



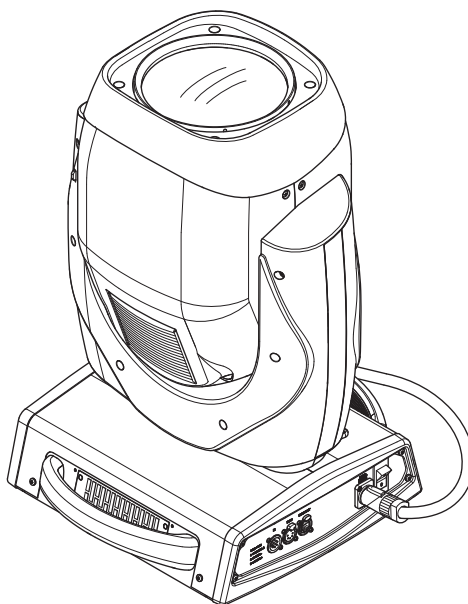
AN OSRAM BUSINESS

MYTHOS

C61391

INSTRUCTION MANUAL

PRELIMINARY



INDEX

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Congratulations on choosing a Clay Paky product!

We thank you for your custom.

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

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

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

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

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 18 metres (59'1") 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 (T_a) exceeds 40° C (104° F).

• IP20 protection rating

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

• Protection against electrical shock

Connection must be made to a power supply system fitted with efficient earthing (**Class I** appliance according to standard EN 60598-1).

It is, moreover, recommended to protect the supply lines of the projectors from indirect contact and/or shorting to earth by using appropriately sized residual current devices.

• Connection to mains supply

Connection to the electricity mains must be carried out by a qualified electrical installer.

Check that the mains frequency and voltage correspond to those for which the projector is designed as given on the electrical data label. This label also gives the input power to which you need to refer to evaluate the maximum number of fittings to connect to the electricity line, in order to avoid overloading.

• 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 100°C (212°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, to avoid getting burnt for at least 35 minutes.

After this time the likelihood of the lamp exploding is virtually nil.

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.

• Photobiological Safety

CAUTION. Do not look directly at the light source.

Do not look at the light beam with optical devices or any other tool that could cause light convergence.

The fixture must be positioned so that the minimum distance between the front lens and human eye is at least 3 metres to prevent personal photobiological risks.

This product is intended for the following areas of application:

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

Not suitable for household illumination

470W  18m

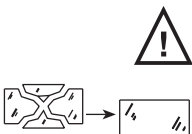


t_a 40°C

IP20



t_c 100°C



Risk Group 1
According to
EN 62471





Not for residential use



• **Battery**

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



• **Disposing**

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

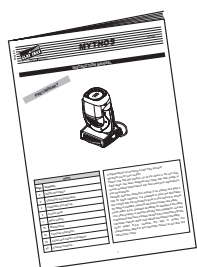


The products to which this manual refers comply with the European Directives pursuant to:

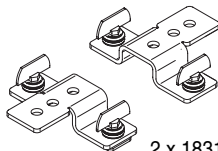
- 2006/95/EC - Safety of electrical equipment supplied at low voltage (LVD)
- 2004/108/EC - Electromagnetic Compatibility (EMC)
- 2011/65/EU - Restriction of the use of certain hazardous substances (RoHS)

UNPACKING AND PREPARATION

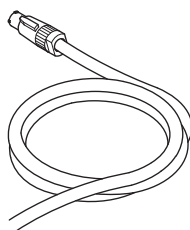
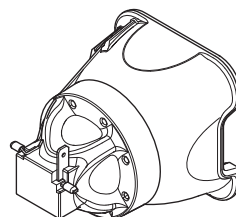
1



IST00L/001

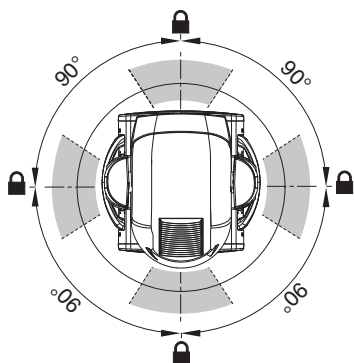
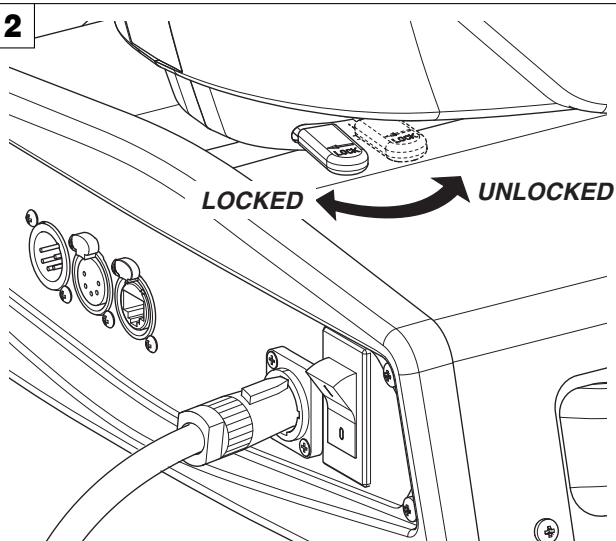


2 x 183102/805



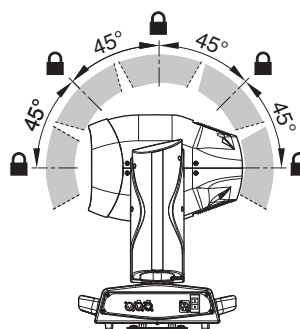
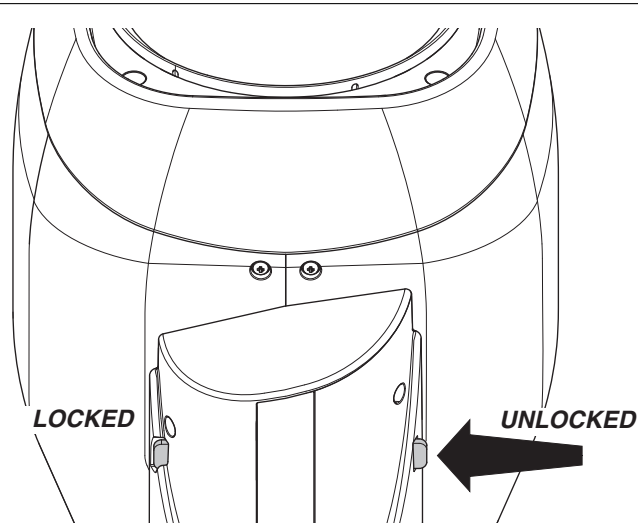
Packing contents - Fig. 1

2



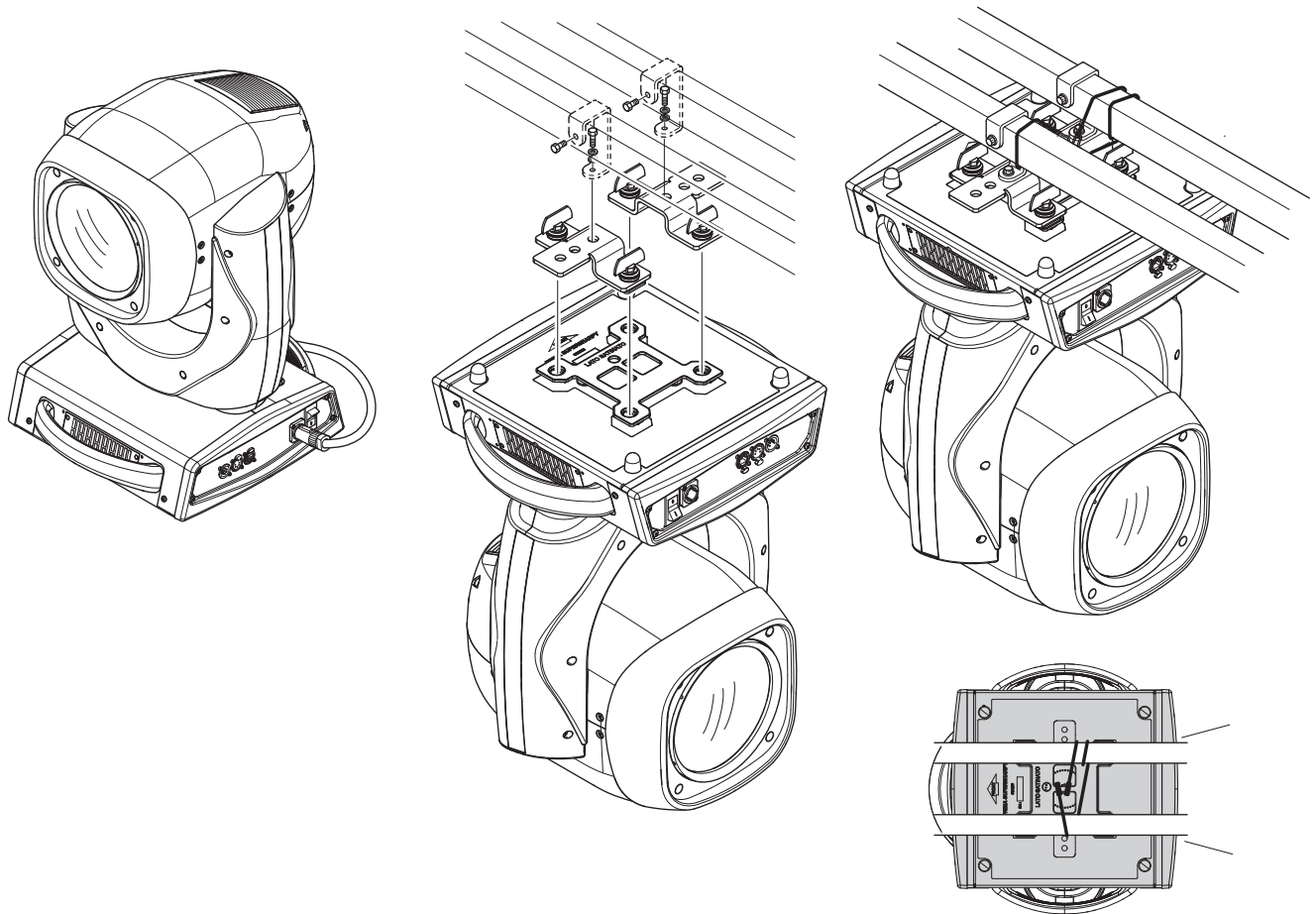
PAN Mechanism Lock and Release (every 90°) - Fig. 2

3



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

4

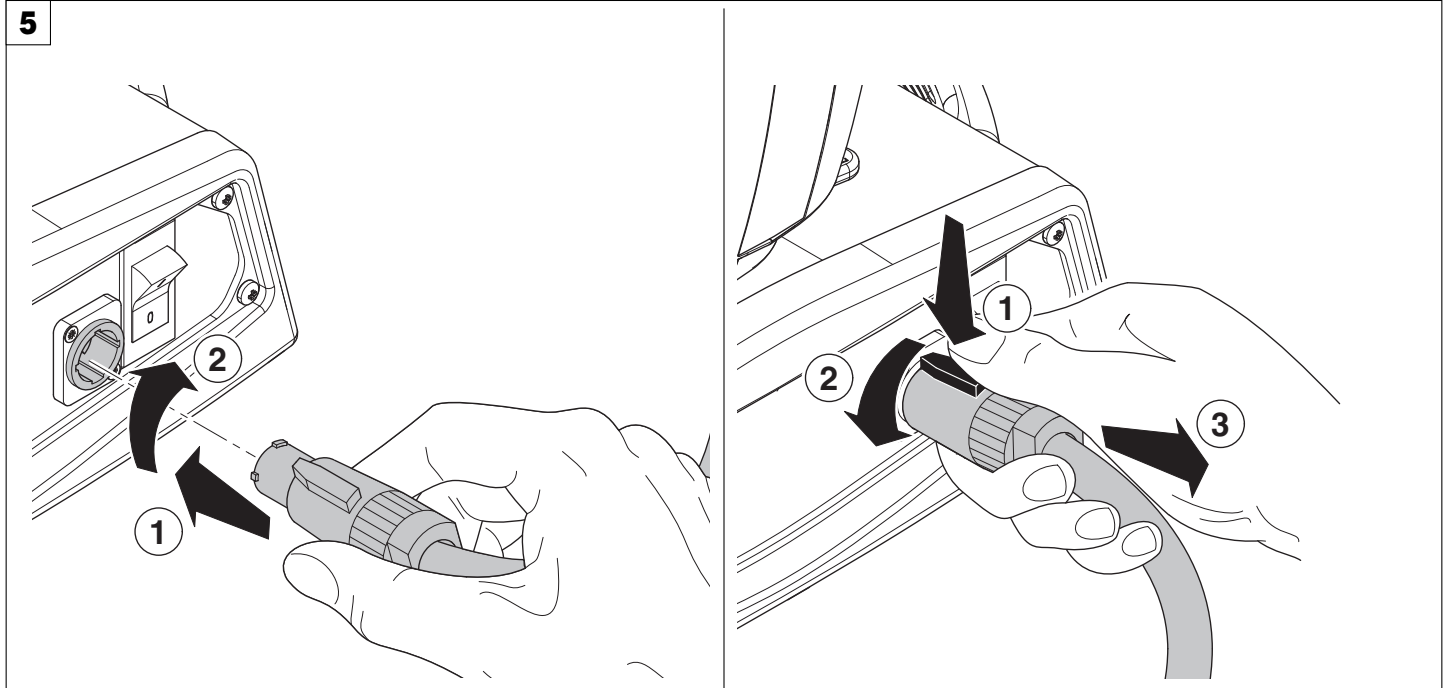


Installing the projector - Fig. 4

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.*

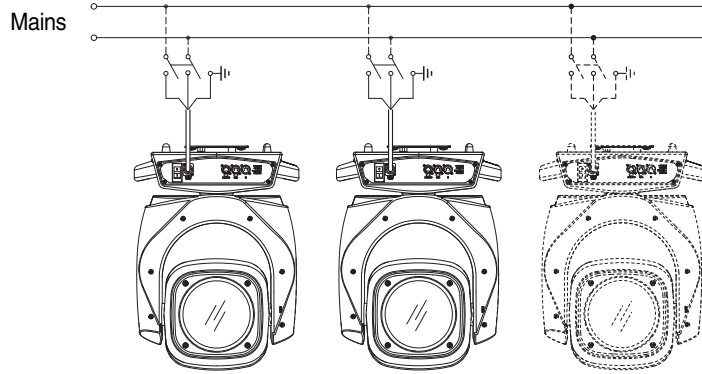
5



Connecting and disconnecting power cable - Fig. 5

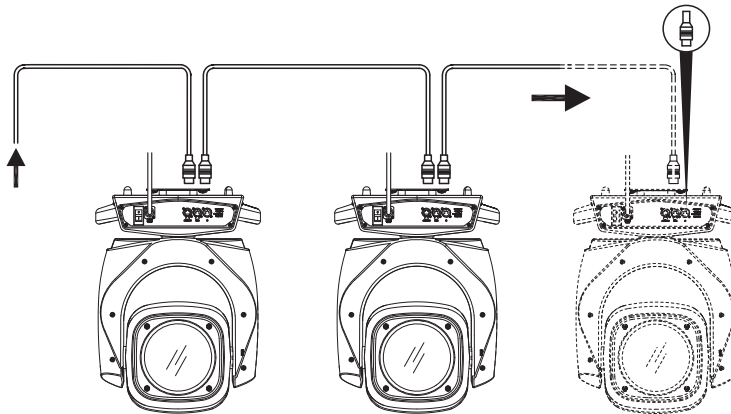
CONTROL PANEL

6



Connecting to the mains supply - Fig. 6

7

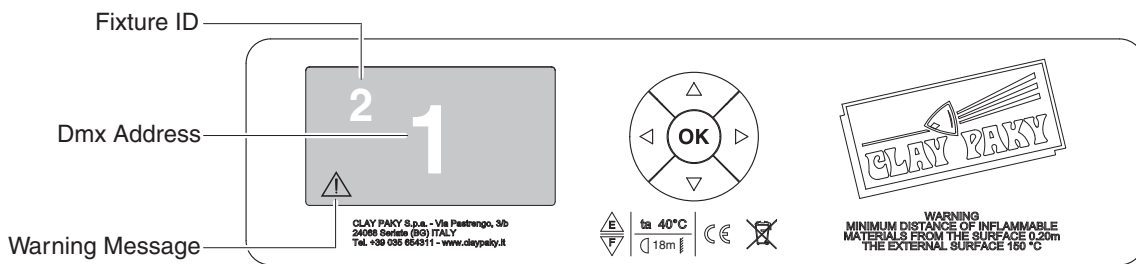


Connecting to the control signal line (DMX) - Fig. 7

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:



Model
MYTHOS

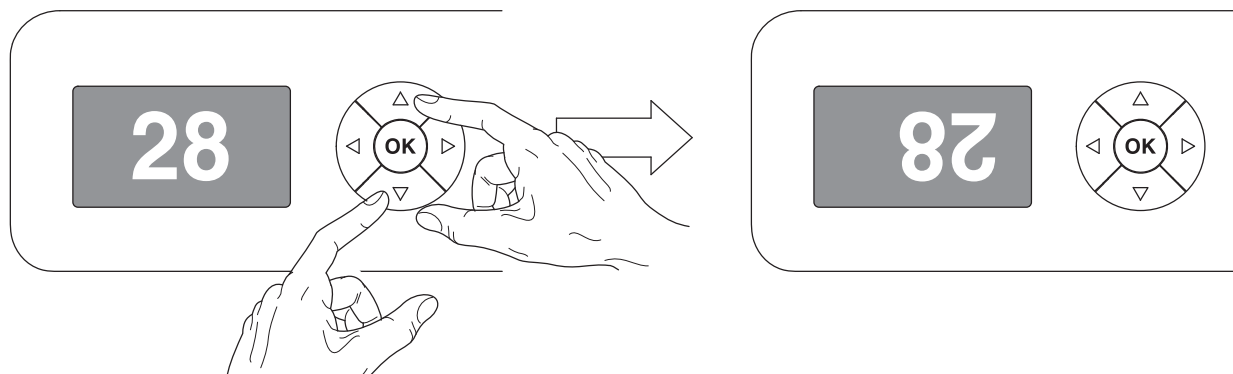
Firmware
Version X.X.X
Date - Hour

xxx (Fixture ID)
Dmx Address xxx

System errors
E:
W:

On conclusion of resetting in case of absence of the dmx signal, Pan and Tilt move to the "Home" position (Pan 50% - Tilt 50%). The control panel (Fig. 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 that when this condition occurs, any possible value that has been modified but not yet confirmed with the **OK** key will be cancelled.



Reversal of the display - Fig. 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. 10.

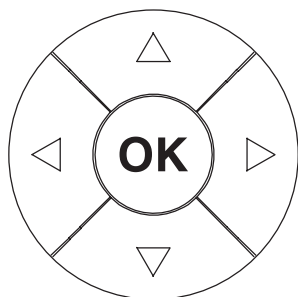
Setting the projector Fixture ID

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. 10.

Functions of the buttons - Using the menu



Confirms the displayed value, or activates the displayed function, or enters the successive menu.



DOWN

Decreases the value displayed (with auto-repetitions) or passes to the next item in the menu.



UP

Increases the value displayed (with auto-repetitions) or passes to the previous item in a menu.



LEFT

Return to the top level



RIGHT

Commute from units, tens, hundreds, in the "Address", "Fixture ID" and "Calibration" menu.

USING THE MENU:

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

To enable the "Advanced" see pag.16.

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

Main Menu	Level 1	Level 2	Level 3	Choices / Values
SET UP	DMX Address			001-512
	Channel Mode			Standard Vector
	Fixture ID			000-255
	Ethernet Interface	Control Protocol		Disabled Art-net IP 2.x.x.x. Art-net IP 10.x.x.x.
		Repeat on DMX		Disabled Enabled on primary
		Universe		000-255
OPTIONS	Lamp DMX			On / Off
	Safety Black Out			On / Off
	Pan / Tilt	Invert Pan		On / Off
		Invert Tilt		On / Off
		Swap Pan-Tilt		On / Off
		Encoder Pan-Tilt		On / Off
		P/T Homing mode		Standard Sequenced
		Pan Home Def Pos		0 degree 90 degrees 180 degrees 270 degrees
		Tilt Home Def Pos		0 % 12.5 % 25 % 50 % 75 % 87.5 % 100 %
	Color	CMY Shortcut		On / Off
		Linear Movement		On / Off
	Shutter	Shutter On Error		On / Off
		Dimmer on Shutter		On / Off
	Dimmer Filter Type			DMX follower Position dependent
	Macro Effects	Macro group size		02-15
		Macro fixture ID		Auto by DMX Addr. Fixed to 1-15
	Silent Mode			Standard Quiet
	Display			On / Off
	Safety Beam			On / Off
	Settings	Default Preset		Reset To Default Go Back
		User Preset 1		Load preset 1 Save to preset 1
		User Preset 2		Load preset 2 Save to preset 2
		User Preset 3		Load preset 3 Save to preset 3

Main Menu	Level 1	Level 2	Level 3	Choices / Values
INFORMATION	System Errors			Read / Reset
	Fixture Hours	Total Hours		Read
		Partial Hours		Read / Reset
	Lamp Hours	Total Hours		Read
		Partial Hours		Read / Reset
	Lamp Strikes	Total Strikes		Read
		Partial Strikes		Read / Reset
	System Version	CPU brd		Fw.rev. / Hw.rev.
		com.dev		Fw.rev.
		0:PT-3f		Fw.rev. / Hw.rev.
		1:8-Ch		Fw.rev. / Hw.rev.
		2:8-Ch		Fw.rev. / Hw.rev.
	Board Diagnostic	0:PT-3f		Status / Err%
		1:8-Ch		Status / Err%
		2:8-Ch		Status / Err%
	DMX Monitor	Channels		Value / Percentage
	Fans Monitor	PwrSp		Speed (RPM)
		PwrSp		Speed (RPM)
		Lamp		Speed (RPM)
		Lamp		Speed (RPM)
		Lamp		Speed (RPM)
	Head Position			X Y Z Good Pkt Bad Pkt Uart Err
	Sensor status	Channels		n.a / On / Off
	Rot Gobs Indexing			
	Network parameters	IP Address		
		IP Mask		
		MAC Address		
MANUAL CONTROL	Lamp			On / Off
	Reset			Yes / No
	Channels			Value / Percentage
TEST	Pan / Tilt	n.a.		
	Colour	n.a.		
	Beam	n.a.		
	Gobo	n.a.		
	All	n.a.		
ADVANCED	Access Code <u>1234</u>	Service Mode		On / Off
		Upload Firmware		Yes / No
		Setup Model		Yes / No
		Calibration	Channels	000 - 255
		Rot. Gobo Indexing		Yes / No

DMX ADDRESS

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

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

CHANNEL MODE

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

- **Standard (30 DMX channels occupied,** see Channel Function)
 - **Vector (34 DMX channels occupied,** see Channel Function)
-

FIXTURE ID

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

ETHERNET INTERFACE

It lets you set Ethernet settings to be assigned to the projector as indicated below:

Control Protocol

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

- Disabled:
- Art-net on IP 2
- Art-net on IP 10

Repeat on DMX

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

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

Universe

It lets you set the “DMX Universe” to be assigned to a series of projectors with values between 000 and 255.

LAMP DMX

It lets you enable (ON) the lamp remote control channel. Select OFF to turn off or disable this option.

SAFETY BLACK OUT

This allows the Dimmer's automatic lock option to be activated (ON) after 3 seconds with no incoming DMX signal. Select OFF to turn off or disable this option.

PAN / TILT

Invert Pan

It lets you enable (ON) Pan reverse movement. Select OFF to turn off or disable this option.

Invert Tilt

It lets you enable (ON) Tilt reverse movement. Select OFF to turn off or disable this option.

Swap Pan-Tilt

It lets you enable (ON) Pan and Tilt channel inversion (and simultaneously Pan fine and Tilt fine). Select OFF to turn off or disable this option.

Encoder Pan-Tilt

It lets you enable (ON) or disable (OFF) Pan and Tilt Encoder operations.

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

It lets you set the initial Pan and Tilt Reset mode.

- **Standard:** Pan & Tilt are simultaneously reset.
- **Sequenced:** Tilt is reset first followed by Pan.

Pan Home Def Pos

It lets you assign the Pan channel "home" position at the end of Reset (without a DMX input signal), selecting one from the 4 available positions:

- **0 degree**
- **90 degrees**
- **180 degrees**
- **270 degrees (default)**

Tilt Home Def Pos

It lets you assign the Tilt channel "home" position at the end of Reset (without a DMX input signal), selecting one from the 7 available positions:

- **0%**
 - **12.5%**
 - **25%**
 - **50% (default)**
 - **75%**
 - **87.5%**
 - **100%**
-

COLOR

CMY short-cut

It lets you optimise (ON) the color change time of the color wheel since the disk rotates in the direction that requires the shortest and thus quickest movement. Select OFF to turn off or disable this option.

SHUTTER

Shutter on error

It lets you activate (ON) automatic "Stopper/Strobe" closing in the event of Pan/Tilt positioning error. Select OFF to turn off or disable this option.

Dimmer on Shutter

Select ON to enable automatic Dimmer closing when the Strobe is fully closed. Select OFF to disable this option.

DIMMER FILTER TYPE

It lets you best optimise the "Dimmer curve" according to that set on the control panel. One of the following 2 options can be selected:

DMX follower

Dimmer movement speed/linearity follows the DMX values set by the panel.

Position dependent

Dimmer movement speed follows the DMX values set by the panel taking into account the physical Dimmer starting position.

MACRO EFFECTS

It allows you to select one of the 2 following options:

Macro Group size: Lets you select the number of projectors (minimum 2 and maximum 15) to be included in the "Macro Effects" channel operation.

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 Effects channel.

- Fixed to 1-15: (to assign to all the projectors to be included in the Macro Effects 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 Effects channel operation).
-

SILENT MODE

Allows you to set the preferred mode of the 2 available:

Standard

Maximum speed and thus maximum noise effects.

Quiet

It handles the speed of some effects (Pan, Tilt, Focus), reducing the noise level.

DISPLAY

It lets you activate (ON) display brightness reduction after about 30 seconds in idle status. Select OFF to turn off or disable this option.

SAFETY BEAM

It lets you turn ON a light beam temperature reduction when Focus movement is 50% over its stroke, if no CMY colour wheels are inserted, Soft Filter is automatically inserted on the Cyan wheel.

SETTINGS

Used to save 3 different settings of the items in the option menu and relevant submenus.

- Default preset (*)
 - User preset 1
 - User preset 2
 - User Preset 3
-
- **Load preset 'X'** is used to recall a previously stored configuration.
 - **Save to preset 'X'** is used to save the current configuration.

(*) DEFAULT PRESET

It lets you restore default values on all option menu items and relevant submenus.

Press the left and right arrows/keys simultaneously in the "main menu" to quickly restore default values (DEFAULT PRESET).

SYSTEM ERRORS

It displays a list of errors that occurred when the projector was turned on.

To reset the SYSTEM ERRORS list, press OK. A confirmation message appears (Are you sure you want to clear error list?). Select YES to confirm reset.

From the menu

FIXTURE HOURS

It lets you view projector working hours (total and partial).

Total counter

It counts the number of projector working life hours (from construction to date).

Partial counter

It counts the number of projector partial working life hours from the last reset to date.

Press OK to reset the partial counter. A confirmation message appears on the display (Are you sure ?)

Select YES to confirm reset.

LAMP HOURS

It lets you view lamp working hours (total and partial).

Total counter

It counts the number of projector working hours with the lamp on (from construction to date).

Partial counter

It counts the number of lamp partial working hours from the last reset to date.

Press OK to reset the partial counter. A confirmation message appears on the display (Are you sure ?)

Select YES to confirm reset.

LAMP STRIKES

It lets you view how many times the lamp was turned on (total and partial).

Total counter

It counts the number of times the lamp was turned on (from construction to date).

Partial counter

It counts the number of times the lamp was turned on from the last reset to date.

Press OK to reset the partial counter. A confirmation message appears on the display (Are you sure ?)

Select YES to confirm reset.

SYSTEM VERSION

It lets you view the hardware and software versions for each electronic board 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)
-

BOARD DIAGNOSTIC

It lets you view the percent errors for each electronic board installed in the projector

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

DMX MONITOR

It lets you view the level of projector DMX channels in bit (Val) and in percent.

FANS MONITOR

It lets you view the speed of each fan installed in the projector:

- Lamp (lamp cooling fan)
 - Pwr.Sup (PSU cooling fan)
-

HEAD POSITION

It lets you view the projector head position with reference to the X, Y and Z axes. It also provides further information on:

- Good pkt: number of correctly received signal packets
 - Bad pkt: number of incorrectly received signal packets
 - Uart Err.: UART reception errors
-

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
-

ROT GOBOS INDEXING

It lets you check whether the rotating gobo wheel gobo indexing procedure should be run, if indexed, "Indexing Active" appears on the display, otherwise "Indexing required!" appears

If necessary, indexing should be activated from the Advanced menu.

NETWORK PARAMS

Lets you view the projector "Network" parameters meaning:

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

It lets you turn the lamp on (ON) or off (OFF) from the projector control panel.

RESET

It lets you reset the projector from the projector control panel.

CHANNEL

It lets you set the channel DMX levels from the projector control panel (value between 0 and 255 bit or between 0% and 100%).

TEST MENU

It lets you test the correct operations of effects using saved Tests.

Available test sequences:

- Pan - Tilt effects (Pan & Tilt)
 - Colour effects (Colour wheels)
 - Beam effects (Stopper-Strobe / Dimmer / Prism / Frost)
 - Gobo effects (Static gobo)
 - All effects
-

ADVANCED MENU

To open the "Advanced Menu", enter the code (1234)

SERVICE MODE

It lets you disable (ON) the projector Beam operating mode.

UP LOAD FIRMWARE

It lets you transfer "firmware" from one projector to all other connected projectors. A confirmation message appears on the display (Are you sure ?) Select YES to confirm or NO to abort this operation.

SETUP MODEL

It lets you change the projector model (operation probably necessary after replacing the CPU during repairs). A confirmation message (Are you sure ?) appears on the display Select YES to confirm (the list of available and selectable projectors appears) or NO to abort this operation.

CALIBRATION

It lets you make small mechanical adjustments on some effects to perfectly align projectors from the control panel.

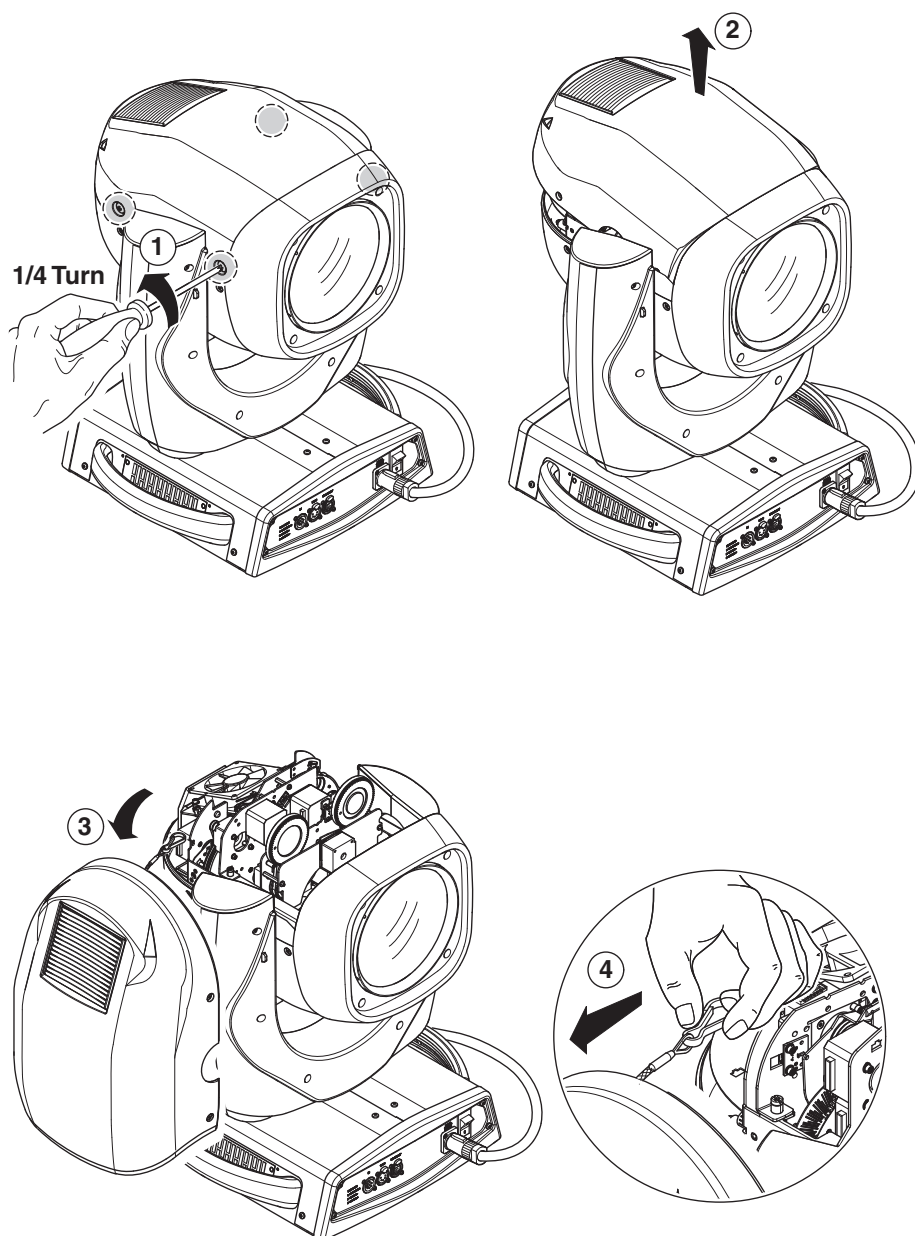
Factory default

It lets you restore default "Calibration" values (128 bit) on all channels.

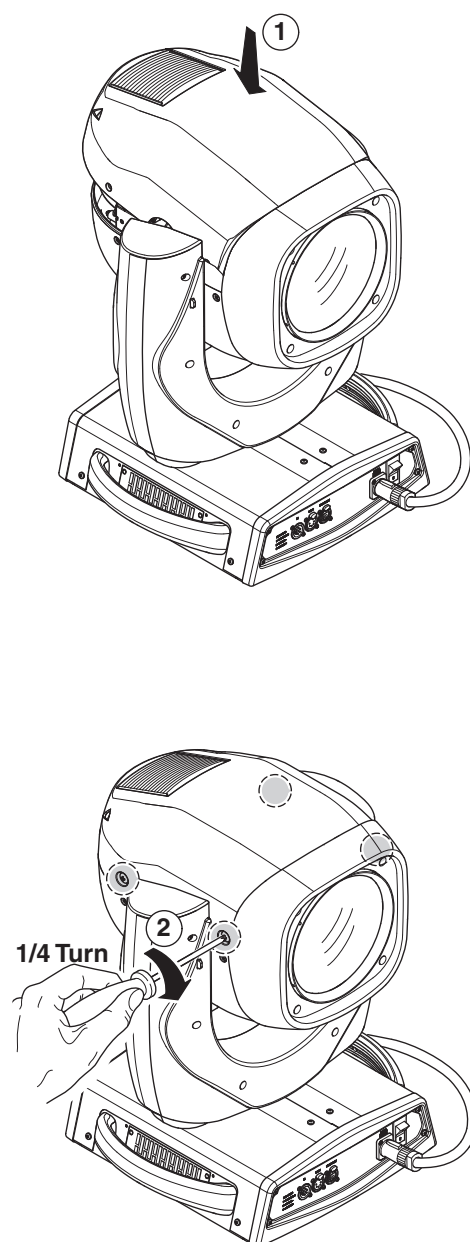
ROT GOBOS INDEXING

It lets you run the rotating gobo wheel gobo indexing procedure. This operation may be necessary after projector maintenance/cleaning.

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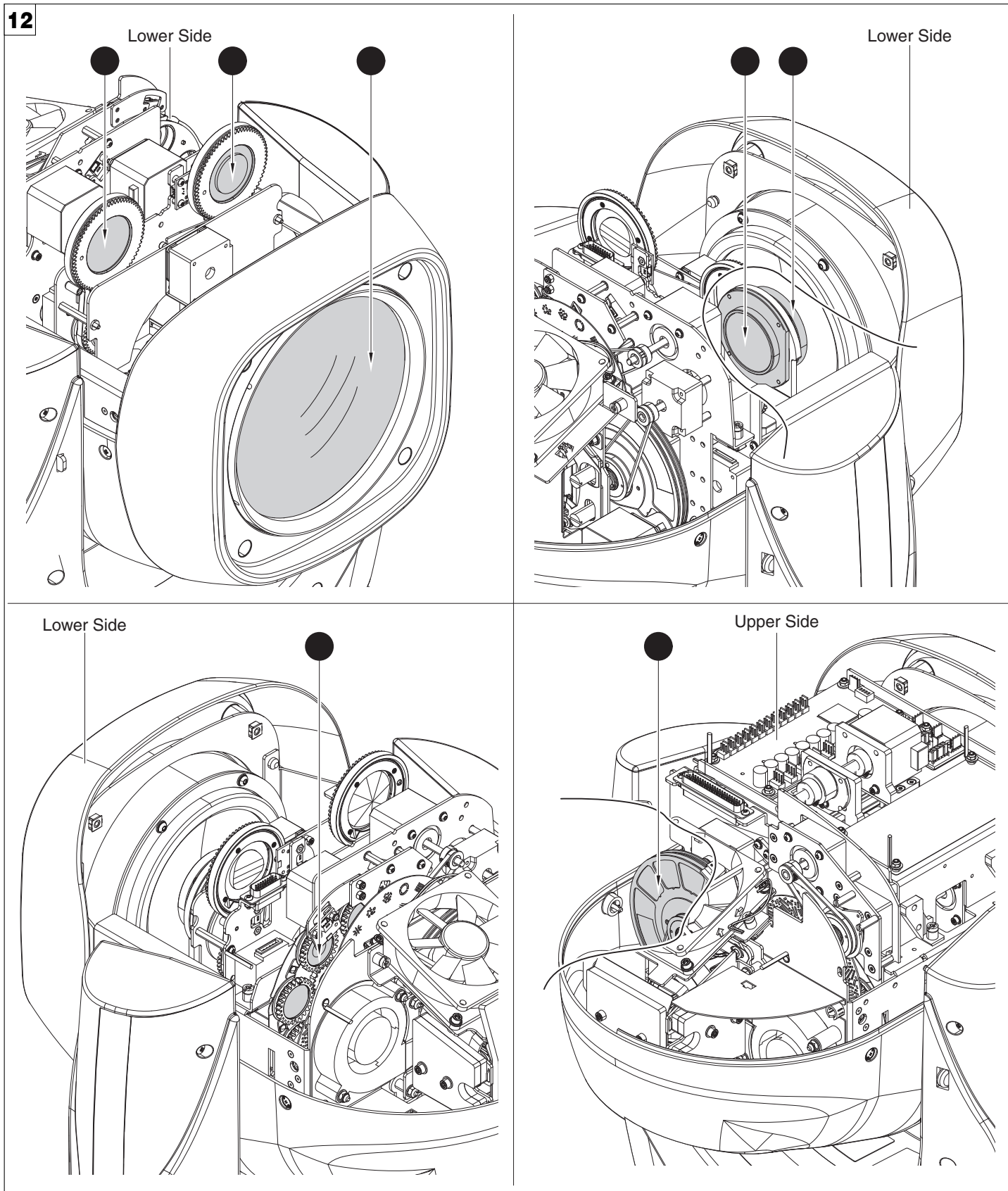


11



Locking and releasing Pan and Tilt movements - Refer to the instructions in the UNPACKING AND PREPARATION section.
Opening the head covers - Fig. 10.

Closing the head covers - Fig. 11.



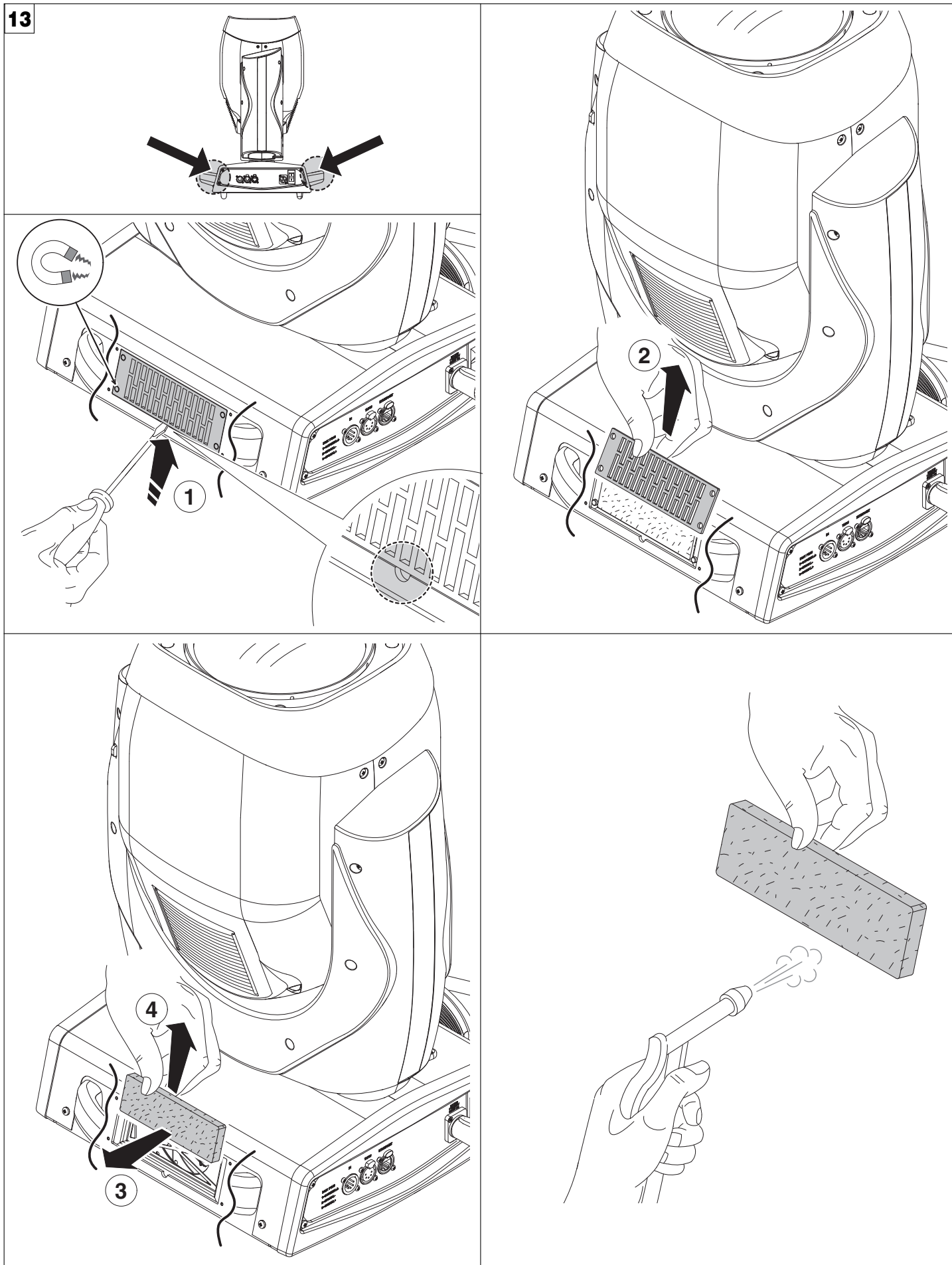
Periodical cleaning - Fig. 12

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:

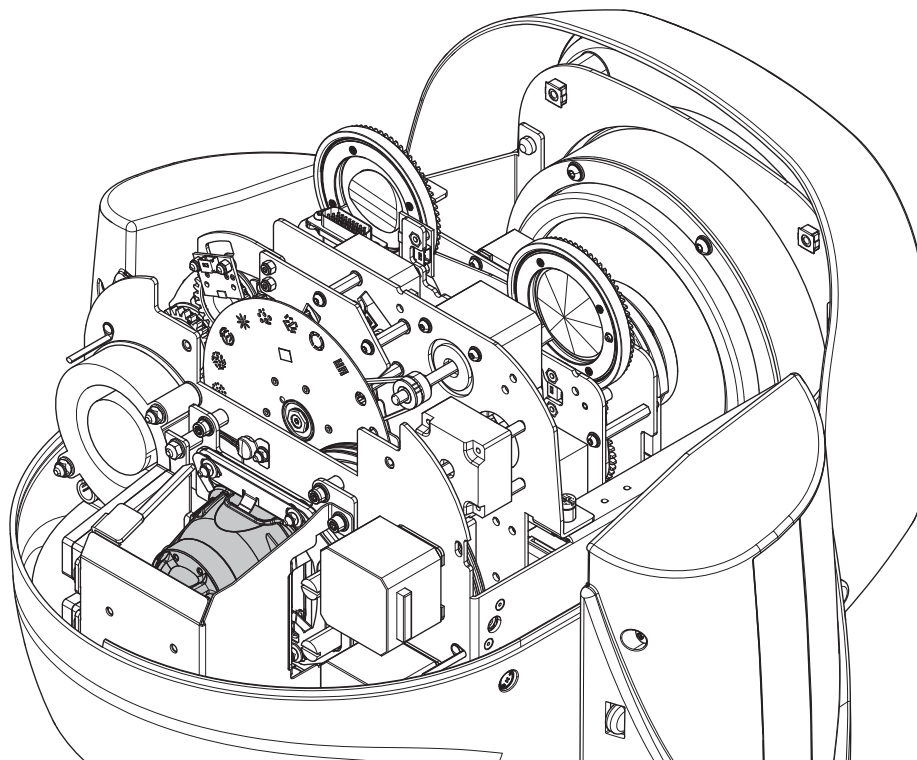
- General cleaning of internal parts.
- Restoring lubrication of all parts subject to friction, using lubricants specifically supplied by Clay Paky.
- General visual check of the internal components, cabling, mechanical parts, etc.
- Electrical, photometric and functional checks; eventual repairs.

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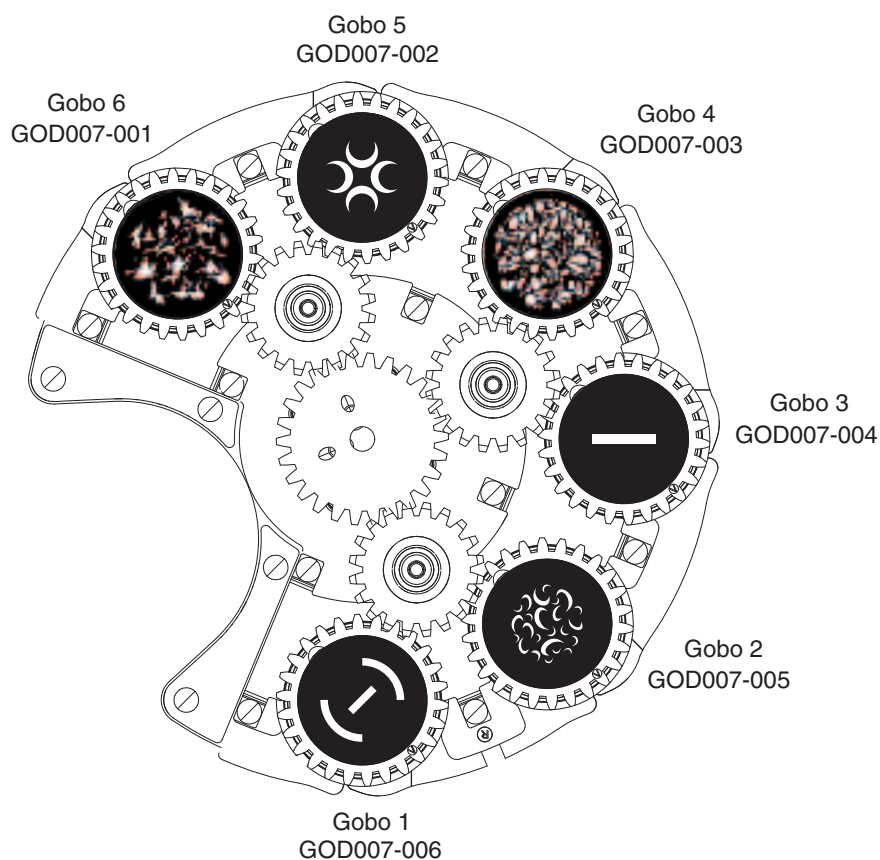
Cleaning of the filters - Fig. 13.

14

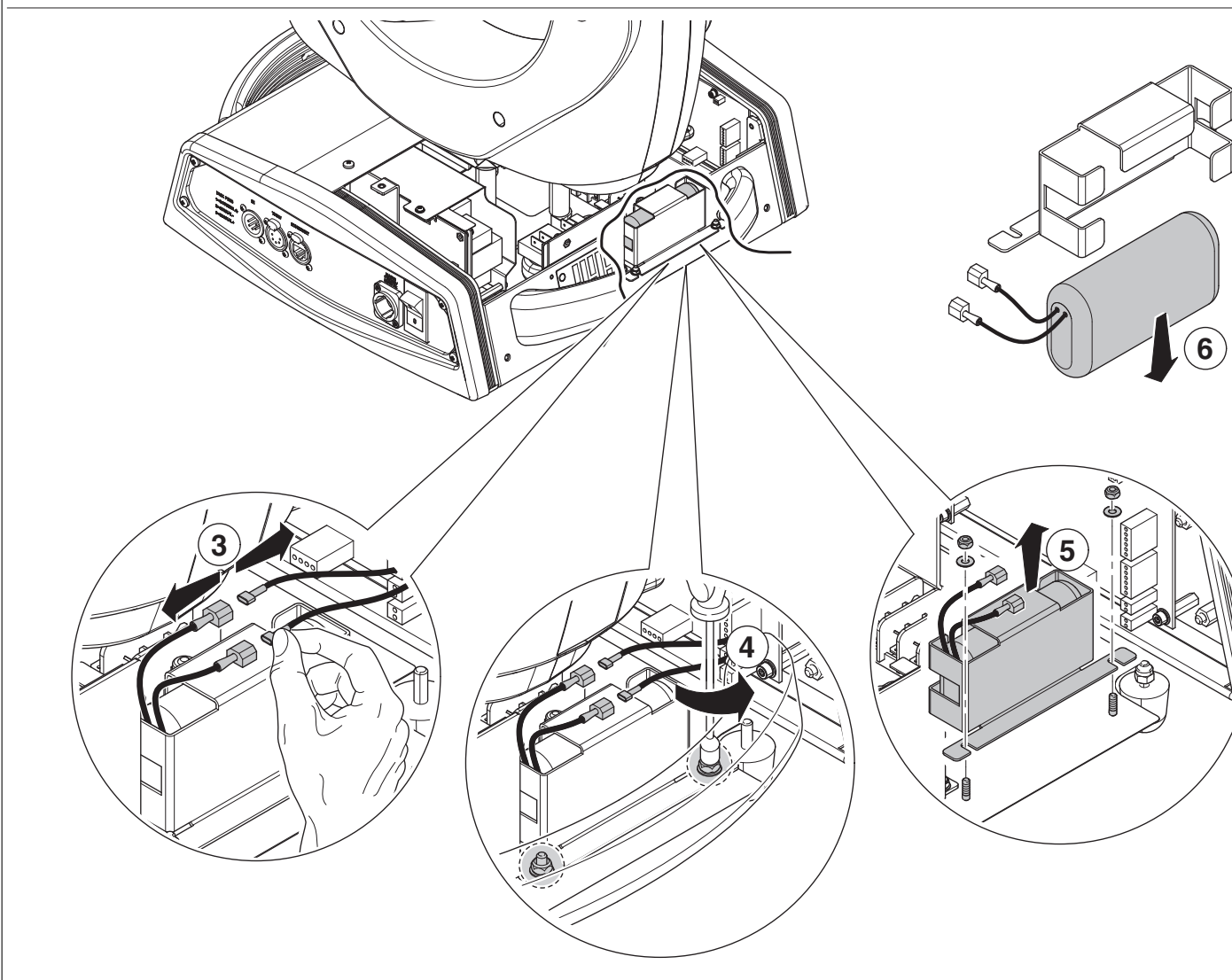
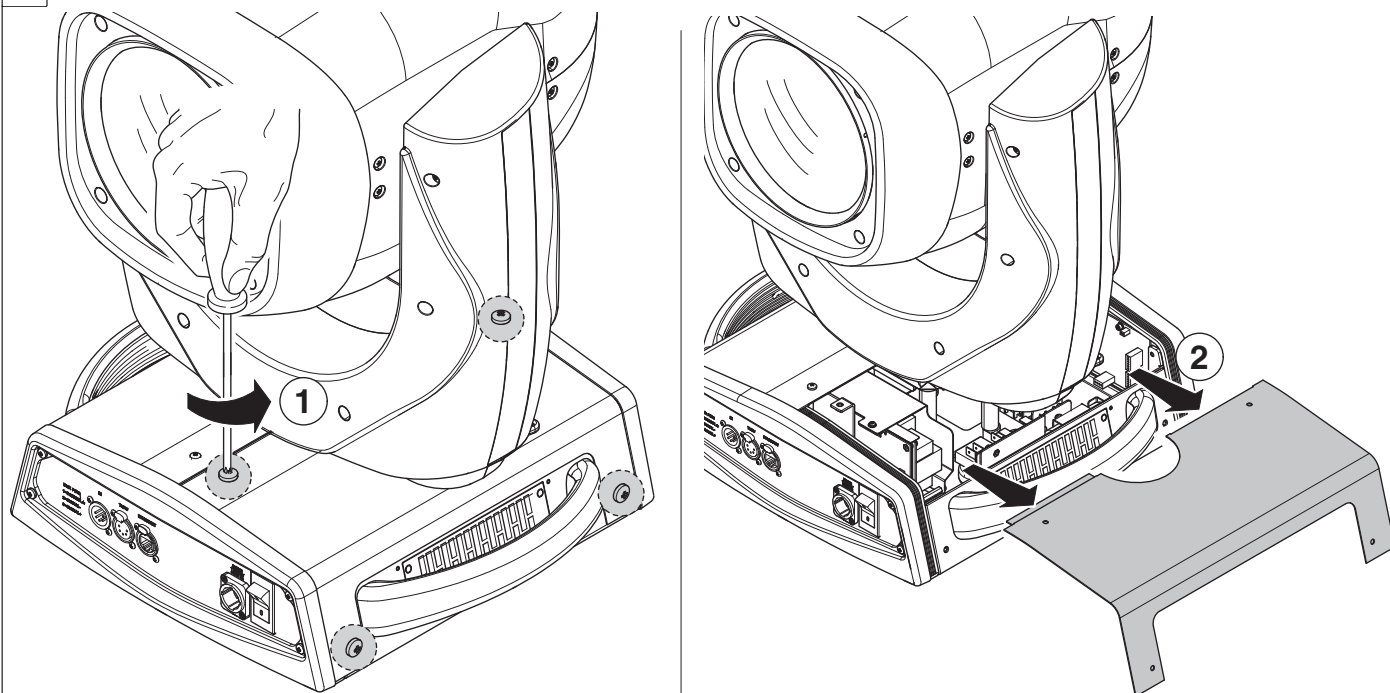
**WARNING:**

- Before switch off the fixture, is necessary to keep closed the dimmer channel for at least 5 seconds, this is to ensure a better working / reliability of the lamp itself (it is recommended to turn off the lamp when it is dimmed).
- The projector needs to be positioned so that the objects hit by the beam of light are at least 18 metres (59'1") from the lens of the projector.
A "Soft filter" is available on the Supersharpy (Channel 4 - Colour1 - DMX bit=50) when this "Soft Filter" is into the beam, the projector can be used at a minimum distance of 12 metres from illuminated objects.

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**ATTENTION:**

- Before use custom gobos contact Clay Paky;
- The original gobos have a special coating designed specifically to resist to the high temperatures in the Prima Supersharpy;
- The rotating gobo wheel only use dichroic glass gobos (it is not possible to use metal gobos);
- For more information contact Clay Paky; - Fig. 15

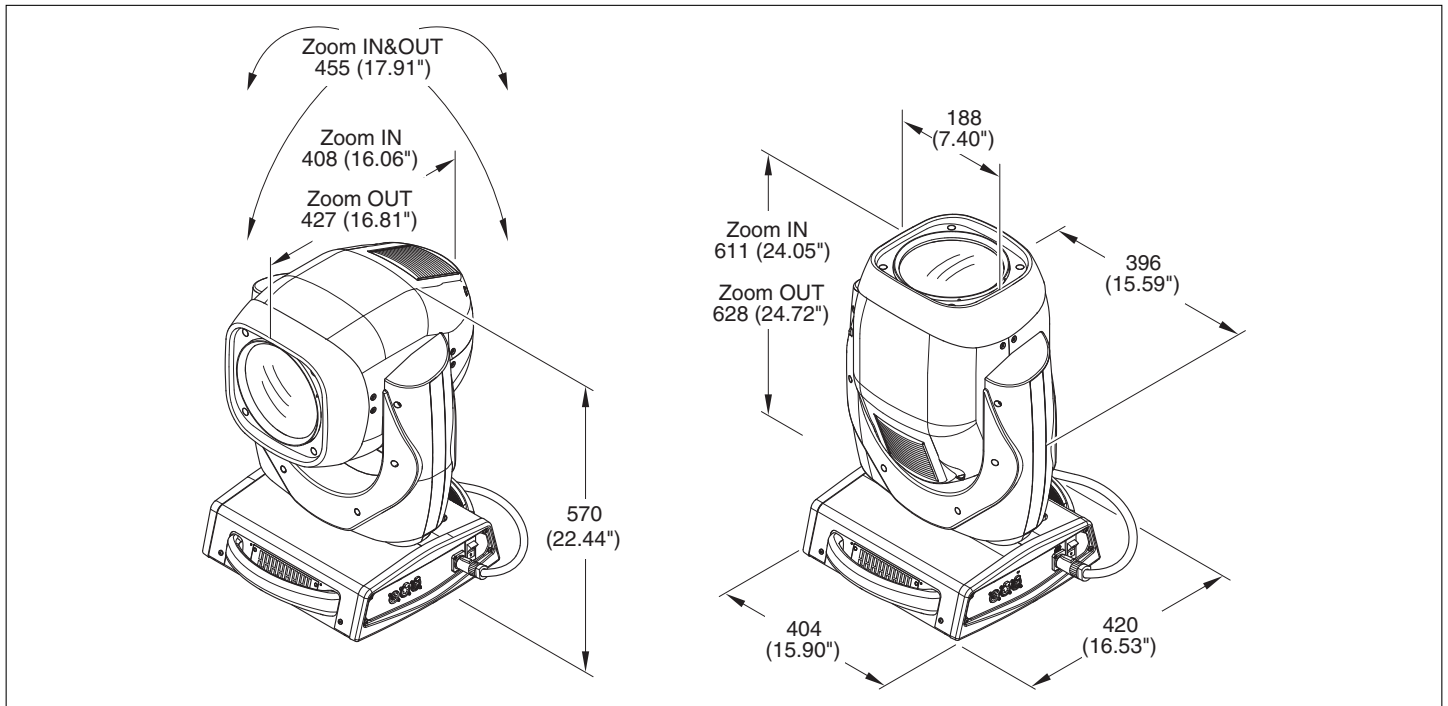


Battery removal - Fig. 16



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

- 115/230V 50/60 Hz
- Automatic Power supply switching

Input power

700VA at 230V 50Hz

Total lumen output

Max 24.000 lumens

Light source

- 470W discharge lamp
- Type: Philips MSD Platinum 20R
- Color Temperature: 7.800 K
- Life: 1,500hrs
- Luminous flux: 23.000 lm
- Cap by faston TM 250 (6.35 mm)

Motors

20 stepper motors, operating with micro-steps, totally microprocessor controlled.

Channels

30 control channels.

Inputs

- DMX 512
- Ethernet

Moving body

Automatic repositioning of PAN and TILT after accidental movement not controlled by control unit.

PAN

- Angle Rotation: 540°
- Fast speed: 3.517 sec
- Normal Speed: 4.038 sec
- Resolution PAN: 2.11°
- Resolution PAN FINE: 0.008°

TILT

- Angle Rotation: 244°
- Fast speed: 2.180 sec
- Normal Speed: 2.274 sec
- Resolution TILT: 0.96°
- Resolution TILT FINE: 0.004°

Weight

32 Kg (70.54 lbs)

IP rating

- IP20
- 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 fans.

Body

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

Working position

- Any Working Position
- Hanging system: with fast-lock omega clamps (1/4 turn) on the base

Optics

- 157mm diam. front lens
- Electronic focusing for a perfectly sharp light beam along its entire length
- Zoom ranging from 4,5° to 30,8° for fixed gobos sharp focusing
- Zoom range from 6,5° to 47,3° for rotating gobos sharp focusing
- BEAM mode with 2,5° aperture and "pipe" effect

Color system

- CMY color system based on 3 gradually fading color wheels
- 11 color filters on three wheels
- 2 CT0 filters (3,200K and 2,500K) + 1 CTB filter

Effects section

- 2 gobo wheels
- Wheel with 6 HQ dichroic, indexable and interchangeable rotating gobos.

- Interchangeable and variable rotation wheel with 18+1 fixed metal gobos (including 6 beam reducers).
- Selectable gobo-shake function

- Advanced Visual Effect Disc (Animation disc)
- 2 indexable and interchangeable rotating prisms (8-facet and linear prism)
- Frost unit to soften the beam edge
- 0-100% Mechanical dimmer
- Mechanical shutter and adjustable speed strobe effect

Control and programming:

- 30/34 DMX 512 control channels
- DMX protocol signal: USITT DMX 512
- Display: Graphic LCD backlit b/w Display
- Pan/Tilt Resolution: 16 bit
- Gobo Indexing Resolution: 16 bit
- Focus Indexing Resolution: 16 bit
- Dimmer Resolution: 16 bit
- Movement control: vectorial
- DMX signal connection: 3 and 5 pole XLR input and output
- Software upload through DMX input

Electronics

- Long life self-charging buffer battery.
- Pre-set macros.
- Function reset from control unit
- ON/OFF lamp control from the lighting desk.
- Function reset from the lighting desk.
- ETHERNET Ready.
- Electronic monitoring with status error
- Cooling system monitoring
- DMX level monitoring on all channels
- Internal data transmission diagnostics
- Firmware Upgrade with no power
- Firmware upload from another fixture

CE marking:

- In conformity with the European Directives:
- 2006/95/CE - Low Voltage Directive (LVD)
- 2004/108/CE – Electro Magnetic Compatibility Directive (EMC)
- 2011/65/UE - Restriction of Hazardous Substances Directive (RoHS)

CAUSE AND SOLUTION OF PROBLEMS

THE PROJECTOR WILL NOT SWITCH ON					PROBLEMS
ELECTRONICS NON-OPERATIONAL					
DEFECTIVE PROJECTION					
REDUCED LUMINOSITY					
POSSIBLE CAUSES				CHECKS AND REMEDIES	
●			No mains supply.	Check the power supply voltage.	
●		●	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

MYTHOS

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%).

CHANNEL	CHANNEL MODE	
	STANDARD	VECTOR
1	CYAN COLOUR WHEEL	CYAN COLOUR WHEEL
2	MAGENTA COLOUR WHEEL	MAGENTA COLOUR WHEEL
3	YELLOW COLOUR WHEEL	YELLOW COLOUR WHEEL
4	COLOUR 1	COLOUR 1
5	COLOUR 2	COLOUR 2
6	COLOUR 3	COLOUR 3
7	STOPPER / STROBE	STOPPER / STROBE
8	DIMMER	DIMMER
9	DIMMER FINE	DIMMER FINE
10	STATIC GOBO CHANGE	STATIC GOBO CHANGE
11	ANIMATION DISK INSERTION	ANIMATION DISK INSERTION
12	ANIMATION DISK ROTATION	ANIMATION DISK ROTATION
13	ROTATING GOBO SELECT	ROTATING GOBO SELECT
14	GOBO ROTATION	GOBO ROTATION
15	FINE GOBO ROTATION	FINE GOBO ROTATION
16	PRISMS INSERTION	PRISMS INSERTION
17	PRISMS ROTATION	PRISMS ROTATION
18	FROST	FROST
19	ZOOM	ZOOM
20	FOCUS	FOCUS
21	FOCUS FINE	FOCUS FINE
22	BEAM MODE	BEAM MODE
23	PAN	PAN
24	FINE PAN	FINE PAN
25	TILT	TILT
26	FINE TILT	FINE TILT
27	FUNCTION	FUNCTION
28	RESET	RESET
29	LAMP CONTROL	LAMP CONTROL
30	MACRO EFFECTS	MACRO EFFECTS
31	-	PAN-TILT TIME
32	-	COLOUR TIME
33	-	BEAM TIME
34	-	GOBO TIME

Channel Mode		DMX Value	Function
Standard	Vector		
1	1		CYAN COLOUR WHEEL
		0 - 255	Linear Cyan movement
2	2		MAGENTA COLOUR WHEEL
		0 - 255	Linear Magenta movement
3	3		YELLOW COLOUR WHEEL
		0 - 255	Linear Yellow movement
4	4		COLOUR 1
		0	Empty position
		28	Empty + Soft Filter
		50	Soft Filter
		80	Soft Filter + Lavender
		100	Lavender
		129	Lavender + CTO 3200K
		150	CTO 3200K
		181	CTO 3200K + CTO 2500K
		204	CTO 2500K
		235	CTO 2500K + Blue Wood (UV Filter)
		255	Blue Wood (UV Filter)
5	5		COLOUR 2
		0	Empty position
		28	Empty + Dark Green
		50	Dark Green
		75	Dark Green + CTB
		100	CTB
		129	CTB + Dark Blue
		150	Dark Blue
		178	Dark Blue + H.M.Green
		200	H.M.Green
		235	H.M.Green + Dark Red
		255	Dark Red

Channel Mode		DMX Value	Function
Standard	Vector		
6	6		COLOUR 3
		0	Empty position
		28	Empty + Light Green
		50	Light Green
		77	Light Green + Pink
		100	Pink
		129	Pink + Aquamarine
		150	Aquamarine
		181	Aquamarine + Dark Orange
		200	Dark Orange
		231	Dark Orange + Light Orange
		255	Light Orange
7	7		STOPPER / STROBE
		0 - 3	Light OFF
		4 - 103	Strobe at linearly variable frequency from low (1 flash/sec) to high (12 flashes/sec)
		104 - 107	Light ON
		108 - 207	Pulsation at linearly variable speed from slow (0.5 flash/sec) to fast (25 flashes/sec)
		208 - 212	Light ON
		213 - 225	Random Strobe at low frequency
		226 - 238	Random Strobe at medium frequency
		239 - 251	Random Strobe at high frequency
		252 - 255	Light ON
8	8		DIMMER
		0 - 255	Light output linearly increase from no-light to maximum brightness. Dimmer blades move from totally closed to totally open in 0.02 seconds at maximum speed.
9	9		DIMMER FINE
		0 - 255	Fine Dimmer positioning

Channel Mode		DMX Value	Function
Standard	Vector		
10	10		STATIC GOBO CHANGE
		0	Empty position
		4	Gobo 1
		8	Gobo 2
		12	Gobo 3
		16	Gobo 4
		19	Gobo 5
		23	Gobo 6
		27	Gobo 7
		31	Gobo 8
		35	Gobo 9
		38	Gobo 10
		42	Gobo 11
		46	Gobo 12
		50	Gobo 13
		54	Gobo 14
		57	Gobo 15
		61	Gobo 16
		65	Gobo 17
		69	Gobo 18
		72 - 113	Continuous gobo wheel clockwise rotation at linearly variable speed from fast (60 rpm) to slow (5 rpm)
		114 - 117	Stop rotation
		118 - 159	Continuous gobo wheel counter-clockwise rotation at linearly variable speed from slow (5 rpm) to fast (60 rpm)
		160 - 165	Gobo 1 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		166 - 170	Gobo 2 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		171 - 175	Gobo 3 shakes at variable speed from slow (24 bpm) to fast (600 bpm)
		176 - 181	Gobo 4 shakes ...
		182 - 186	Gobo 5 shakes ...
		187 - 191	Gobo 6 shakes ...
		192 - 197	Gobo 7 shakes ...
		198 - 202	Gobo 8 shakes ...
		203 - 207	Gobo 9 shakes ...
		208 - 214	Gobo 10 shakes ...
		215 - 218	Gobo 11 shakes ...
		219 - 223	Gobo 12 shakes ...
		224 - 229	Gobo 13 shakes ...
		230 - 234	Gobo 14 shakes ...
		235 - 239	Gobo 15 shakes ...
		240 - 245	Gobo 16 shakes ...
		246 - 250	Gobo 17 shakes ...
		251 - 255	Gobo 18 shakes ...

Channel Mode		DMX Value	Function
Standard	Vector		
11	11		ANIMATION DISK INSERTION
		0 - 255	Linear Animation Disk Insertion
12	12		ANIMATION DISK ROTATION
		0 - 124	Continuous animation disk clockwise rotation at linearly variable speed from fast (120 rpm) to slow (4.4 rph)
		125 - 130	Stop rotation
		131 - 255	Continuous animation disk counter-clockwise rotation at linearly variable speed from slow (4.4 rph) to fast (120 rpm)
13	13		ROTATING GOBO SELECT
		0 - 18	Empty position
		19 - 37	Gobo 1
		38 - 56	Gobo 2
		57 - 74	Gobo 3
		75 - 92	Gobo 4
		93 - 111	Gobo 5
		112 - 129	Gobo 6
		130 - 150	Gobo 1 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		151 - 171	Gobo 2 shakes at variable speed from slow (xx bpm) to fast (xx bpm)
		172 - 192	Gobo 3 shakes ...
		193 - 213	Gobo 4 shakes ...
		214 - 234	Gobo 5 shakes ...
		235 - 255	Gobo 6 shakes ...
14	14		GOBO ROTATION
		0 - 21	Gobo indexing: 0° to 90° range
		21 - 42	Gobo indexing: 90° to 180° range
		42 - 63	Gobo indexing: 180° to 270° range
		63 - 84	Gobo indexing: 270° to 360° range
		84 - 105	Gobo indexing: 360° to 450° range
		105 - 127	Gobo indexing: 450° to 540° range
		128 - 190	Continuous gobo rotation at linearly variable speed from fast (180 rpm) to slow (2.2 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous gobo rotation at linearly variable speed from slow (2.2 rpm) to fast (180 rpm)
15	15		FINE GOBO ROTATION
		0 - 255	Fine Gobo Indexing
16	16		PRISM INSERTION
		0 - 10	Prism out
		11 - 132	Prism 1 into the light beam
		133 - 255	Prism 2 into the light beam

Channel Mode		DMX Value	Function
Standard	Vector		
17	17		PRISMS ROTATION
		0 - 21	Prism indexing: 0° to 90° range
		21 - 42	Prism indexing: 90° to 180° range
		42 - 63	Prism indexing: 180° to 270° range
		63 - 84	Prism indexing: 270° to 360° range
		84 - 105	Prism indexing: 360° to 450° range
		105 - 127	Prism indexing: 450° to 540° range
		128 - 190	Continuous prism rotation at linearly variable speed from fast (43 rpm) to slow (1.1 rph)
		191 - 192	Stop rotation
		193 - 255	Continuous prism rotation at linearly variable speed from slow (1.1 rpm) to fast (43 rpm)
18	18		FROST
		0 - 255	Frost moves linearly into the light beam Frost blades move from no-diffusion to maximum diffusion in 0.02 seconds at maximum speed.
19	19		ZOOM
		0 - 255	Zoom linearly moves from narrow to wide beam
20	20		FOCUS
		0 - 255	Focus moves linearly from far to near position. Focus lenses move from farthest to nearest position in 1.11 seconds at maximum speed.
21	21		FOCUS FINE
		0 - 255	Fine Focus positioning
22	22		BEAM MODE
		0 - 127	Zoom / Autofocus mode
		128 - 255	Beam Mode
			<i>ZOOM effect (channel 18) disabled if BEAM MODE is working</i>
23	23		PAN
		0 - 255	Pan movement/positioning from 0° to 540° <ul style="list-style-type: none"> • Fast Speed: 3.517 sec • Normal Speed: 4.038 sec
24	24		FINE PAN
		0 - 255	Fine Pan positioning
25	25		TILT
		0 - 255	Tilt movement/positioning from 0° to 244° <ul style="list-style-type: none"> • Fast Speed: 2.180 sec • Normal Speed: 2.274 sec
26	26		FINE TILT
		0 - 255	Fine Tilt positioning

Channel Mode		DMX Value	Function
Standard	Vector		
27	27		FUNCTION
		0 - 11	Unused range
		12 - 24	Fast Pan / Tilt speed (default)
		25 - 37	Normal Pan / Tilt speed
		38 - 50	Conventional Dimmer curve
		51 - 62	Linear Dimmer curve (default)
		63 - 75	CMY Full Range (default)
		76 - 87	CMY Limited range
		88 - 101	CMY shortcut ON (default)
		102 - 114	CMY shortcut OFF
		115 - 255	Unused range
			The functions are activated/selected passing through the unused levels range and staying in the necessary range for 5 seconds.
28	28		RESET
		0 - 25	Unused range
		26 - 76	Zoom Reset Zoom Reset sequence is activated passing through the unused levels range and staying in this range for 5 seconds
		77 - 127	Pan / Tilt Reset Pan/Tilt Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
		128 - 255	Complete Reset All-effects Reset sequence passing through the unused levels range and staying in this range for 5 seconds.
29	29		LAMP CONTROL
		0 - 25	Unused range
		26 - 100	Lamp OFF Lamp switch-off passing through the unused levels range and staying in this range for 5 seconds.
		101 - 255	Lamp ON Lamp switch-on passing through the unused levels range and staying in this range for 5 seconds.
30	30		MACRO EFFECTS
		0 – 7	Macro OFF
		8 – 11	Standby
		12 – 15	Standby black
		16 – 45	Zoom IN Faded
		46 – 75	Zoom OUT Faded
		76 – 105	Zoom IN OUT
		106 – 135	Standby Black 1
		136 – 165	Zoom IN Faded Random
		166 – 195	Zoom OUT Faded Random
		196 – 225	Zoom IN OUT Random
		226 - 255	Standby Black 2
-	31		PAN-TILT TIME
			Pan - Fine Pan - Tilt - Fine Tilt
-	32		COLOUR TIME
			Cyan - Magenta – Yellow
-	33		BEAM TIME
			Dimmer - Frost - Prism – Focus - Zoom
-	34		GOBO TIME
			Static Gobo – Rotating Gobo

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	12
56	13
57	14
58	15
59	16
60	17
61	18
62	19
63	20
64	21
65	22
66	23
67	24
68	25
69	26
70	27
71	28
72	29
73	30
74	31
75	32
76	33
77	34
78	35
79	36
80	37
81	38
82	39
83	40
84	41
85	42

BIT	Seconds
86	24
87	25
88	26
89	27
90	28
91	29
92	30
93	31
94	32
95	33
96	34
97	35
98	36
99	37
100	38
101	39
102	40
103	41
104	42
105	43
106	44
107	45
108	46
109	47
110	48
111	49
112	50
113	51
114	52
115	53
116	54
117	55
118	56
119	57
120	58
121	59
122	60
123	61
124	62
125	63
126	64
127	65
128	66

BIT	Seconds
129	41
130	42
131	43
132	44
133	45
134	46
135	47
136	48
137	49
138	50
139	51
140	52
141	53
142	54
143	55
144	56
145	57
146	58
147	59
148	60
149	61
150	62
151	63
152	64
153	65
154	66
155	67
156	68
157	69
158	70
159	71
160	72
161	73
162	74
163	75
164	76
165	77
166	78
167	79
168	80
169	81
170	82
171	83

BIT	Seconds
172	58
173	59
174	60
175	61
176	62
177	63
178	64
179	65
180	66
181	67
182	68
183	69
184	70
185	71
186	72
187	73
188	74
189	75
190	76
191	77
192	78
193	79
194	80
195	81
196	82
197	83
198	84
199	85
200	86
201	87
202	88
203	89
204	90
205	91
206	92
207	93
208	94
209	95
210	96
211	97
212	98
213	99
214	100
215	101

BIT	Seconds
216	170
217	180
218	190
219	200
220	210
221	220
222	230
223	240
224	250
225	260
226	270
227	280
228	290
229	300
230	310
231	320
232	330
233	340
234	350
235	360
236	370
237	380
238	390
239	400
240	410
241	420
242	430
243	440
244	450
245	460
246	470
247	480
248	490
249	500
250	510
251	520
252	530
253	540
254	550
255	Follow cue Data

