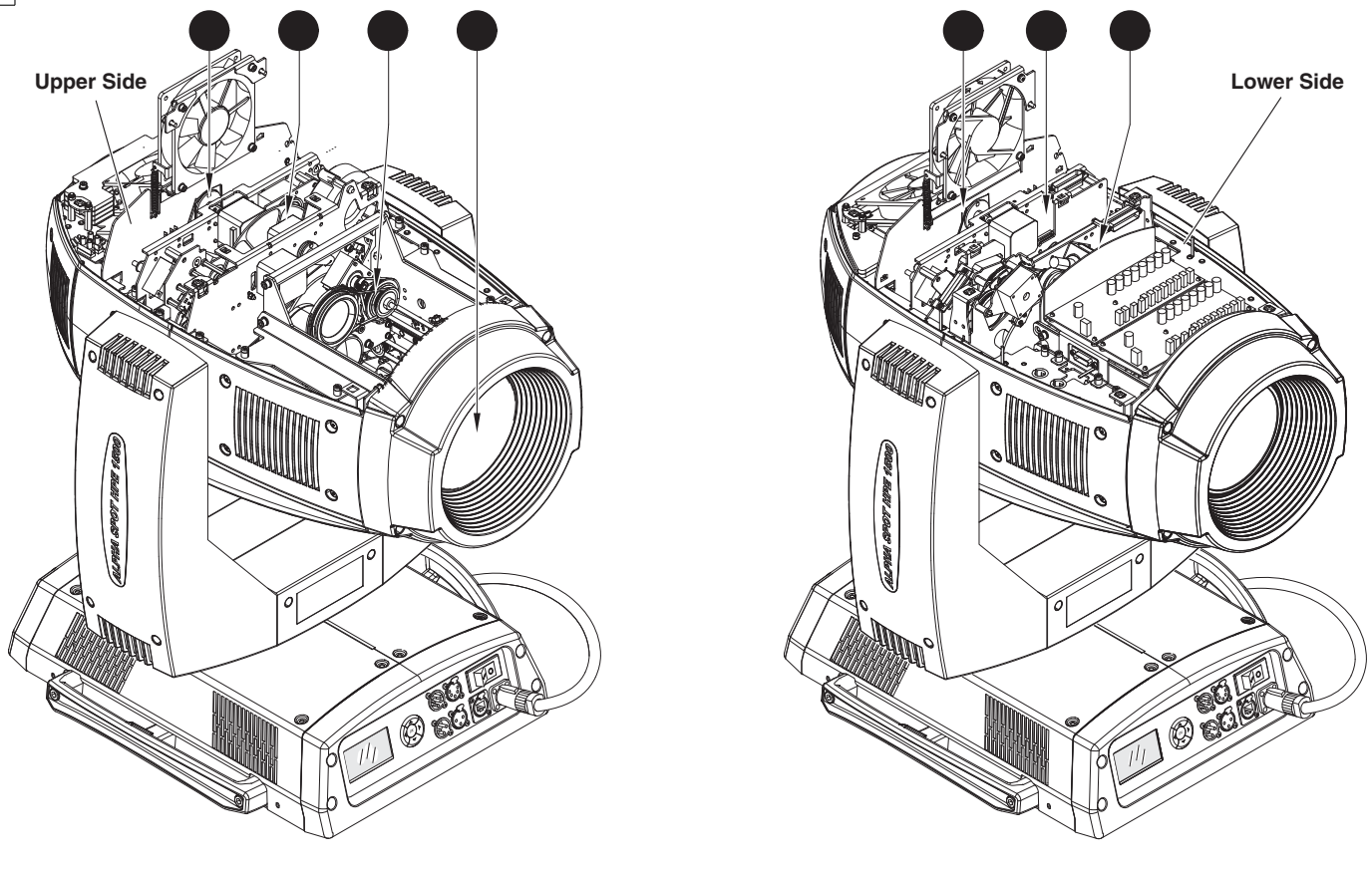
COATED GLASS GOBOS TYPE 2



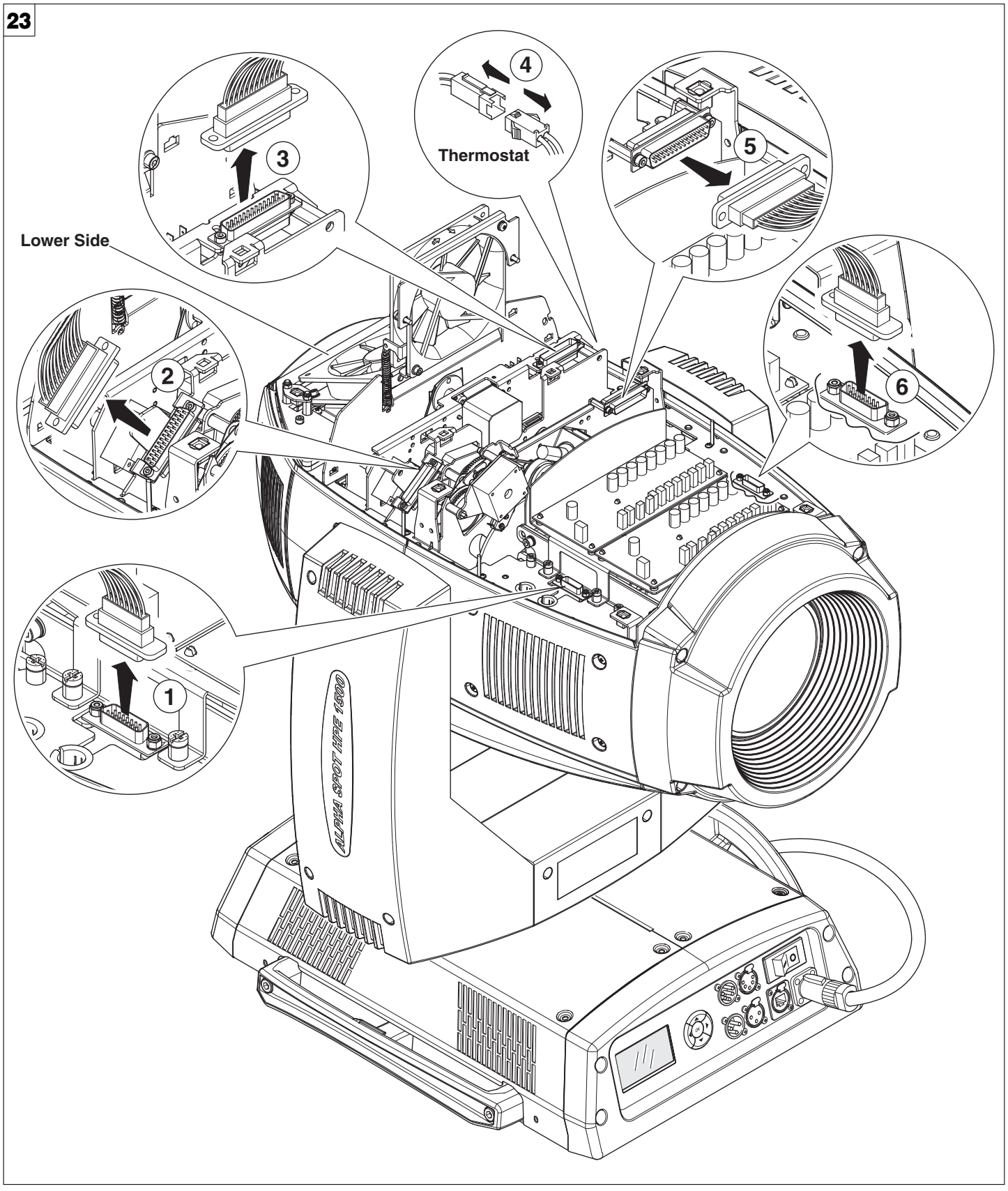
To determine which side of a godo is coated, hold an odject up to it. On the uncoated side, there is a space between the object and its reflection.

Gobo orientation - Fig. 21
The pictures shown the correct gobos orientation.

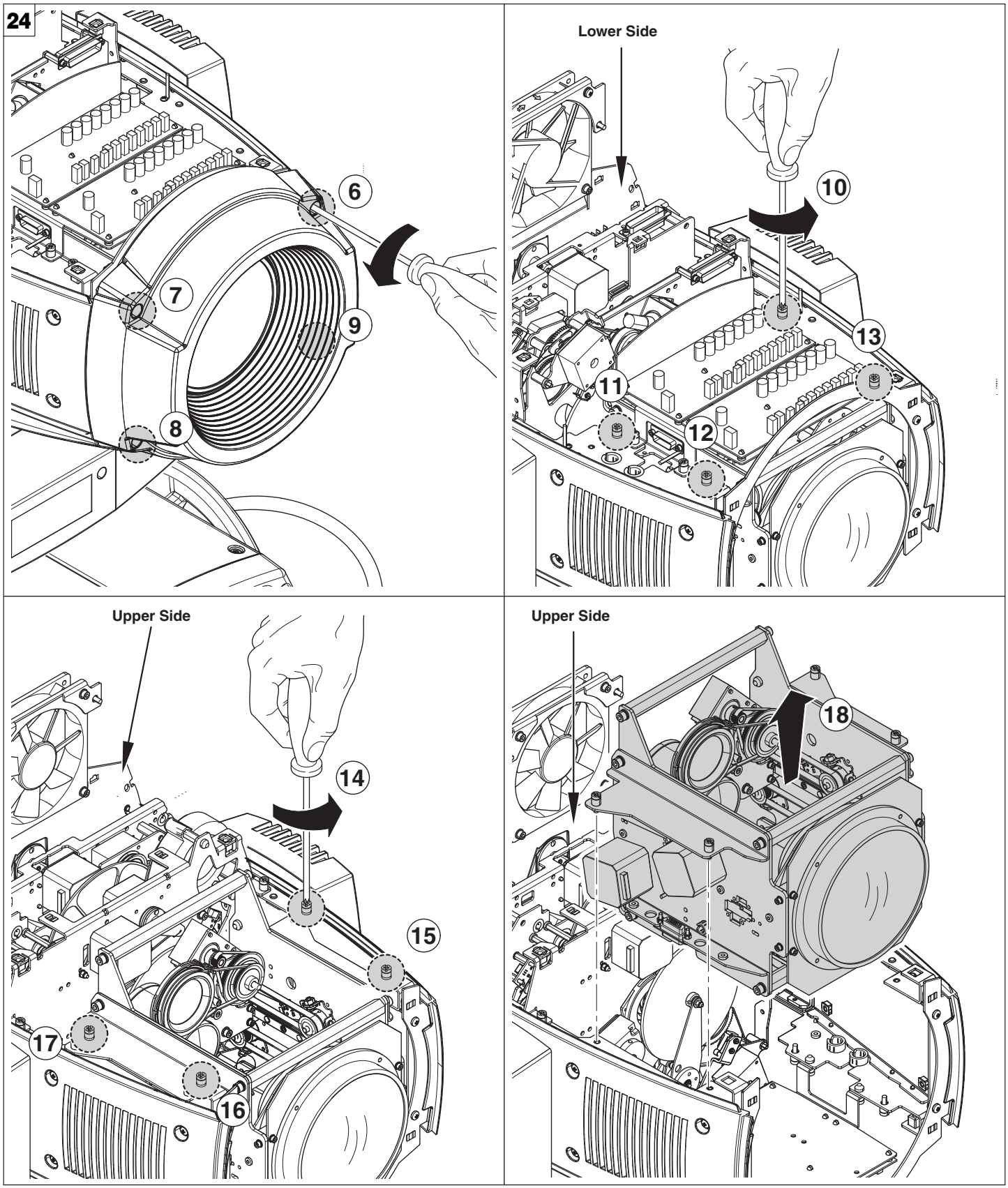
22



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.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.



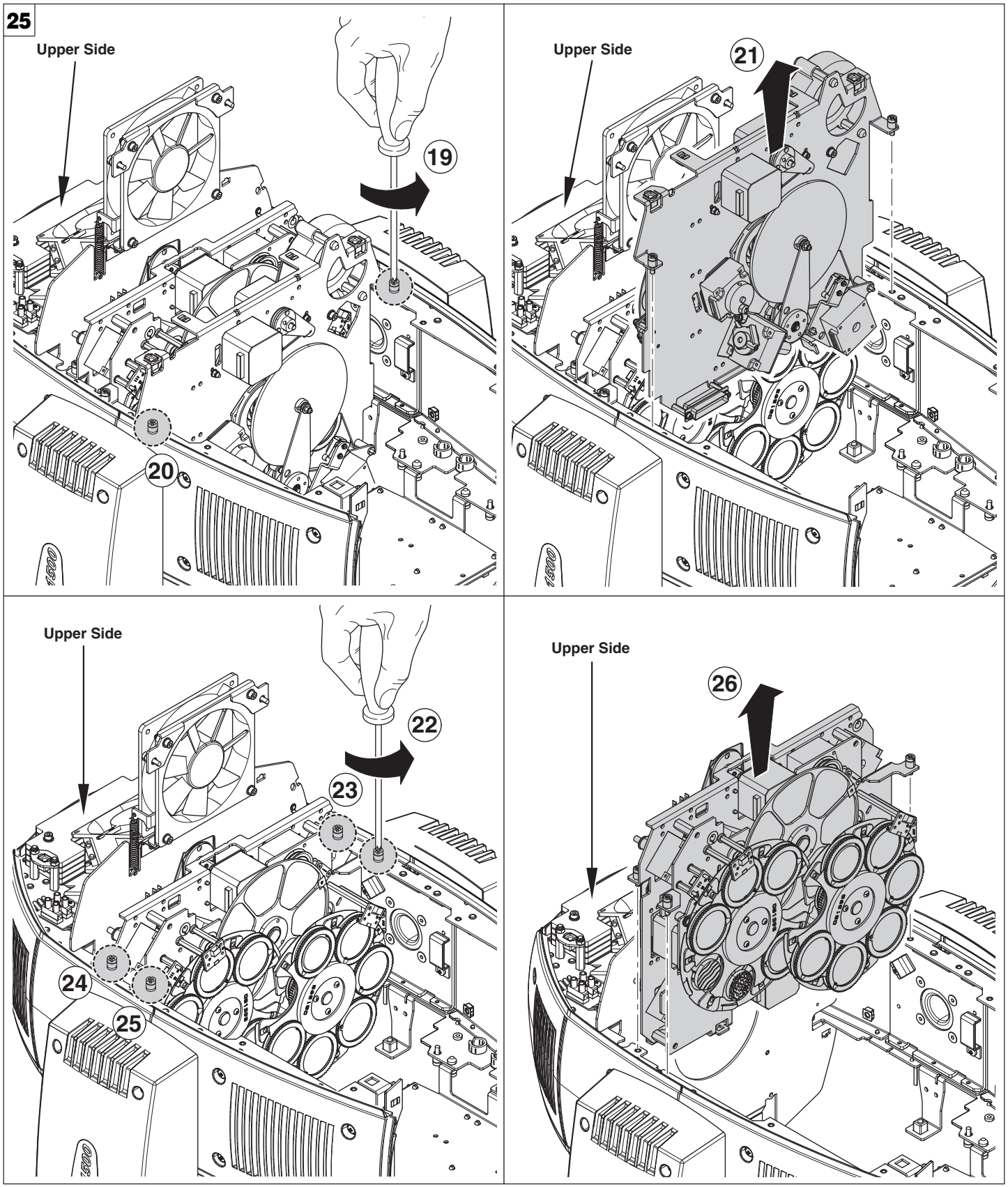
Extraction of the effect modules: Preliminary operations - Fig. 23



Extraction of the effect modules - Fig. 24

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

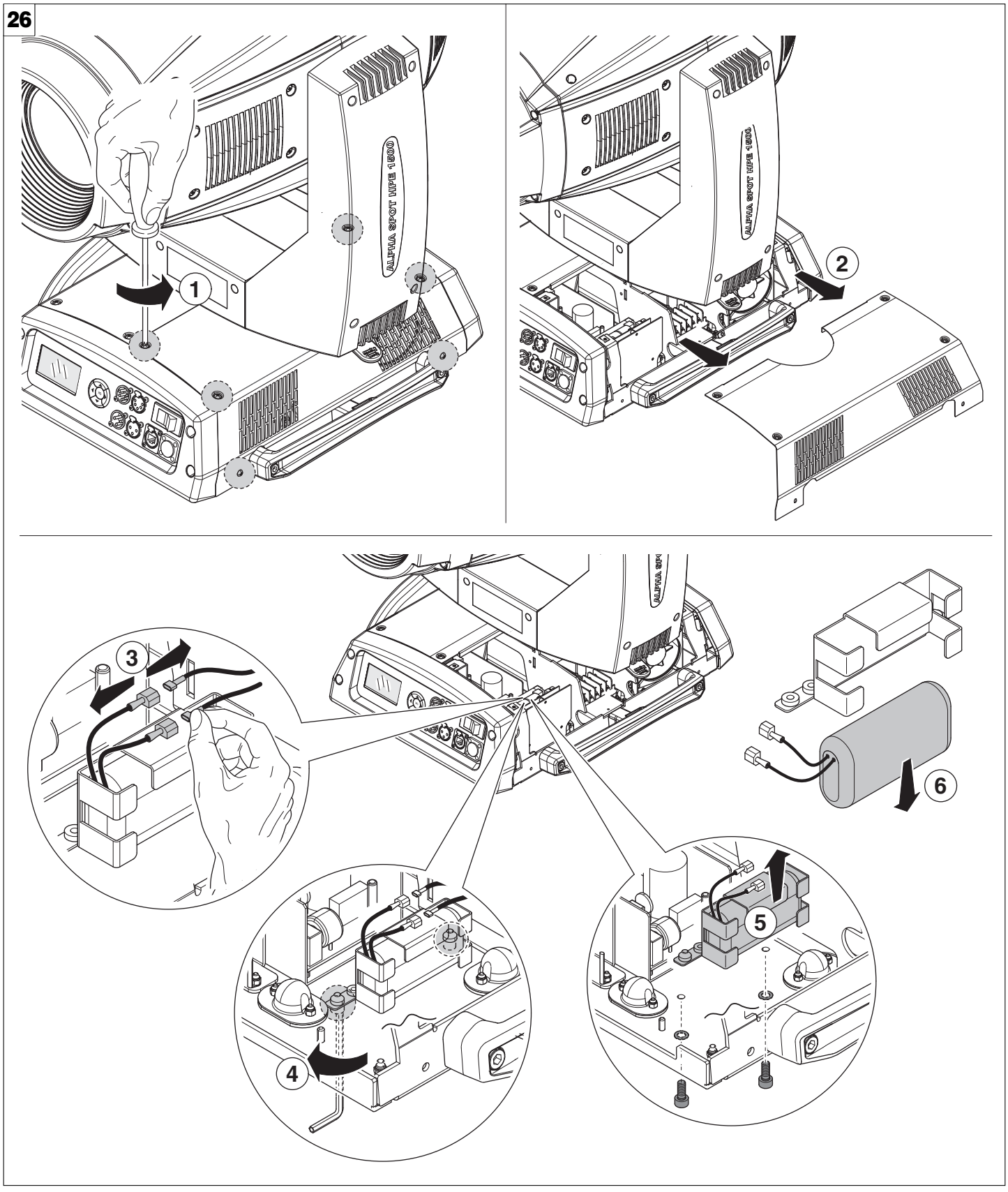
Insertion of the effect modules: Repeat the operations indicated in Fig. 24 and 25 in reverse order



Extraction of the effect modules - Fig. 25

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

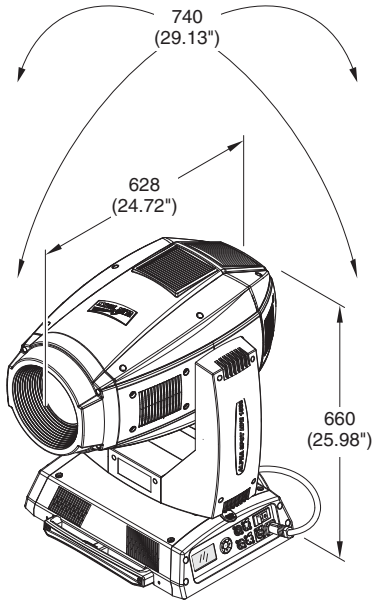
Insertion of the effect modules: Repeat the operations indicated in Fig. 24 and 25 in reverse order

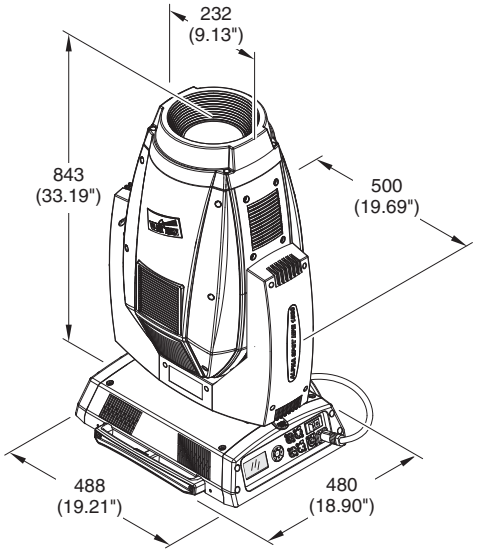


Battery removal - Fig. 26

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

LiFePO4





TECHNICAL INFORMATION

Power supplies available
200-240V 50/60Hz

Input power
2000VA a 230V 50Hz.

Total output
Max 27000 lumens Spot HPE 1500
Max 24800 lumens Spot HPE 1500 ST

Lamp
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
27 stepper motors, operating with microsteps, totally microprocessor controlled.

Optical unit
Elliptic reflector with high luminous efficiency

Channels
Max 40 control channels.

Inputs
DMX 512
Ethernet

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°
  - 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.

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
50.95 Kg (112lbs, 1oz).

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON	ELECTRONICS NON-OPERATIONAL	DEFECTIVE PROJECTION	REDUCED LUMINOSITY	***POSSIBLE CAUSES***	***CHECKS AND REMEDIES***
					PROBLEMS
●				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).

ALPHA SPOT HPE 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 bit).

CHANNEL	CHANNEL MODE	
	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	ANIMATED STAR GOBO	ANIMATED STAR GOBO
12	STATIC GOBO CHANGE	STATIC GOBO CHANGE
13	ROTATING GOBO 1 CHANGE	ROTATING GOBO 1 CHANGE
14	GOBO 1 ROTATION	GOBO 1 ROTATION
15	GOBO 1 FINE	GOBO 1 FINE
16	ROTATING GOBO2 CHANGE	ROTATING GOBO2 CHANGE
17	GOBO2 ROTATION	GOBO2 ROTATION
18	GOBO2 FINE	GOBO2 FINE
19	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
20	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
21	ROTATING PRISM INSERTION	ROTATING PRISM INSERTION
22	PRISM ROTATION	PRISM ROTATION
23	FROST INSERTION	FROST INSERTION
24	FOCUS	FOCUS
25	FOCUS FINE	FOCUS FINE
26	ZOOM	ZOOM
27	AUTOFOCUS DISTANCE	AUTOFOCUS DISTANCE
28	AUTOFOCUS ADJUSTMENT	AUTOFOCUS ADJUSTMENT
29	MACRO EFFECTS	MACRO EFFECTS
30	PAN	PAN
31	PAN FINE	PAN FINE
32	TILT	TILT
33	TILT FINE	TILT FINE
34	FUNCTION	FUNCTION
35	RESET	RESET
36	LAMP ON/OFF (with Option "Lamp DMX" ON)	LAMP ON/OFF (with Option "Lamp DMX" ON)
37		PAN-TILT TIME
38		COLOUR TIME
39		BEAM TIME
40		GOBO TIME

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.

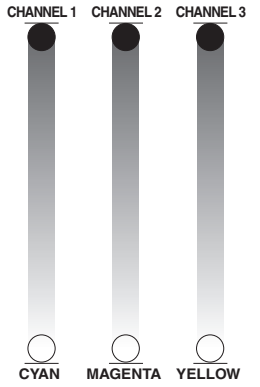
• COLOUR MIXING - channel 1 - 2 - 3

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 bit level. The lamp goes back to full power when the channels level is put higher than 0 bit.

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 255 bit level. The lamp goes back to full power when the channels level is put lower than 255 bit.

• C.T.O. - channel 4

BIT	EFFECT
255	FILTER INSERTED
0	FILTER EXCLUDED

• COLOUR WHEEL - channel 5

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

• 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	352	220	0	129	138	0
Fuschia pink	140-141	345	345	109	186	77	120	0
Mallard green	138-139	325	325	255	0	0	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	62-63	128	128	0	255	0	197	0
Mauve	60-61	126	126	0	255	0	255	74
Fern Green	58-59	122	122	173	0	235	89	0
Leaf green	56-57	121	121	136	0	241	64	0
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	090	090	255	0	255	204	0
Lime green	18-19	088	088	118	0	241	124	0
Just Blue	16-17	079	079	255	77	0	204	0
Tokyo Blue	14-15	071	071	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	-	-	-	-	-	-	-	-
(only for Macro effects)	1	-	-	-	-	-	-	-
Unused Range	0,00	-	-	-	-	-	-	-

Continue ➔

• 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 bit level. The lamp goes back to full power when the channel level is put higher than 0 bit.

• DIMMER - channel 8

BIT	EFFECT
255	DIMMER OPEN
0	DIMMER CLOSED

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

• DIMMER FINE - channel 9

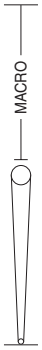
BIT	EFFECT
255	
0	

• IRIS - channel 10

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

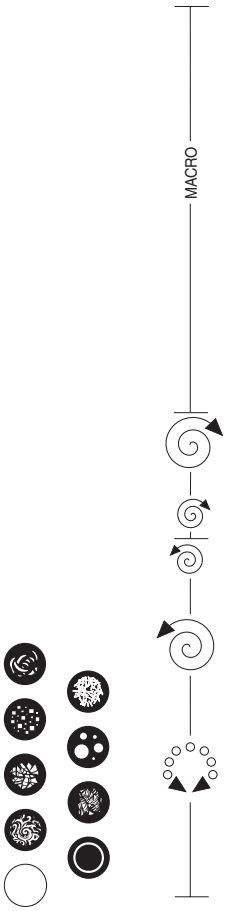
• ANIMATED STAR GOBO – channel 11

* With the "Animated star gobo" on this bit all "Macro effects" that include an Iris scene, use the "Animated Star gobo" instead of the "Iris"



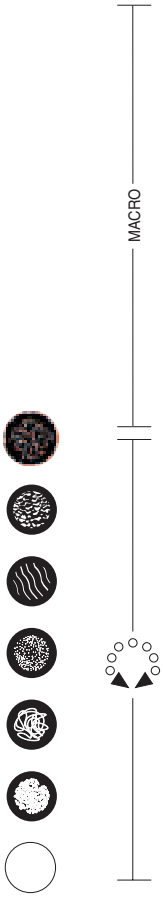
BIT	EFFECT
252 - 255	MAXIMUM APERTURE
251	FAST PULSATION, FAST CLOSING
212	SLOW PULSATION, FAST CLOSING
211	FAST PULSATION, FAST OPENING
172	SLOW PULSATION, FAST OPENING
171	FAST PULSATION
132	SLOW PULSATION
128 - 131	MAXIMUM APERTURE
1*	
0	MINIMUM APERTURE

• STATIC GOBO CHANGE - channel 12



BIT	EFFECT
255	GOBO 8 SHAKE, FAST SPEED
244	GOBO 8 SHAKE, SLOW SPEED
243	GOBO 7 SHAKE, FAST SPEED
232	GOBO 7 SHAKE, SLOW SPEED
231	GOBO 6 SHAKE, FAST SPEED
220	GOBO 6 SHAKE, SLOW SPEED
219	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	GOBO 3 SHAKE, SLOW SPEED
183	GOBO 2 SHAKE, FAST SPEED
172	GOBO 2 SHAKE, SLOW SPEED
171	GOBO 1 SHAKE, FAST SPEED
160	GOBO 1 SHAKE, SLOW SPEED
159	FAST ROTATION (100 rpm)
118	SLOW ROTATION (5 rpm)
114 - 117	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 1 CHANGE - channel 13



BIT	EFFECT
255	GOBO 6 SHAKE, FAST SPEED
235	GOBO 6 SHAKE, SLOW SPEED
234	GOBO 5 SHAKE, FAST SPEED
214	GOBO 5 SHAKE, SLOW SPEED
213	GOBO 4 SHAKE, FAST SPEED
193	GOBO 4 SHAKE, SLOW SPEED
192	GOBO 3 SHAKE, FAST SPEED
172	GOBO 3 SHAKE, SLOW SPEED
171	GOBO 2 SHAKE, FAST SPEED
151	GOBO 2 SHAKE, SLOW SPEED
150	GOBO 1 SHAKE, FAST SPEED
130	GOBO 1 SHAKE, SLOW SPEED
112-129	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

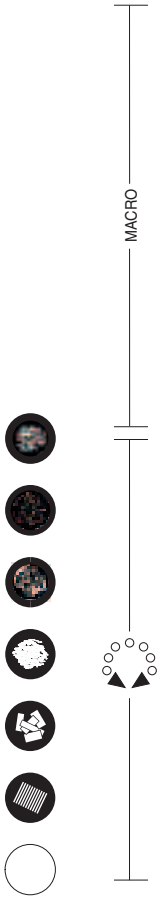
• GOBO 1 ROTATION - channel 14

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

• GOBO 1 FINE - channel 15

BIT
255
127
0

• ROTATING GOBO 2 CHANGE - channel 16



BIT	EFFECT
255	GOBO 6 SHAKE, FAST SPEED
235	GOBO 6 SHAKE, SLOW SPEED
234	GOBO 5 SHAKE, FAST SPEED
214	GOBO 5 SHAKE, SLOW SPEED
213	GOBO 4 SHAKE, FAST SPEED
193	GOBO 4 SHAKE, SLOW SPEED
192	GOBO 3 SHAKE, FAST SPEED
172	GOBO 3 SHAKE, SLOW SPEED
171	GOBO 2 SHAKE, FAST SPEED
151	GOBO 2 SHAKE, SLOW SPEED
150	GOBO 1 SHAKE, FAST SPEED
130	GOBO 1 SHAKE, SLOW SPEED
112-129	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 2 ROTATION - channel 17

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

• GOBO 2 FINE - channel 18

BIT
255
127
0

Continue ➔

• ANIMATION DISK INSERTION - channel 19

BIT	EFFECT
255	DISK INSERTED
0	DISK EXCLUDED

• ANIMATION DISK ROTATION - channel 20

BIT	EFFECT
255	FAST ROTATION (120 rpm)
131	SLOW ROTATION (4,4 rph)
125 - 130	STOP
124	SLOW ROTATION (4,4 rph)
0	FAST ROTATION (120 rpm)

• PRISM INSERTION - channel 21

BIT	EFFECT
255	PRISM INSERTED
128	
127	PRISM EXCLUDED
0	

• PRISM ROTATION - channel 22

BIT	EFFECT
255	FAST ROTATION (120 rpm)
193	SLOW ROTATION (3 rph)
191 - 192	STOP
190	SLOW ROTATION (3 rph)
128	FAST ROTATION (120 rpm)
127	POSITION 540°
105	POSITION 450°
84	POSITION 360°
63	POSITION 270°
42	POSITION 180°
21	POSITION 90°
0	POSITION 0°

• FROST - channel 23

BIT	EFFECT
255	FROST INSERTED
0	FROST EXCLUDED

• FOCUS - channel 24

BIT	EFFECT
255	NEAR
0	DISTANT

• FOCUS FINE -channel 25

BIT	EFFECT
255	NEAR
0	DISTANT

• ZOOM - channel: 26

BIT	EFFECT
255	NARROW BEAM
0	WIDE BEAM

• AUTOFOCUS DISTANCE - channel 27

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 priority:
1) Rotating Gobo 2
2) Static Gobo
3) Rotating Gobo 1
4) Animated Star Gobo
5) Iris

• AUTOFOCUS ADJUSTMENT - channel 28

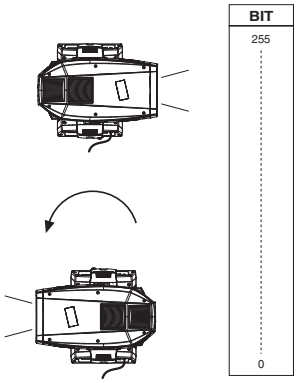
BIT	EFFECT
255	FOCUS FINE
128	
0	FOCUS FINE

• MACRO EFFECTS - channel 29

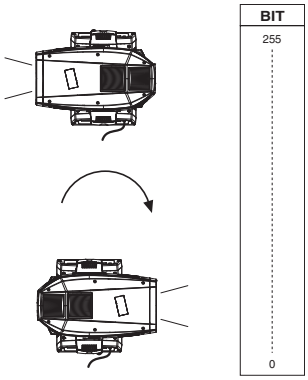
BIT	EFFECT
232-255	STAND BY BLACK
220-231	RANDOM MACRO 8
208-219	RANDOM MACRO 7
196-207	RANDOM MACRO 6
184-195	RANDOM MACRO 5
172-183	RANDOM MACRO 4
160-171	RANDOM MACRO 3
148-159	RANDOM MACRO 2
136-147	RANDOM MACRO 1
112-135	STAND BY BLACK
100-111	MACRO 8
88-99	MACRO 7
76-87	MACRO 6
64-75	MACRO 5
52-63	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 30

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

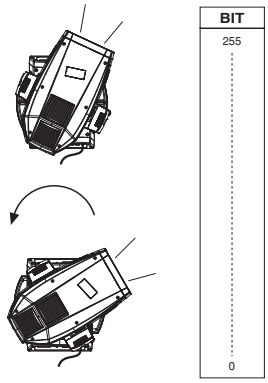


Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)

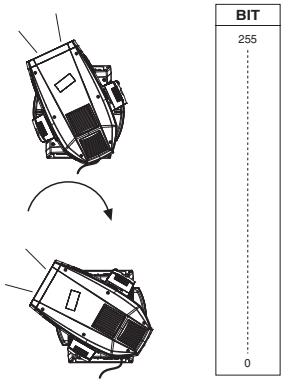


• PAN FINE - channel 31

Operation with option InvertPan ⇕ Off
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)



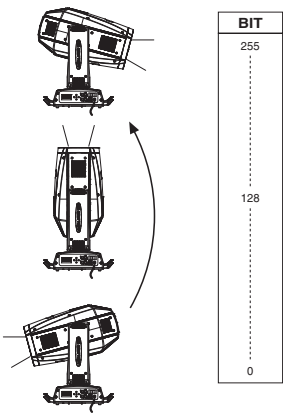
Operation with option InvertPan ⇕ On
(Tilt conventionally represented at 35 bit and option Invert Tilt ⇕ Off)



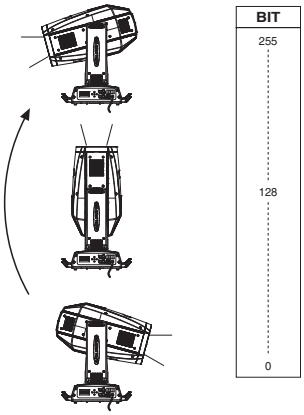
Continue ➔

• TILT - channel 32

Operation with option Invert Tilt ⇕ Off
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)

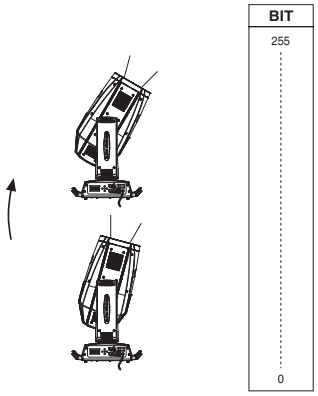


Operation with option Invert Tilt ⇕ On
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)

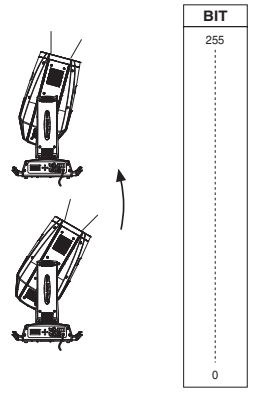


• TILT FINE - channel 33

Operation with option Invert Tilt ⇕ Off
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



Operation with option Invert Tilt ⇕ On
(Pan conventionally represented at 0 bit and option Invert Pan ⇕ Off)



• FUNCTION - channel: 34

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

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

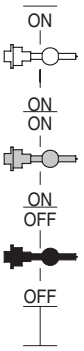
• RESET - channel: 35

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

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

• LAMP CONTROL (only with option LAMP DMX On) - channel: 36

IMPORTANT: Alpha Spot HPE 1500 is not provided with hot restrike igniter



BIT	EFFECT
255	LAMP ON (1500 W)
	Lamp ignition after 5 s in full power levels.
	Immediate transition from half to full power.
180	LAMP ON (1500 W)
179	LAMP ON (1200 W)
	Immediate transition from full to half power.
	Lamp ignition not allowed in half power.
101	LAMP ON (1200 W)
100	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
37	Pan - Tilt time	Pan – Tilt – Pan Fine – Tilt Fine
38	Colour time	Cyan - Magenta - Yellow – C.T.O. – Color wheel
39	Beam time	Dimmer - Iris -Focus effects movment - Focus - Zoom - Frost – Rotating Prism change – Frost insertion
40	Gobo time	Gobo Fix - Rotating Gobo 1/2 change – Animation Disk insertion

TIME TABLE

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

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

BIT	Seconds
86	24
87	
88	25
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BIT	Seconds
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