

# LIGHT SKY<sup>®</sup>

FLY DRAGON LIGHTING EQUIPMENT CO.,LTD



## LIGHT SKY<sup>®</sup>

Tel:0086-20-61828288

Fax:0086-20-61828188 Pc:510800

Web:www.lightsky.com.cn

E-mail: flydragon@lightsky.com.cn

asia@lightsky.com.cn

india@lightsky.com.cn

europa@lightsky.com.cn

latinamerica@lightsky.com.cn

middle-east@lightsky.com.cn

american@lightsky.com.cn

Address: No. 43, Yunfeng Road, Xiuquan Street,  
Huadu District, Guangzhou, China



**LIGHT SKY<sup>®</sup>**



## AURORA USER MANUAL

Please read these user manual carefully before use!

**CHANNEL FUNCTION(V1.0)**

Channel	DMX	Percentage	Function	Note
1	0-255	0-100	Pan	
2	0-255	0-100	Pan Fine	
3	0-255	0-100	Tilt	
4	0-255	0-100	Tilt fine	
5			Pan/Tilt speed , Pan/Tilt time	
	0		Standard mode (0=default)	
	1		Max. Speed Mode	
	2-255		Speed from max. to min.	
6			Power/Special functions	
	0-9		Reserved (0=default)	
	10-14		Reserved	
	15-19		Reserved	
			* function is active only10 seconds after switching the fixture on	
	20-24		LCD display On	
	25-29		LCD display Off	
	30-34		High CRI (CRI=90+)/CMY uniformity	
	35-39		Standard CRI (CRI=80)/CMYStandard	
	40-44		Reserved	
	45-49		Reserved	
	50-54		Reserved	
	55-59		Reserved	
	60-64		Fans mode: Auto	
	65-69		Fans mode: High	
	70-74		Reserved	
	75-79		Reserved	
	80-84		Reserved	
	85-89		Reserved	
	90-94		Reserved	
	95-99		Reserved	
	100-101		Reserved	
	102-103		Reserved	
	104-105		Reserved	
106-107		Reserved		
108-119		Reserved		
120-124		Reserved		
125-129		Reserved		
130-139		Lamp On		
140-149		Pan/Tilt reset		
150-159		Colour system reset		

Channel	DMX	Percentage	Function	Note
	160-169		Gobo wheels reset	
	170-179		Dimmer/Shutter reset	
	180-189		Zoom/focus/frost/prism wheels reset	
	190-199		Effect wheel reset	
	200-209		Total reset	
	210-229		Reserved	
	230-239		Lamp Off	
	240-244		Reserved	
	245-249		Reserved	
250-255		Reserved		
7			<b>Cyan</b>	
	0-255	0-1.2	Cyan from min. saturation --> full cyan (0=default)	
8		1.6-40.4	<b>Magenta</b>	
	0-255	40.8-42	Magenta from min. saturation --> full magenta (0=default)	
9		42.4-61.6	<b>Yellow</b>	
	0-255	62.0-81.2	Yellow from min. saturation --> full yellow (0=default)	
10	0-255	0-100	<b>Colour wheel</b>	
			<b>Continual positioning</b>	
	0		Open/white (0=default)	
	9		Deep Red	
	18		Orange	
	27		Aquamarine	
	37		Dark green	
	46		Light green	
	55		Lavender	
	64		Pink	
	73		Yellow	
	82		Magenta	
	91		Cyan	
	101		CTO 3200K CTO 2	
	110		CTO 2700K CTO 1	
	119		Dark blue	
	128-129		White	
			Positioning	
	130-134		Deep Red	
	135-138		Orange	
139-143		Aquamarine		
144-147		Dark green		
148-152		Light green		
153-157		Lavender		

Channel	DMX	Percentage	Function	Note
	158-161		Pink	
	162-166		Yellow	
	167-171		Magenta	
	172-176		Cyan	
	177-180		CTO 3200K CTO 2	
	181-185		CTO 2700K CTO 1	
	186-189		Dark blue	
	190-215		Forwards rainbow effect from fast to slow	
	216-217		No rotation	
	218-243		Backwards rainbow effect from slow to fast	
	244-249		random colour selection	
250-255		Auto random colour selection from fast to slow		
11			Colour wheel - fine positioning	
	0-255		Fine positioning (0=default)	
12			Effectwheel positioning	
	0-19		No function(0=default)	
	20-127		Proportional indexing	
	128-170		Ramping from open to full position (max. →min. speed)	
	171-213		Ramping from open to half position (max. →min. speed)	
214-255		Ramp. from half position to full position (max. →min. speed)		
13			Effectwheel rotation	
	0		No rotation	
	1-127		Forwards rotation from fast to slow	
	128		No rotation (128=default)	
129-255		Backwards rotation from slow to fast		
14			Static gobo wheel	
	0-3		Open/Hole (0=default)	
			Positioning	
	4-9		Beam reducer 1	
	10-15		Beam reducer 2	
	16-21		Beam reducer 3	
	22-27		Beam reducer 4	
	28-33		Gobo 1	
	34-39		Gobo 2	
	40-45		Gobo 3	
	46-51		Gobo 4	
	52-57		Gobo 5	
	58-63		Gobo 6	
	64-69		Gobo 7	
70-75		Gobo 8		

Channel	DMX	Percentage	Function	Note
14	76-81		Gobo 9	
	82-87		Gobo 10	
			Shaking gobos from slow to fast	
	88-95		Beam reducer 1	
	96-103		Beam reducer 2	
	104-111		Beam reducer 3	
	112-119		Beam reducer 4	
	120-127		Gobo 1	
	128-135		Gobo 2	
	136-143		Gobo 3	
	144-151		Gobo 4	
	152-159		Gobo 5	
	160-167		Gobo 6	
	168-175		Gobo 7	
	176-183		Gobo 8	
	184-191		Gobo 9	
	192-199		Gobo 10	
	200-201		Open/hole	
	202-222		Forwards gobo wheel rotation from fast to slow	
	223-228		No rotation	
229-249		Backwards gobo wheel rotation from slow to fast		
250-255		Auto random gobo selection from fast to slow		
15			Rotating gobo wheel	
			Index -set indexing on channel 16	
	0		Open/Hole (0=default)	
	1-4		Hole (flatfield)	
	5-16		Gobo 1	
	17-28		Gobo 2	
	29-40		Gobo 3	
	41-52		Gobo 4	
	53-64		Gobo 5	
	65-76		Gobo 6	
	77-88		Gobo 7	
	89-100		Gobo 8	
	101-112		Gobo 9	
			Shaking gobo from slow to fast	
			Index-on set indexing 17 channel	
	113-124		Gobo 1	
	125-136		Gobo 2	
	137-148		Gobo 3	
	149-160		Gobo 4	
	161-172		Gobo 5	
173-184		Gobo 6		
185-196		Gobo 7		

Channel	DMX	Percentage	Function	Note
	197-208		Gobo 8	
	209-220		Gobo 9	
	221-249		Open/hole	
	250-255		Auto random gobo selection from fasttoslow	
16			Rot. gobo indexing and rotation	
	0-127		Gobo indexing	
	128-187		Forwards gobo rotation from fasttoslow	
	188-195		No rotation	
	196-255		Backwards gobo rotation from slow tofast	
17			Prism wheel 1	
			This wheel isblocked If Rotatinggobo wheel >0 DMX	
	0-3		Open position/hole (0=default)	
			Index -set indexing on channel 18	
	4-15		Prism 1 -8-facet12° circular	
	16-27		Prism 2 -4-facet12° circular	
	28-39		Prism 3 -6-facetlinear	
			Rotation -set rotationon channel 18	
	40-51		Prism 1 -8-facet12° circular	
	52-63		Prism 2 -cylindrical	
64-75		Prism 3 -6 - facetlinear		
76-255		Raw DMX		
18			Prism wheel 1 indexing/rotation	
			Prism indexing-setposition on channel 17	
	0-255		Prism 1 indexing	
	0		Prism 1 rotationsetposition on channel 17	
	1-127		No rotation	
	128		Forwards prism rotation from fasttoslow	
	129-255		No rotation (128=default)	
		Backwards prism rotationfrom slow tofast		
19			Prism wheel 2	
	0-3		Open position/hole(0=default)	
			Index -set indexingon channel 20	
	4-15		Prism -8-facet18° circular	
			Rotation-set rotation on channel 20	
	16-27		Prism -8-facet18° circular	
28-255		Raw DMX		
20			Prism wheel 2 indexing/rotation	
			Prism indexing -set position on channel 19	
	0-255		Prism indexing	
	0		Prism rotation - set position on channel	
	1-127		No rotation	
	128		Forwards prism rotation from fasttoslow	
		No rotation (128=default)		

Channel	DMX	Percentage	Function	Note
21	129-255		Backwards prism rotation from slow to fast	
			Pattern selection	
	0-3		Open position/hole(0=default)	
			Index -set indexing on channel 22	
	4-14		Prism macro Index 1	
	15-25		Prism macro Index 2	
	26-36		Prism macro Index 3	
	37-47		Prism macro Index 4	
	48-58		Prism macro Index 5	
	59-69		Prism macro Index 6	
	70-80		Prism macro Index 7	
			Rotation -set rotation on channel 22	
	81-91		Prism macro rotation 1	
	92-102		Prism macro rotation 2	
	103-113		Prism macro rotation 3	
	114-124		Prism macro rotation 4	
	125-135		Prism macro rotation 5	
	136-146		Prism macro rotation 6	
	147-157		Prism macro rotation 7	
	158-168		Prism macro rotation 8	
	169-179		Prism macro rotation 9	
180-190		Prism macro rotation 10		
191-255		Raw DMX		
22			Pattern rotation and indexing	
			The channels are blocked: Prism Wheel 1/2	
			Pattern indexing -set position on channel 21	
	0-255		Pattern indexing	
	0		Pattern rotation -set position on channel 21	
	0		No rotation	
	1-127		Forwards pattern rotation from fast to slow	
	128		No rotation (128=default)	
129-255		Backwards pattern rotation from slow to fast		
			Frost	
	0		Open (0=default)	
			Light Frost	
			Max. time of Light frost movement 0 →100% (100% →0) is 10 sec.	
	1-50		Light Frost from 0% to 100%	
	51-53		100% Light Frost	
	54-63		Pulse closing from slow to fast	

Channel	DMX	Percentage	Function	Note
23	64-73		Pulse opening from fasttoslow	
	74-83		Ramping from fasttoslow	
	84-86		Open	
			Medium Frost	
			Max. time of Medium frost movement 0 →100% (100% →0) is10 sec.	
	87-136		Medium Frostfrom 0% to100%	
	137-139		100% Medium Frost	
	140-149		Pulse closing from slow tofast	
	150-159		Pulse opening from fasttoslow	
	160-169		Ramping from fasttoslow	
	170-172		Open	
			Frost Combined	
			Max. time of Medium frostmovement 0 →100% (100% →0) is10 sec.	
	173-222		Medium Frostfrom 0% to100% (LightFrostinserted)	
	223-225		100% Medium Frost (LightFrostinserted)	
	226-235		Pulse closing from slow tofast(bothfrosts together)	
236-245		Pulse opening from fasttoslow (bothfrosts together)		
246-255		Ramping from fasttoslow (bothfrosts together)		
24			Zoom	
	0-255		Zoom from max. to min. beam angle (128=default)	
25			Zoom - fine	
	0-255		Fine zooming (0=default)	
26			Focus	
	0-255		Continuous adjustment from fartonear (128=default)	
27			Focus Fine	
	0-255		Fine focusing (0=default)	
28			Focus2 AutoFocus on channel 29	
	0-255		AutoFocus	
29			Autofocus (priority&distance selection)	
			Selectdesired distanceand effecton which you need tofocus and use "Focus" channel (28) tofocus the image.	
	0-15	0-5.69	Autofocus Off	
	16-55	5.69-21.37	10 metres	
	56-95	21.37-37.06	15 metres	
	96-135	37.06-52.75	20 metres	
	136-175	52.75-68.43	30 metres	
	176-215	68.43-84.12	40 metres	
	216-255	84.12-100	50 metres	



Channel	DMX	Percentage	Function	Note
			Shutter/ strobe	
	0 -31		Shutter closed	
	32 -63		Shutter open (32=default)	
	64 -95		Strobe-effectfrom slow tofast	
30	96 -127		Shutteropen	
	128 -143		Opening pulse insequences from slow tofast	
	144 -159		Closingpulse insequences from fasttoslow	
	160 -191		Shutteropen	
	192 -223		Random strobeeffect fromslow tofast	
	224 -255		Shutteropen, Fullamp power	
31			Dimmer intensity	
	0 -255		Dimmer intensityfrom 0% to100% (0=default)	
32			Dimmer intensity -fine	
	0 -255		Fine dimming (0=default)	
33	0 -255		Hotspot control	
			Hotspot control	