CLAY PAKY

AN OSRAM BUSINESS

A.LEDA B-EYE K10 EASY
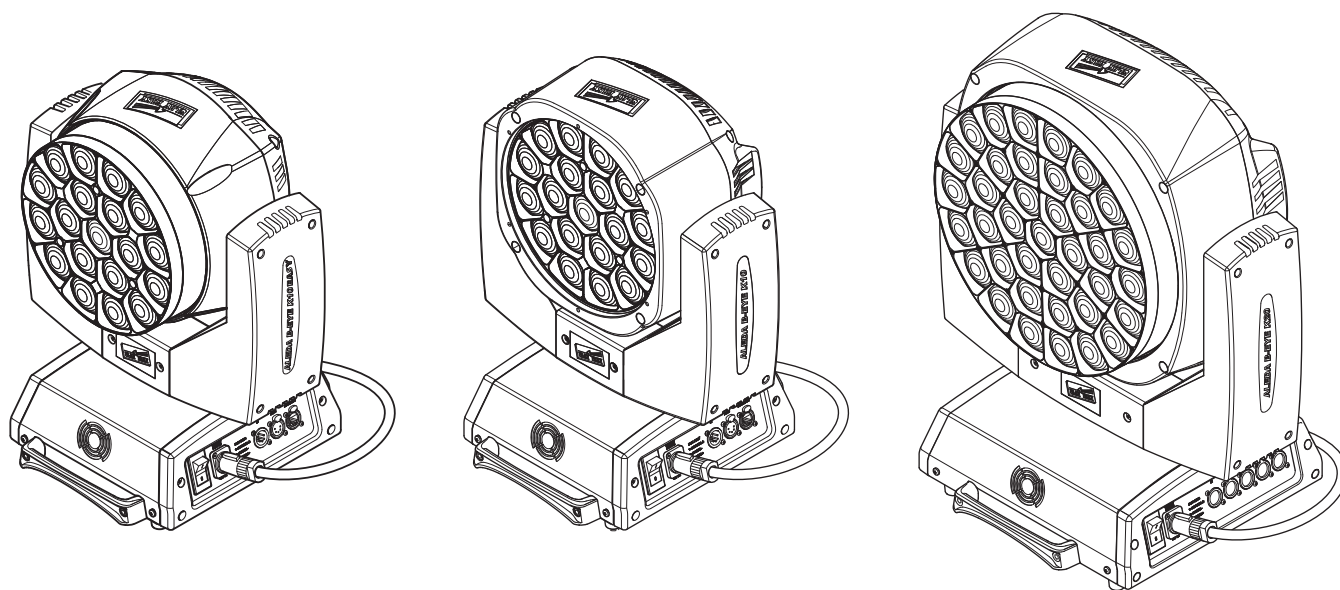C61415

A.LEDA B-EYE K10
C61419

A.LEDA B-EYE K20
C61420

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.

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: [FIS00J – Safety Information A.leda B-EYE]

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: [FIS00J – Safety Information A.leda B-EYE]

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:
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Ref: [FIS00J – Safety Information A.leda B-EYE]

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
Ref: [FIS00J – Safety Information A.leda B-EYE]

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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:
http://www.claypaky.it/en/download
Réf. : [FIS00J – Safety Information A.leda B-EYE]
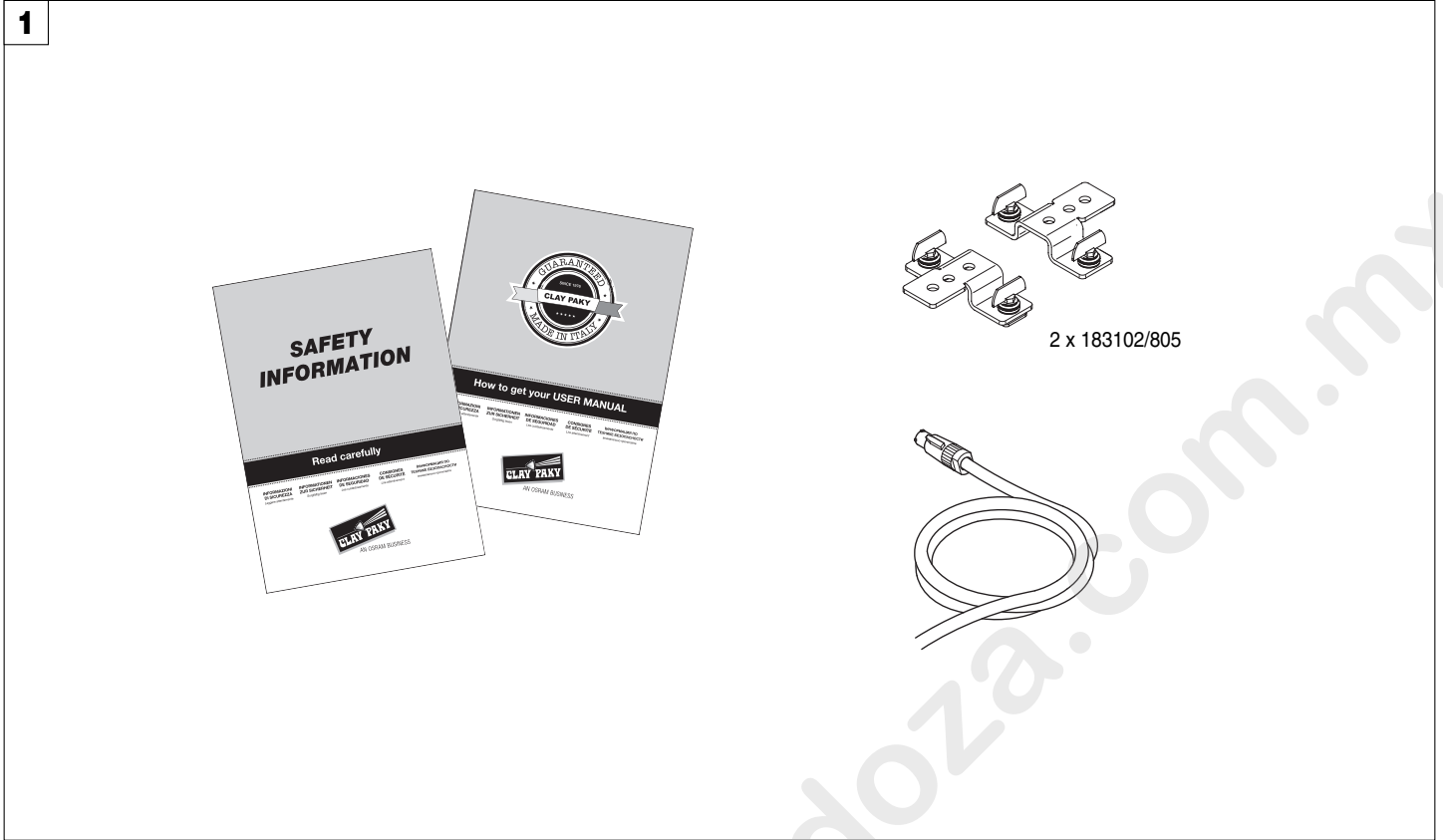
RU

ИНСТРУКЦИЮ ПО ТЕХНИКЕ БЕЗОПАСНОСТИ
ВАЖНО: Clay Paky рекомендует внимательно прочитать и сохранить инструкцию по технике безопасности данного изделия, которая всегда доступна в электронном формате по следующей ссылке:
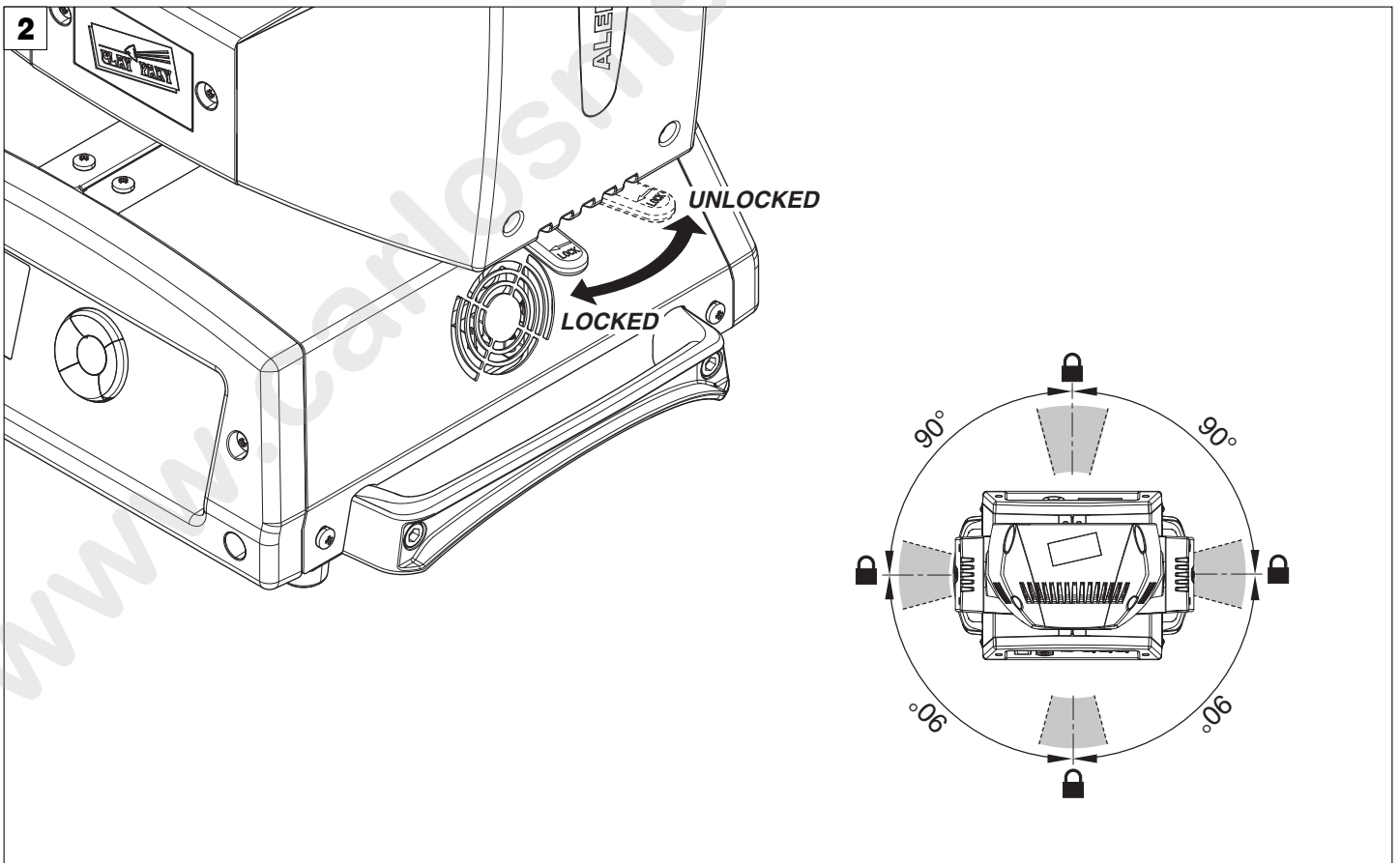**http://www.claypaky.it/en/download**
Наименование: [FIS00J – Safety Information A.leda B-EYE]

1

2 x 183102/805

Packing contents - Fig. 1

2

UNLOCKED

LOCKED

90° 90°

90° 90°

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

3
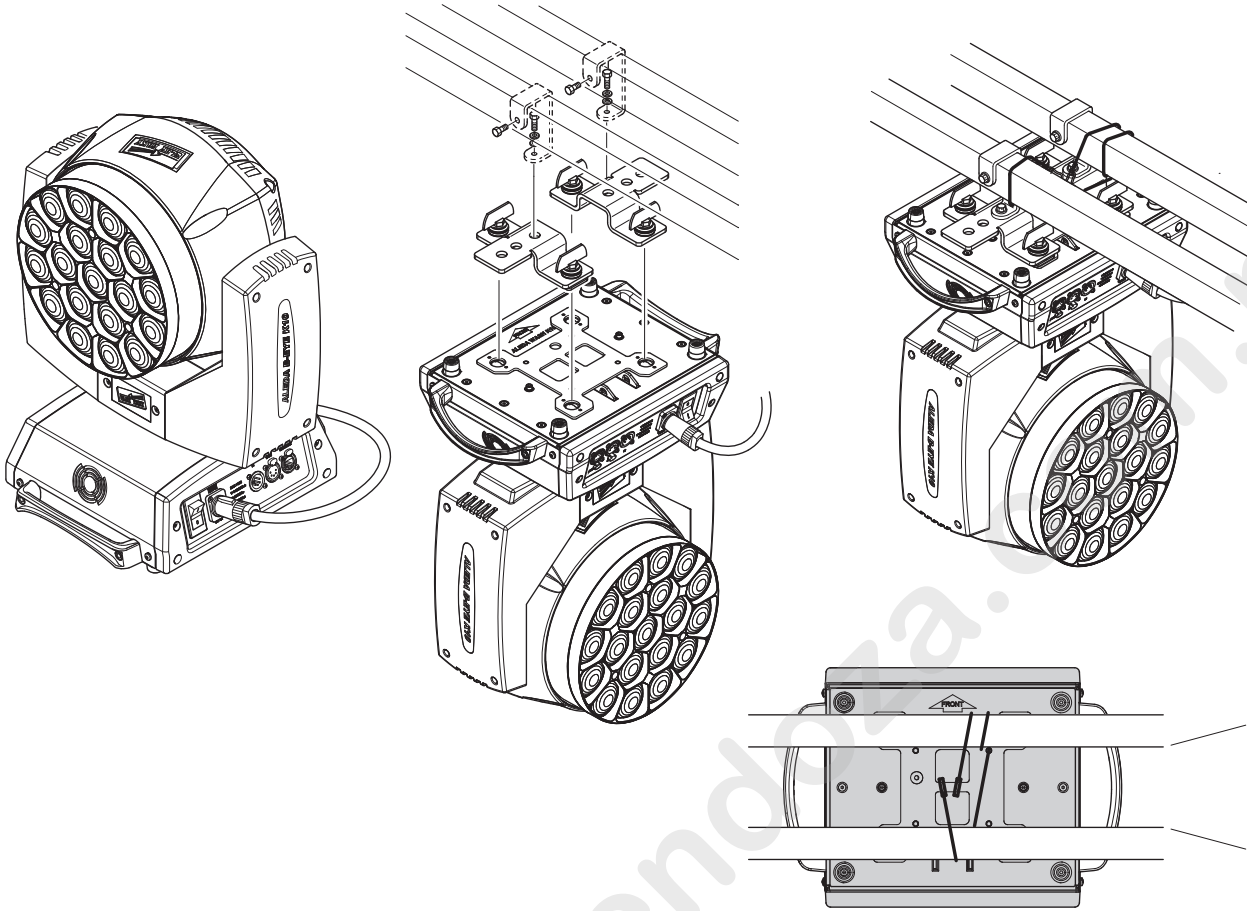
Installing the projector - Fig. 3
The projector can be installed on the floor resting on special rubber feet, on a truss or on the ceiling or wall.
WARNING: *with the exception of when the projector is positioned on the floor, the safety cable must be fitted. (Cod. 105041/003 available on request).*
This must be securely fixed to the support structure of the projector and then connected to the fixing point at the centre of the base.

4
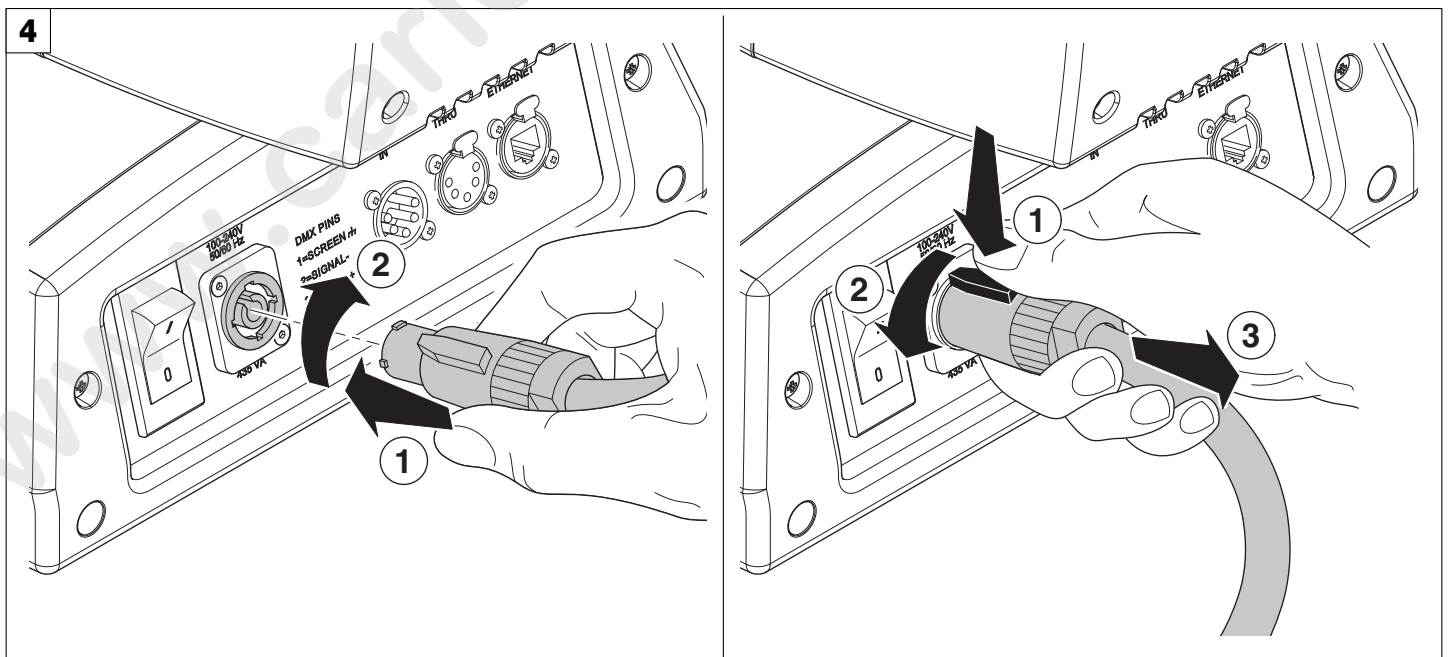
Connecting and disconnecting power cable - Fig. 4

Connecting to the mains supply - Fig. 5

Connecting to the control signal line (DMX) - Fig. 6
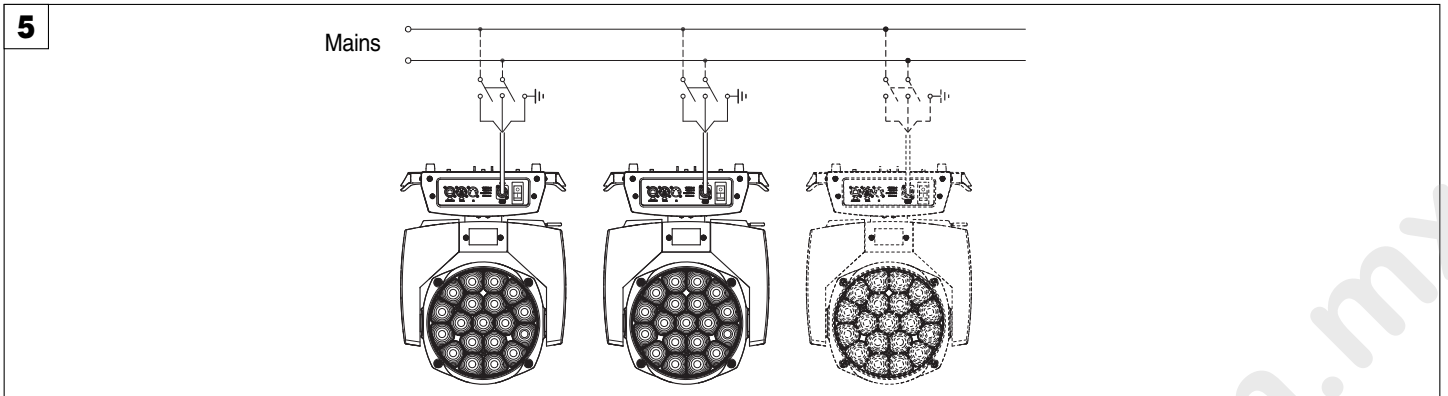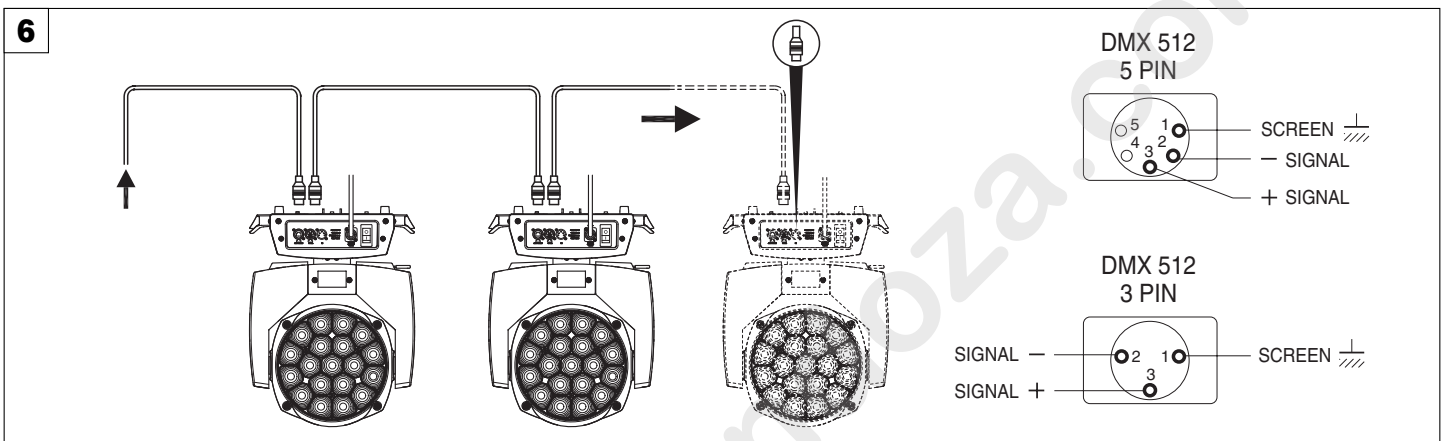Use a cable conforming to specifications EIA RS-485: 2-pole twisted, shielded, 120Ohm characteristic impedance, 22-24 AWG, low capacity. Do not use microphone cable or other cable with characteristics differing from those specified. The end connections must be made using XLR type 3 or 5-pin male/female connectors. A terminating plug must be inserted into the last projector with a resistance of 120Ohm (minimum 1/4 W) between terminals 2 and 3.
IMPORTANT: The wires must not make contact with each other or with the metal casing of the connectors. The casing itself must be connected to the shield braid and to pin 1 of the connectors.
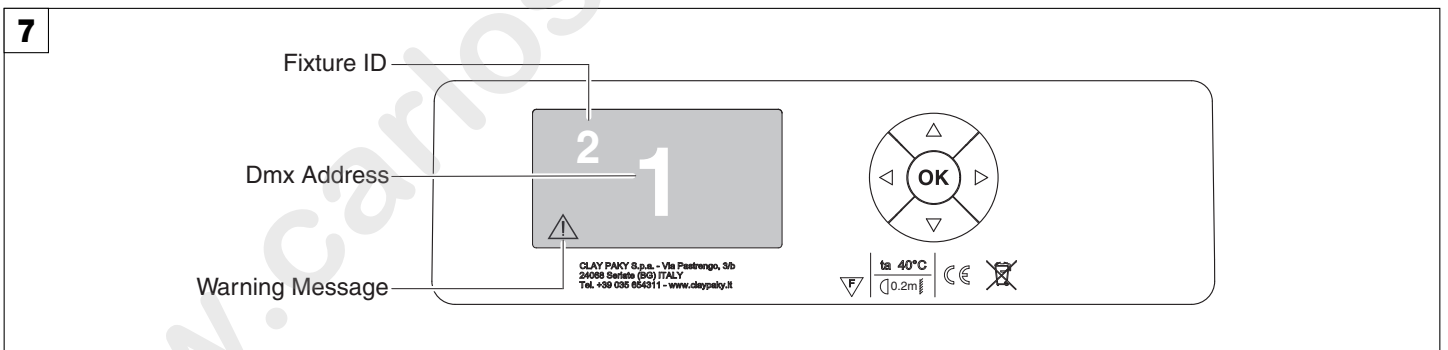
Switching on the projector - Fig. 7
Press the switch. The projector starts resetting the effects. At the same time, the following information scrolls on the display:

Model **A.leda B-EYE**	**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 128 bit - Tilt 128 bit). The control panel (Fig. 7) has a display and buttons for the complete programming and management of the projector menu. The display can be in one of two conditions: rest status and setting status. When it is in the rest status, the display shows the projector's DMX address and the Fixture ID address (if set).
During menu setting status, after a wait time (about 30 seconds) without any key having been pressed, the display automatically returns to rest status. It should be noted than when this condition occurs, any possible value that has been modified but not yet confirmed with the ⊛ key will be cancelled.

8
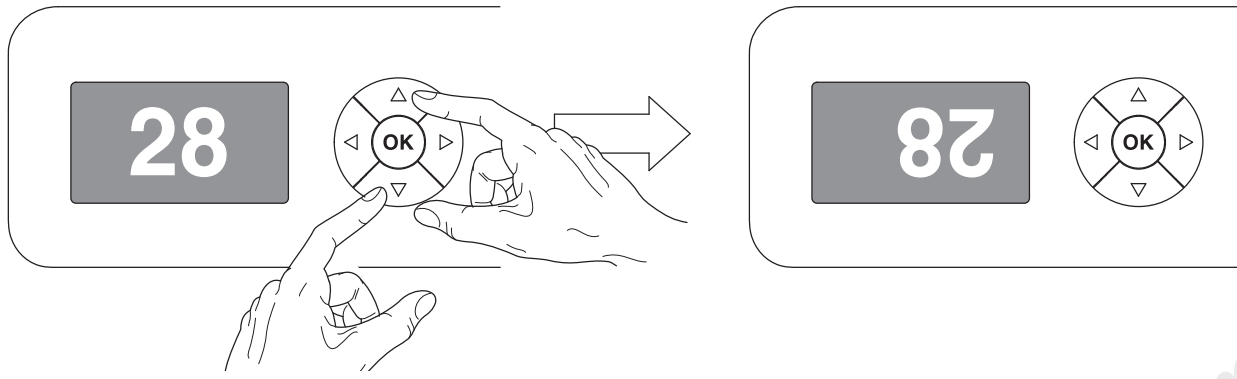
Reversal of the display - Fig. 8

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

Setting the projector starting address

On each projector, the starting address must be set for the control signal (addresses from 1 to 512).
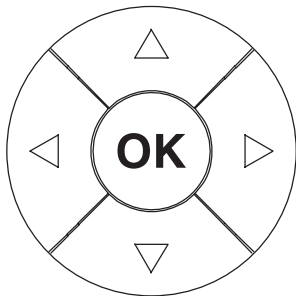
The address can also be set with the projector switched off.

Setting the 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.

XXX = default value

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

Main Menu	Level 1	Level 2	Level 3	Choices / *Values*
OPTION	Pan / Tilt	Invert Pan	→	On / Off
		Invert Tilt	→	On / Off
		Swap Pan-Tilt	→	On / Off
		Encoder Pan-Tilt	→	On / Off
		P/T Homing mode	→	Standard 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 %
	Silent Mode	→	→	Standard Quiet
	Fan Speed Mode	→	→	Auto Full
	Display	→	→	On / Off
	Special Functions	Pan/Tilt speed	→	Normal Fast
		Dimmer curve	→	Curve 1 Curve 2 Curve 3 Curve 4
		RGB Gamma	→	Gamma 1.0 Gamma 1.5 Gamma 2.0
		Halogen Mode	→	Halogen OFF Halogen Lamp 1 Halogen Lamp 2 Halogen Lamp 3 Halogen Lamp 4 Halogen Lamp 5
	Setting	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
	LED Energy Tot	Total Hours	→	Read
		Partial Hours	→	Read / Reset
	System Version	Aleda fw	→	Fw.rev.
		CPU board	→	Hw.rev.
		com.dev	→	Fw.rev.
		0:PT-3f	→	Fw.rev. / Hw.rev.
		1:Ld-k20	→	Fw.rev. / Hw.rev.
	Board Diagnostic	0:PT-3f	→	Status / Err%
		1:Ld-k20	→	Status / Err%
	DMX Monitor	Channels	→	*Value / Percentage*
	Fans Monitor	PwrSp	→	Speed (RPM)
		PwrSp	→	Speed (RPM)
		Head	→	Speed (RPM)
	Sensor Status	Pan	→	ON / OFF / n.a.
		Tilt	→	ON / OFF / n.a.
		Zoom Rotation	→	ON / OFF / n.a.
		Zoom	→	ON / OFF / n.a.
	Network parameters	→	→	IP Address
		→	→	IP Mask
		→	→	MAC Address
MANUAL CONTROL	Reset	→	→	Yes / No
	Channels	→	→	Value / Percentage
TEST	→	→	→	Pan / Tilt
	→	→	→	Colour
	→	→	→	Zoom
	→	→	→	Rotation
	→	→	→	All
	→	→	→	Zoom Rotation Sensor Test
ADVANCED	Access Code 1234	Zoom reposition	→	On / Off
		Upload Firmware	→	Yes / No
		Setup Model	→	Yes / No
		Calibration	Channels	000 - 255
		LED calibration	LED Selection 01-37	Red 0-255 Green 0-255 Blue 0-255 White 0-255
			Reset To Default LED Calibration	

NOTE: On grey the default options

Set Up

Basic Engine → Mode

Source

Universe

Dmx Address

Pixels Engine → Mode

Source

Universe

Dmx Address

Repeat on DMX → Enablement

Universe
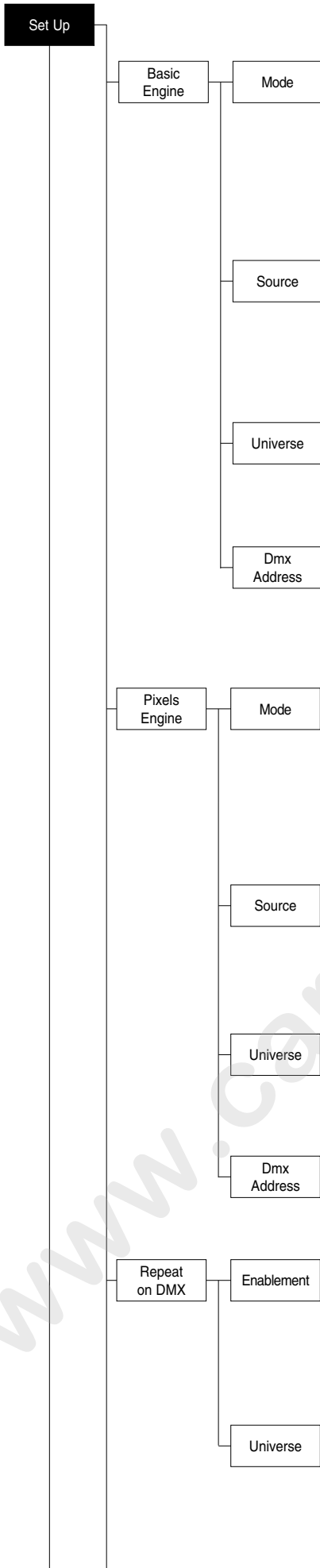
SET UP MENU

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

BASIC ENGINE
Mode
This lets you select the projector operating mode for BASIC ENGINE, selecting one of the two available modes:
• **Standard** (see channel mapping in Channel Function)
• **Shape** (see channel mapping in Channel Function)

Source
It lets you assign the input source the projector receives signals from dedicated to BASIC ENGINE. One of the two available sources can be selected:
• **DMX**
• **Art-net**

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

DMX Address
It lets you select the address (DMX Address) for the control signal by BASIC ENGINE. A DMX address between 001 and 512 can be selected.
NOTE: Without the DMX input signal, the displayed address (DMX Address) blinks.

PIXELS ENGINE (Function Channel to 103-105 bit, see pag. 25)
Mode
This lets you select the projector operating mode for PIXELS ENGINE, selecting one of the three available modes:
• **Disabled**
• **RGB** (see channel mapping in Channel Function)
• **RGBW** (see channel mapping in Channel Function)

Source
It lets you assign the input source the projector receives signals from dedicated to PIXELS ENGINE. One of the two available sources can be selected:
• **DMX**
• **Art-net**

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

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

REPEAT ON DMX
Enablement
It lets you enable/disable the transmission of the Ethernet protocol by DMX signal to all the connected projectors.
• Disabled: DMX transmission disabled.
• Enabled on primary: DMX transmission enabled.

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

Set Up — **Ethernet Interface** — **Control Protocol**

Fixture ID

Option — **Pan / Tilt** —
- **Invert Pan** — On / Off
- **Invert Tilt** — On / Off
- **Swap Pan-Tilt** — On / Off
- **Encoder Pan-Tilt** — On / Off
- **P/T Homing Mode** — Standard / Sequenced
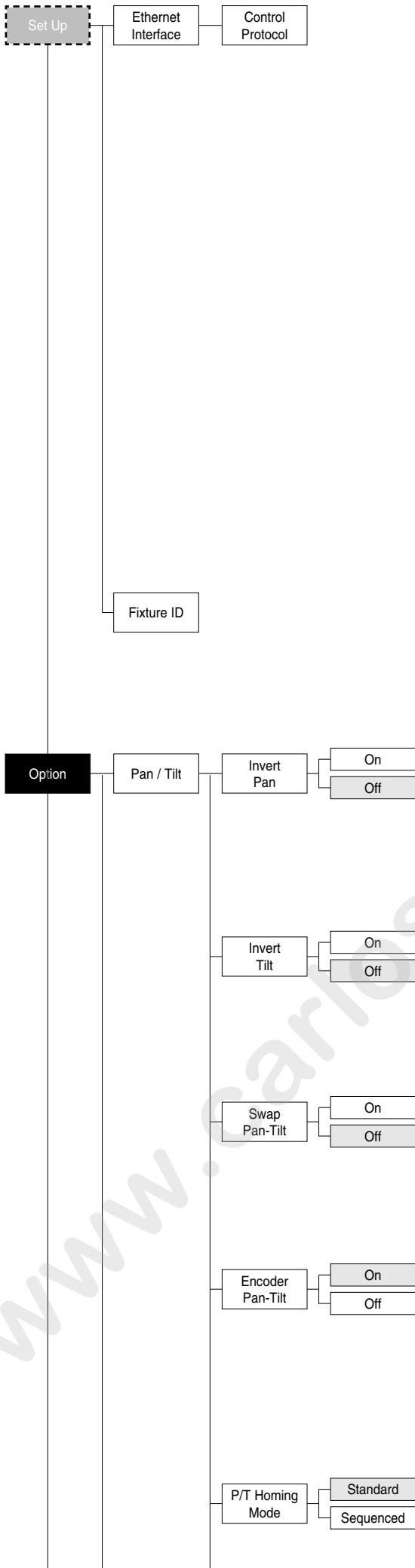
ETHERNET INTERFACE

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

Control Protocol

It lets you select the Art-net "Control Protocol" to be assigned according to the control unit used. The following options are available:
- Disabled
- Art-net on IP 2.x.x.x
- Art-net on IP 10.x.x.x
- Custom IP

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

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

Custom IP address

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

Custom IP mask

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

FIXTURE ID

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

OPTIONS MENU

PAN / TILT

Invert pan

Used for reversing Pan movement.
1) Press ⊛ - 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 ⊛ to confirm the selection or LEFT ◀ to keep current settings.

Invert tilt

Used for reversing tilt movement.
1) Press ⊛ - the current settings appear on the display (On or Off).
2) Use the UP ⊕ and DOWN ⊖ keys to enable (On) or disable (Off) Tilt inversion.
3) Press ⊛ 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 ⊛ - 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 ⊛ to confirm the selection or LEFT ◀ to keep current settings.

Encoder Pan-Tilt

Used for enabling the Pan / Tilt encoders.
1) Press ⊛ - the current settings appear on the display (On or Off).
2) Use the UP ⊕ and DOWN ⊖ keys to enable (On) or disable (Off) Pan / Tilt encoders.
3) Press ⊛ 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 ⊛, the current setting appears on the display.
2) Use the UP ⊕ and DOWN ⊖ keys to select one of the following settings:

A.LEDA B-EYE

11
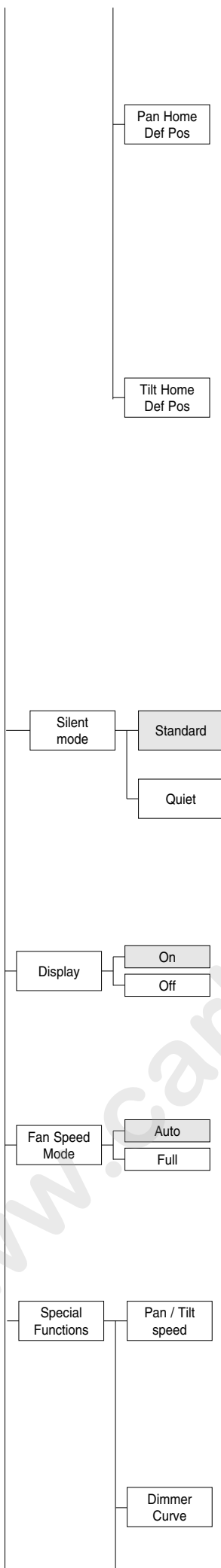
Standard: Pan & Tilt are simultaneously reset.

Sequenced: Tilt is reset first followed by Pan.

3) Press ⊛ 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 ⊛, 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 ⊛ to confirm the selection or LEFT ◀ to keep the current setting.

Tilt Home Def Pos

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

1) Press ⊛, 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 ⊛ 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 ⊛ the current setting appears on the display.

2) Use the UP ▲ and DOWN ▼ keys to select one of the following settings:

Standard: Maximum speed and consequently maximum effects/fans noise level.

Quiet: Regulates the speed of the effects (Pan, Tilt, Zoom, Zoom rotation) and of the fans thereby reducing their noise level.

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

DISPLAY

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

1) Press ⊛ - 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 ⊛ to confirm the selection or LEFT ◀ to keep current settings.

FAN SPEED MODE

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

• **Auto**: the head's fan varies the speed depending on the temperature detected on the LED.

• **Full**: the head's fan is always at full speed.

SPECIAL FUNCTIONS

Pan / Tilt speed

Lets you select two different Pan and Tilt speeds.

1) Press ⊛ - the current setting appears on the display.

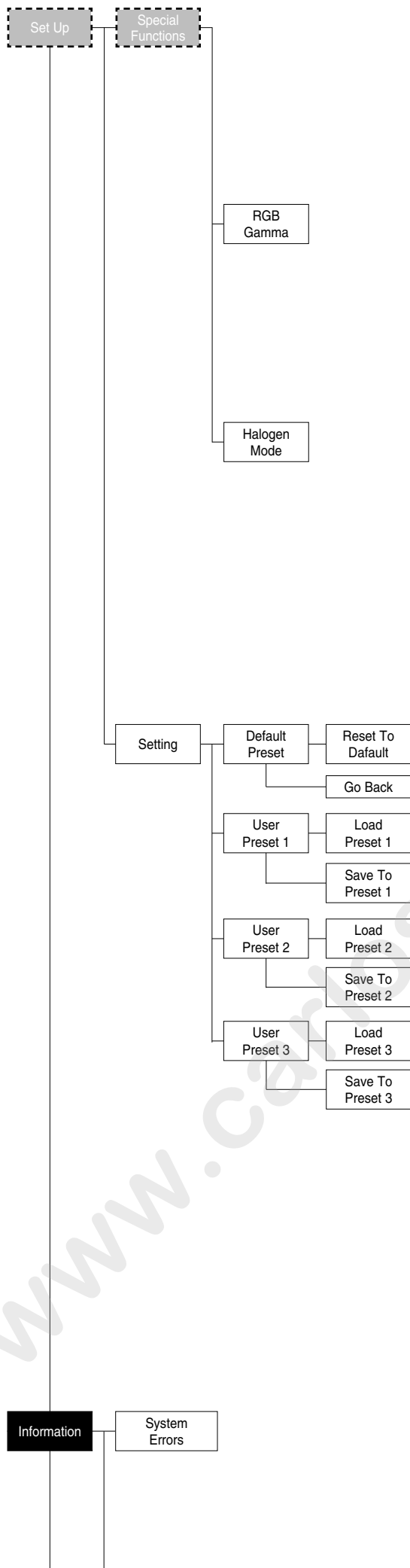2) Use the UP ▲ and DOWN ▼ keys to select one of the following settings:

- Normal
- Fast

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

Dimmer Curve

Lets you select four different Dimmer channel curves.

1) Press ⊛ - the current setting appears on the display.

Special Functions

RGB Gamma

Halogen Mode

Setting

Default Preset

Reset To Dafault

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

Information

System Errors

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2) Use the UP ⊕ and DOWN ⊖ keys to select one of the following settings:
- **Curve 1**
- **Curve 2**
- **Curve 3**
- **Curve 4**

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

RGB Gamma

Lets you select three different RGBW gamma curves.

1) Press ⊛ - the current setting appears on the display.

2) Use the UP ⊕ and DOWN ⊖ keys to select one of the following settings:
- **Gamma 1.0**
- **Gamma 1.5**
- **Gamma 2.0**

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

Halogen Mode

Lets you select five different halogen lamp simulations.

1) Press ⊛ - the current setting appears on the display.

2) Use the UP ⊕ and DOWN ⊖ keys to select one of the following settings:
- **Halogen OFF**
- **Halogen Lamp 1 - 750 W**
- **Halogen Lamp 2 - 1000 W**
- **Halogen Lamp 3 - 1200 W**
- **Halogen Lamp 4 - 2000 W**
- **Halogen Lamp 5 - 2500 W**

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

SETTING

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

1) Press ⊛ - "Default preset" appears on the display.

2) Use the UP ⊕ and DOWN ⊖ keys to select one of the following configurations:
- Default preset (*)
- User preset 1
- User preset 2
- User Preset 3

3) Press ⊛ - "Load preset X" appears on the display.

4) Use the UP ⊕ and DOWN ⊖ keys to select:
- Load preset X to recall a previously stored configuration.
- Save to preset X to store the current configuration.
a confirmation message (Are you sure?) appears on the display.

5) Select YES to confirm the selection or NO to keep the current setting and return to the next higher level.

(*) DEFAULT PRESET

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

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

1) Press ⊛, a confirmation message (Are you sure?) appears on the display.

2) Select YES to confirm the selction or NO to keep current setting.

INFORMATION MENU

SYSTEM ERRORS

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

1) Pressing ⊛ you are allowed to reset the SYSTEM ERRORS list.
A confirmation message (Are you sure you want to clear error list ?) appears on the display.

2) Select YES to reset the list or NO to go back.

Menu Structure

| Fixture Hours | Total XXX
Partial XXX
Reset... |

FIXTURE HOURS

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

1) Press ⊛ - 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 ⊛ to reset partial projector working hours a confirmation message (Are you sure?) appears on the display.

3) Select YES to reset partial projectors counter or NO to keep the current setting and return to the top menu level.

| LED Energy Tot |

LED ENERGY TOT

Lets you view total LED working hours.

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

   Total

   Total LED working hours from construction to date.

   Partial

   LED working hours from last reset to date.

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

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

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

SYSTEM VERSION

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

CPU brd (CPU board)

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

1: Ld - Kxx (Scheda LED)

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

BOARD DIAGNOSTIC

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

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

1: Ld - Kxx (Scheda LED)

| Dmx Monitor |

DMX MONITOR

Used for displaying the projector DMX channel level in bit (Val) and in percentage (Perc).

Fans Monitor	Fan	Speed (RPM)
	PwrSp	XXXX
	Head	XXXX

FANS MONITOR

Used for displaying the speed of each fan installed in the projector:

PwrSp (fan PSU)

Head (fan head)

| Sensor Status |

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
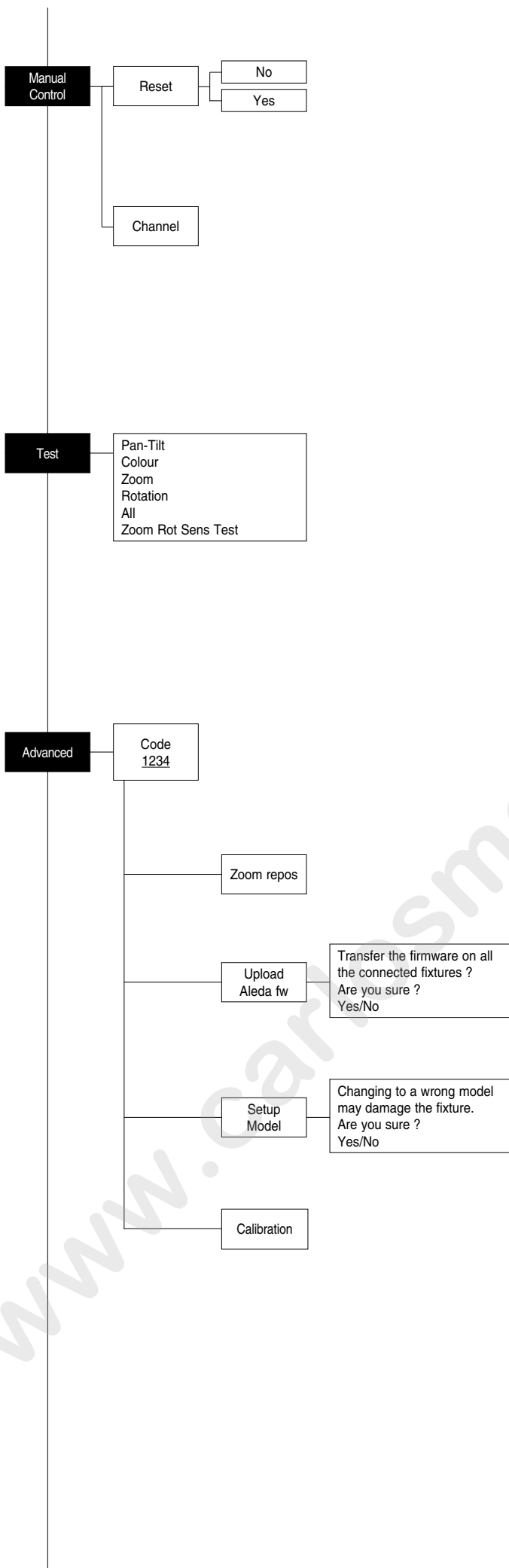
| Network params |

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.

Diagram (left column)

```
Manual
Control ──── Reset ──── No
                    └── Yes
         └──── Channel

Test ──── Pan-Tilt
          Colour
          Zoom
          Rotation
          All
          Zoom Rot Sens Test

Advanced ──── Code
              1234
         ├──── Zoom repos
         ├──── Upload ──── Transfer the firmware on all
         │     Aleda fw     the connected fixtures ?
         │                  Are you sure ?
         │                  Yes/No
         ├──── Setup ──── Changing to a wrong model
         │     Model       may damage the fixture.
         │                  Are you sure ?
         │                  Yes/No
         └──── Calibration
```

MANUAL CONTROL

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

CHANNEL
Used for setting channel levels from the projector control panel.
1) Press (OK) - the first channel appears on the display.
2) Use the UP (▲) and DOWN (▼) keys to select the required channel:
3) Press (OK) and use the UP (▲) and DOWN (▼) keys to select the required DMX level (value between 0 and 255).
4) Press LEFT (◄) to return to the top menu level.

TEST MENU

TEST
Allows you to check the proper functioning of effects.
1) Press (OK) to return to the top menu level.
2) Use the UP (▲) and DOWN (▼) keys to select the required test.
3) Press (OK) to confirm the selection or LEFT (◄) to keep current settings.
Test sequence:
Pan - Tilt effects (Pan & Tilt)
Colours
Zoom
Zoom rotation
All effects
Zoom Rotation Sensor Test

ADVANCED MENU

To enable the "Advanced Menu" set up the "Access code" (1234) using the UP (▲), DOWN (▼), RIGHT (►) keys.
Press (OK) - "Menu advanced" appears on the display

ZOOM REPOS
Allows you to enable (On) or disable (Off) the coming back of the lens assembly (channel Zoom @ 255bit), in the absence of DMX signal.

UP LOAD FIRMWARE
Allows you to transfer the firmware from 1 fixture to all the connected fixtures.
1) Press (OK) , a confirmation message appears on the display.
2) Select YES to start the firmware loading or NO to keep the current setting and return to the top menu level

SETUP MODEL
Allows you to change the default model of projector.
1) Press (OK) a confirmation message appears on the display.
2) Select YES to define the model of projector or NO to keep the current setting and return to the top menu level.

CALIBRATION
Allows you to adjust effects from the control panel to obtain perfect uniformity between the projectors.
1) Press (OK) - "channels" appears on the display.
2) Using the UP (▲) and DOWN (▼) keys, select the effect you wish to regulate.
3) Press (OK) and use the RIGHT (►), UP (▲) and DOWN (▼) buttons to make the adjustment by setting a value between 0 and 255.
4) Press (OK) to confirm the selection or LEFT (◄) to keep current settings and return to the top level.

FACTORY DEFAULT
Allows you to restore default values of all channels (128).
1) Press (OK) – a confirmation message appears on the display (Reset calibration to factory default ?).
2) Select YES to reset calibration to factory default or NO to keep the current setting and return to the top menu level.
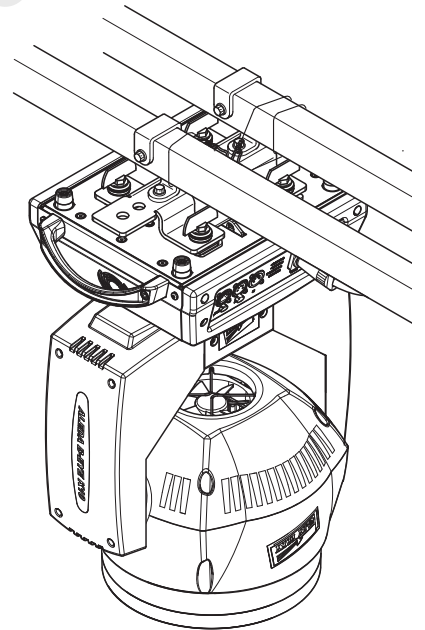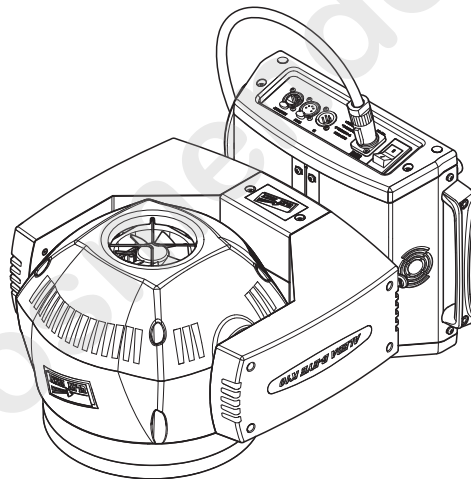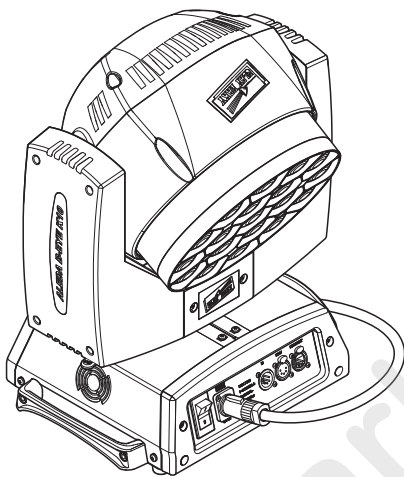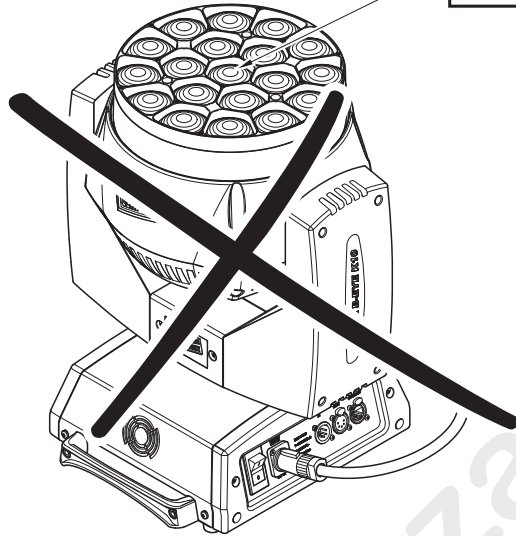
9
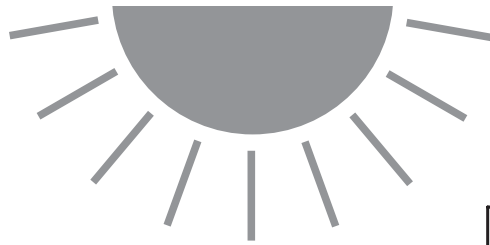
WARNING: no alcohol

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

CAUTION:

• **Light collimation system**

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

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

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

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

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

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

Cleaning the lenses

Only use neutral soap and water to clean the lenses, then dry it carefully with a soft, non-abrasive cloth. (WARNING: the use of alcohol or any other detergent could damage the lenses).
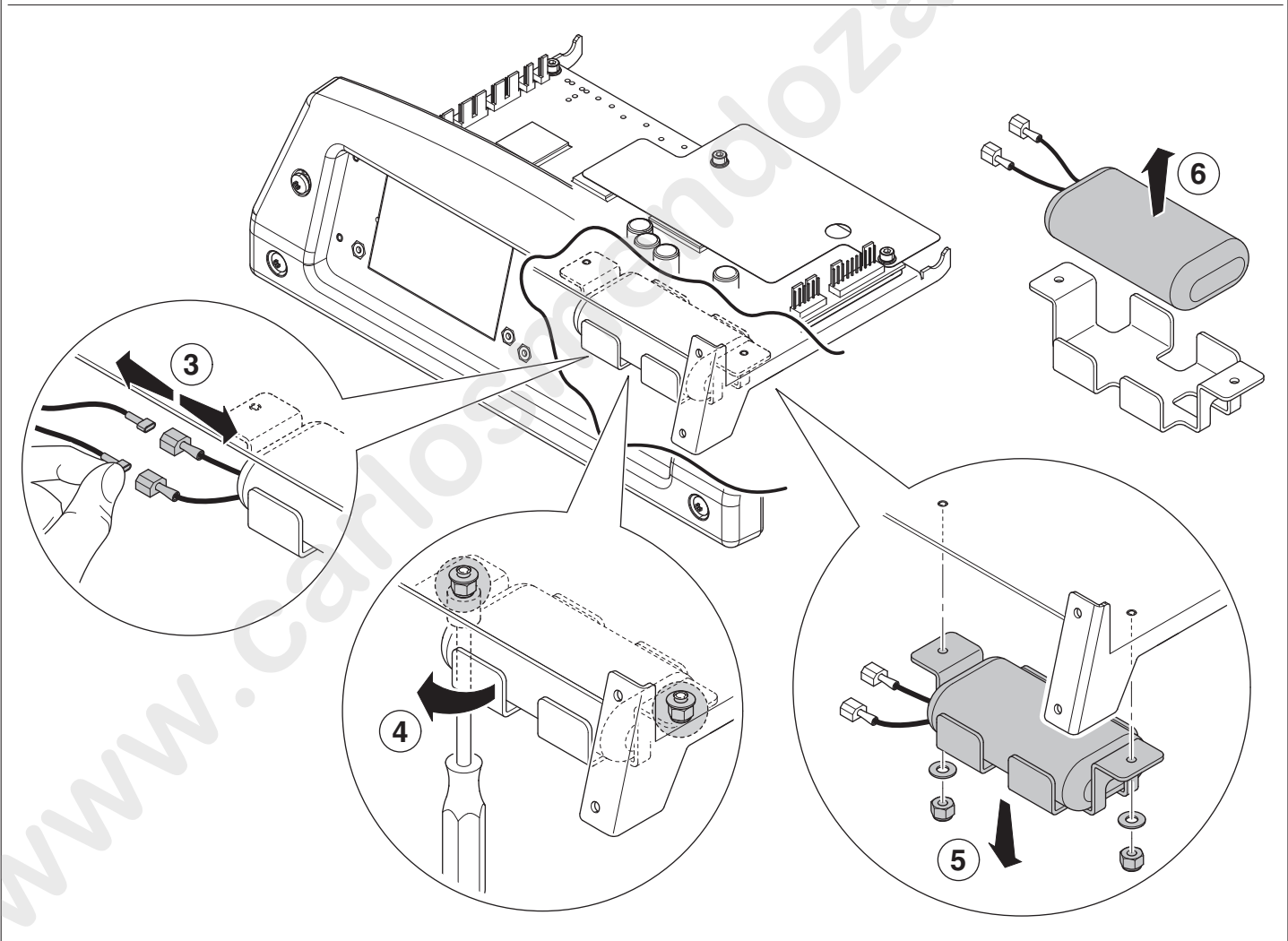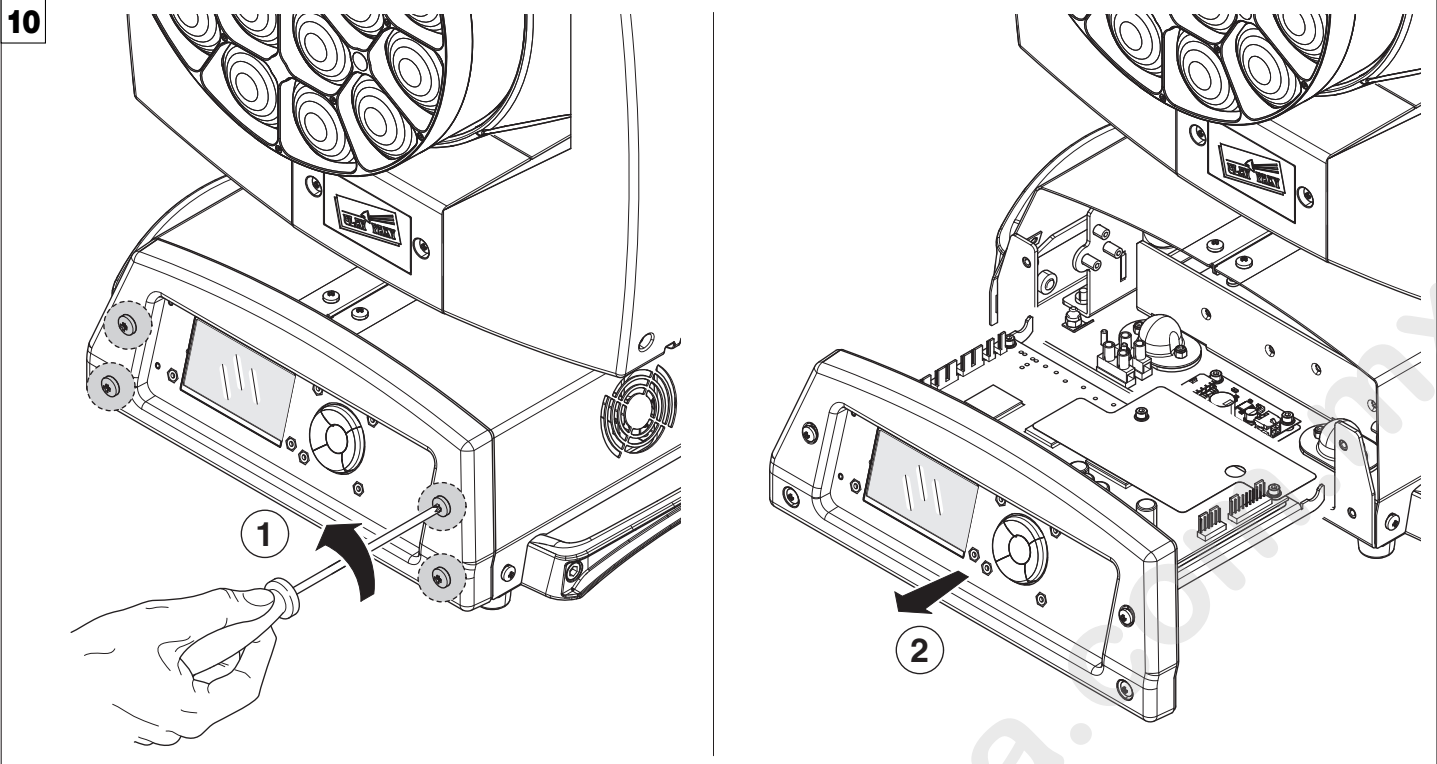
Battery removal - Fig. 10

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
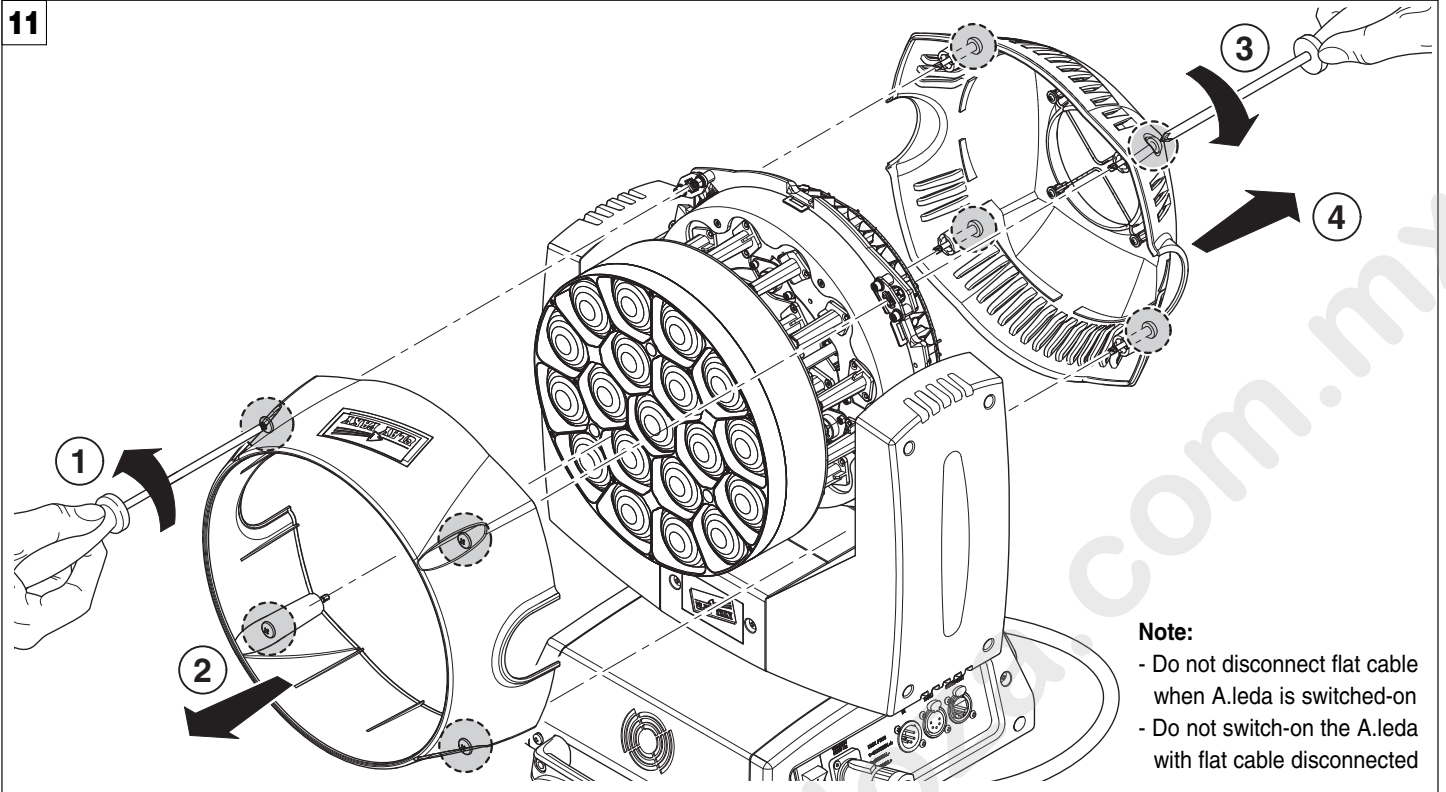
Opening the covers - Fig. 11

Note:
- Do not disconnect flat cable when A.leda is switched-on
- Do not switch-on the A.leda with flat cable disconnected
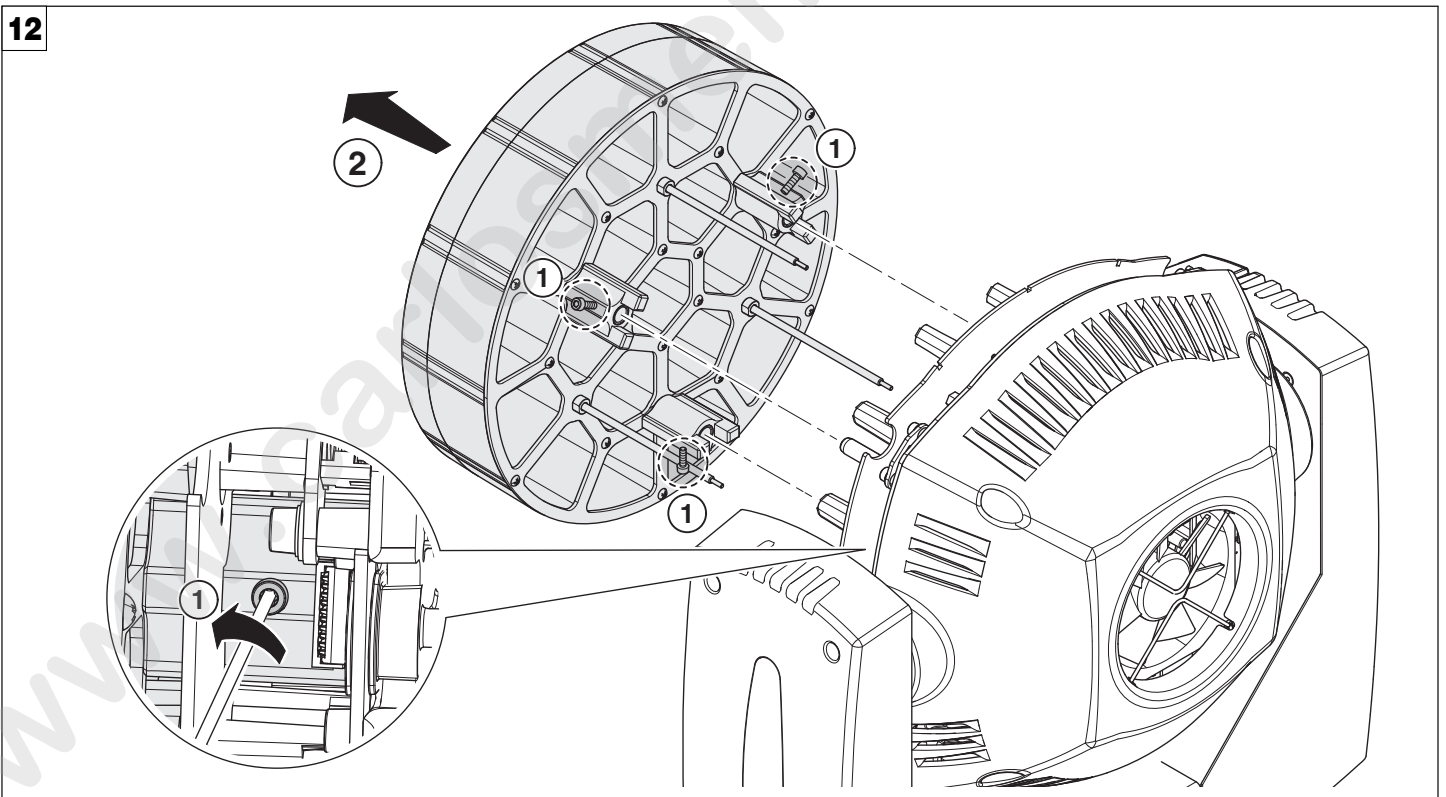
Removing/Assembling the lens unit - Fig. 12
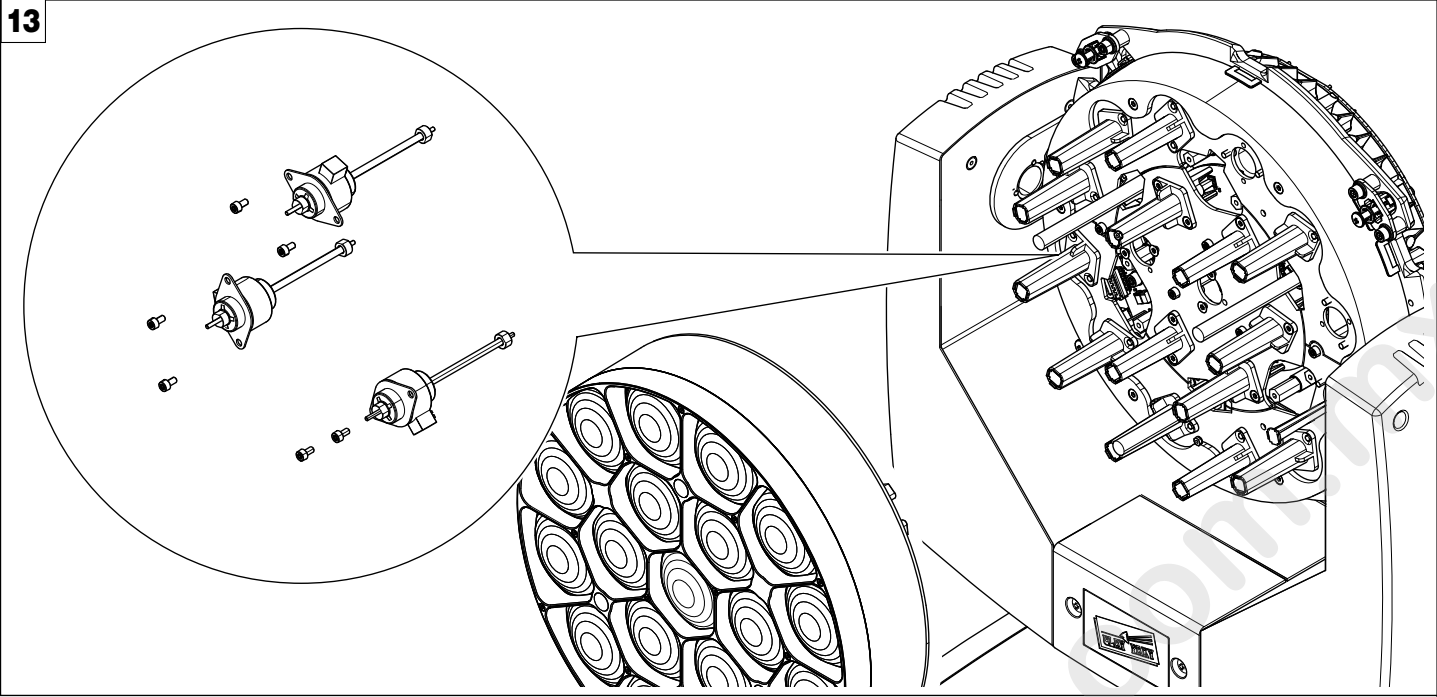
Replacing the line actuator - Fig. 13

ACCESSORIES

300300/001
A.Leda
B-Eye K10

293300/001
A.Leda
B-Eye K20
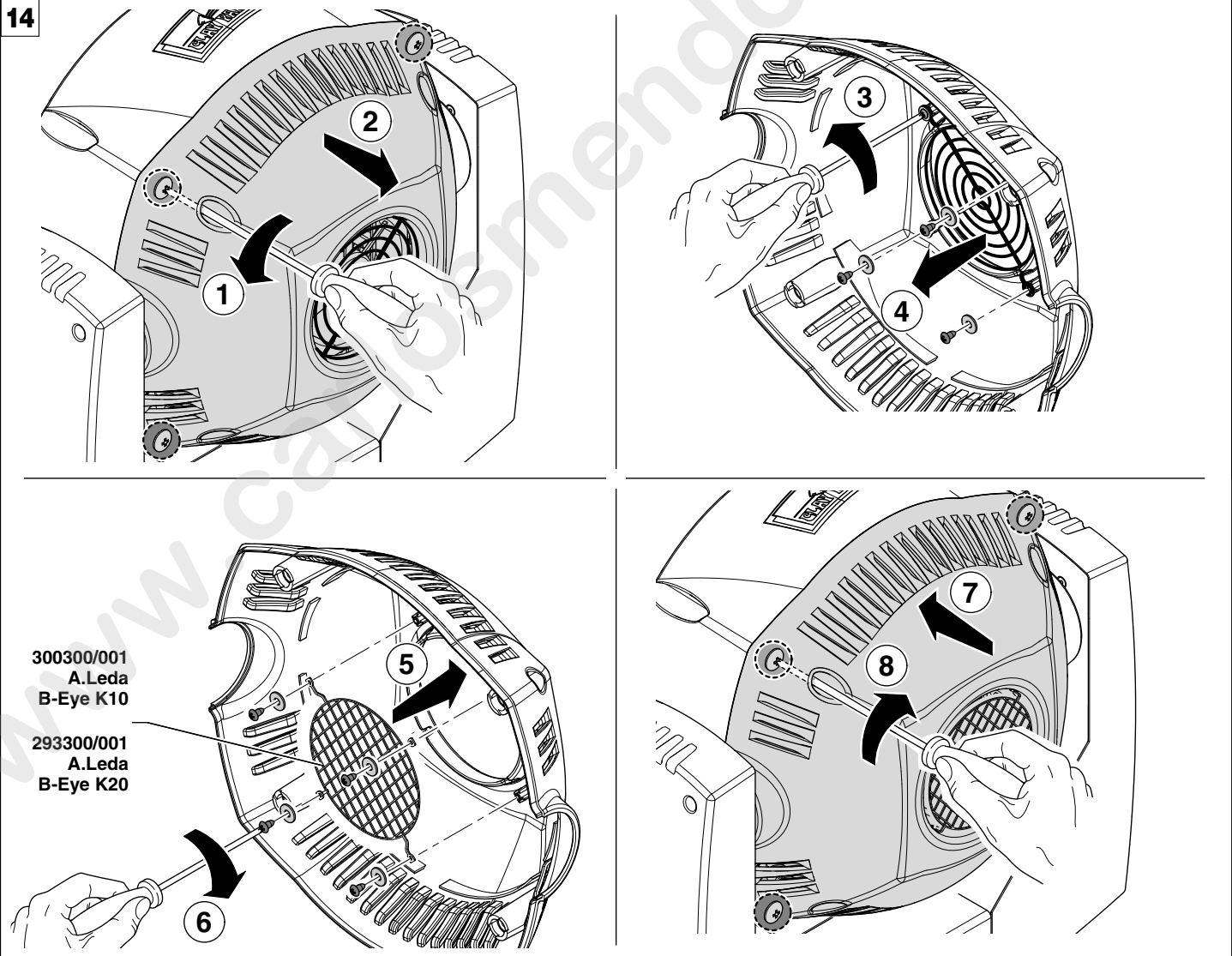
To minimize the penetration of solid bodies inside the fixture, it is available as an accessory, a grid with a mesh size small - Fig. 14

TECHNICAL INFORMATION

A.Leda B-EYE K10

350 (13.78") Zoom OUT
310 (12.20") Zoom IN
233 (9.17") Zoom OUT
189 (7.44") Zoom IN
248 (9.76")
423 (16.65")
360 (14.17")
494 (19.45")
253 (9.96")
358 (14.09")

A.Leda B-EYE K10 easy

340 (13.39") Zoom OUT
290 (11.42") Zoom IN
230 (9.06") Zoom OUT
180 (7.09") Zoom IN
248 (9.76")
423 (16.65")
360 (14.17")
479 (18.86")
253 (9.96")
358 (14.09")

A.Leda B-EYE K20

430 (16.93") Zoom OUT
380 (14.96") Zoom IN
250 (9.84") Zoom OUT
200 (7.87") Zoom IN
370 (14.57")
476 (18.74")
460 (18.11")
589 (23.19")
330 (12.99")
395 (15.55")
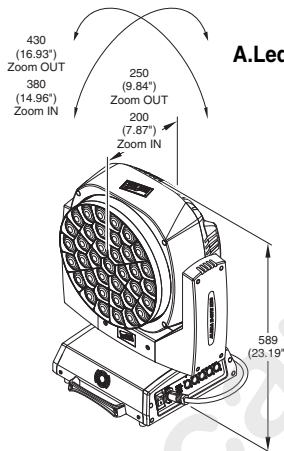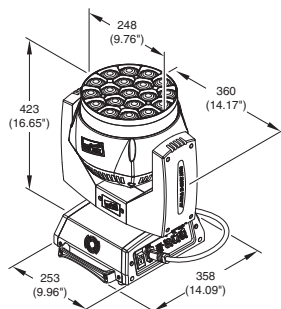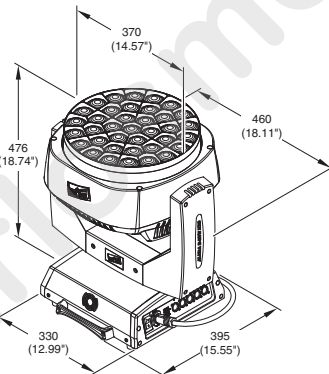
Power supplies available
100-240V 50/60Hz

Input power
- K20 - 750VA
- K10 - 450VA

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

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

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

Cooling
- High efficiency die-cast aluminium
- Forced ventilation

Inputs
- DMX 512
- Ethernet

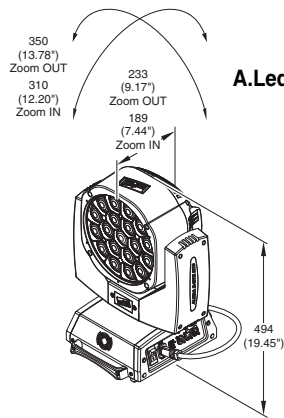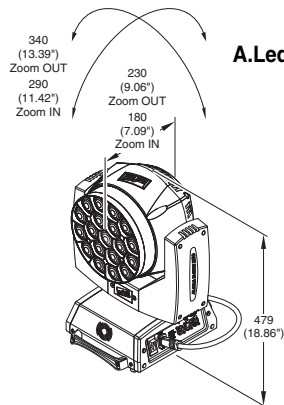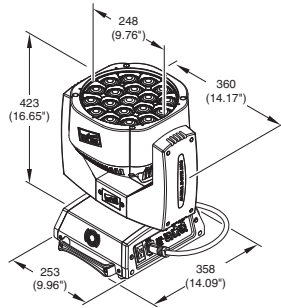**Working position**
Working in any position.

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

IP20 protection rating
- Protected against the entry of solid bodies larger than 12mm (0.47").
- No protection against the entry of liquids.

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

CAUSE AND SOLUTION OF PROBLEMS

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

A.LEDA B-EYE K10 EASY

BASIC ENGINE

STANDARD

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom

SHAPES

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Shape Selection
22	Shape Speed
23	Shape Fade
24	Shape R
25	Shape G
26	Shape B
27	Shape W
28	Shape Dimmer
29	Background Dimmer
30	Shape Transition
31	Shape Offset
32	Foreground Strobe
33	Background Strobe
34	Background Select

PIXEL ENGINE

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

RGB

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
55	Red LED 19
56	Green LED 19
57	Blue LED 19

RGBW

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
4	White LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
…	White LED …
73	Red LED 19
74	Green LED 19
75	Blue LED 19
76	White LED 19

A.LEDA B-EYE K10

STANDARD

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation

SHAPES

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Shape Selection
23	Shape Speed
24	Shape Fade
25	Shape R
26	Shape G
27	Shape B
28	Shape W
29	Shape Dimmer
30	Background Dimmer
31	Shape Transition
32	Shape Offset
33	Foreground Strobe
34	Background Strobe
35	Background Select

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

RGB

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
55	Red LED 19
56	Green LED 19
57	Blue LED 19

RGBW

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
4	White LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
…	White LED …
73	Red LED 19
74	Green LED 19
75	Blue LED 19
76	White LED 19

A.LEDA B-EYE K20

BASIC ENGINE

STANDARD

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation

SHAPES

CHAN-NEL	CHANNEL MODE
1	Red
2	Red fine
3	Green
4	Green fine
5	Blue
6	Blue fine
7	White
8	White fine
9	Linear CTO
10	Macro colour
11	Strobe
12	Dimmer
13	Dimmer Fine
14	Pan
15	Pan Fine
16	Tilt
17	Tilt Fine
18	Function
19	Reset
20	Zoom
21	Zoom Rotation
22	Shape Selection
23	Shape Speed
24	Shape Fade
25	Shape R
26	Shape G
27	Shape B
28	Shape W
29	Shape Dimmer
30	Background Dimmer
31	Shape Transition
32	Shape Offset
33	Foreground Strobe
34	Background Strobe
35	Background Select

PIXEL ENGINE

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

RGB

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
109	Red LED 37
110	Green LED 37
111	Blue LED 37

RGBW

CHAN-NEL	CHANNEL MODE
1	Red LED 1
2	Green LED 1
3	Blue LED 1
4	White LED 1
…	Red LED …
…	Green LED …
…	Blue LED …
…	White LED …
145	Red LED 37
146	Green LED 37
147	Blue LED 37
148	White LED 37

• RED
  GREEN
  BLUE
  WHITE

BIT	EFFECT
255	LED ON
0	LED OFF

• RED FINE
  GREEN FINE
  BLUE FINE
  WHITE FINE

BIT	EFFECT
255	UP
0	LOW

• LINEAR CTO

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

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

• MACRO COLOUR

BIT	LEE REFERENCE	COLOUR	R	G	B	W
209-255	-	White	255	235	66	255
208	-	Dirty White	255	255	122	255
207	197	Alice Blue	128	255	143	0
191-206	181	Congo Blue	77	0	255	0
184-190	174	Dark Steel Blue	181	255	95	0
180-183	170	Deep lavender	255	168	64	0
179	169	Lilac Tint	255	199	49	0
175-178	165	Daylight Blue	82	214	90	0
174	164	Flame Red	255	46	2	0
172-173	162	Bastard Amber	255	181	28	0
168-171	158	Deep Orange	222	84	0	0
162-167	152	Pale Gold	253	171	26	0
157-161	147	Apricot	255	143	13	0
151-156	141	Bright Blue	0	255	87	0
149-150	139	Primary Green	77	255	0	0
147-148	137	Special lavender	219	197	79	0
146	136	Pale Lavender	255	197	61	0
145	135	Deep Golden Amber	255	58	0	0
142-144	132	Medium Blue	0	255	143	0
138-141	128	Bright Pink	255	53	36	0
136-137	126	Mauve	227	41	56	0
134-135	124	Dark Green	84	255	13	0
131-133	121	Leaf Green	206	255	0	0
129-130	119	Dark Blue	0	186	255	0
128	118	Light Blue	74	255	82	0
127	117	Steel Blue	206	255	56	0
126	116	Med Blu Green	206	255	56	0
125	115	Peacock Blue	51	255	51	0
123-124	113	Magenta	255	20	15	0
121-122	111	Dark Pink	255	109	33	0
120	110	Middle Rose	217	130	28	0
119	109	Light Salmon	255	138	31	0
118	108	English Rose	255	148	23	0
117	107	Light Rose	255	141	31	0
115-116	105	Orange	255	122	0	0
114	104	Deep Amber	255	166	0	0
113	103	Straw	230	160	0	69
112	102	Light Amber	237	163	0	0
110-111	100	Spring Yellow	245	202	0	0
100-109	90	Dark yellow green	41	219	0	0
89-99	79	Just Blue	0	194	130	0
78-88	68	Sky Blue	0	255	135	0
68-77	58	Lavender	243	117	133	199
62-67	52	Light Lavender	243	117	39	197
49-61	39	Pink Carnation	255	107	0	130
46-48	36	Medium Pink	255	87	0	107
45	35	Light Pink	255	112	0	141
35-44	25	Sunrise Red	255	83	2	0
32-34	22	Dark Amber	255	65	0	0
31	21	Gold Amber	255	100	0	0
30	20	Medium Amber	255	135	0	0
29	19	Fire	255	56	0	0
27-28	17	Surprise Peach	198	114	9	0
23-26	13	Straw Tint	152	115	9	0
20-22	10	Medium Yellow	156	126	0	0
19	-	Black	0	0	0	0
18	-	White 5000 K	255	137	0	193
17	-	White 3700 K	255	201	25	255
16	-	White 7000 K	216	237	61	255
15	-	Magenta	255	0	255	0
14	-	Yellow	255	255	0	0
13	-	Cyan	0	255	255	0
12	-	Blue	0	0	255	0
11	-	Green	0	255	0	0
10	-	Red	255	0	0	0
0-9	-	Macro color OFF	-	-	-	-

• STOP STROBE - FOREGROUND STROBE - BACKGROUND STROBE

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

• TILT
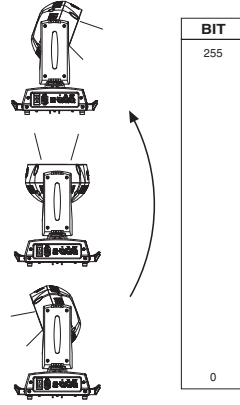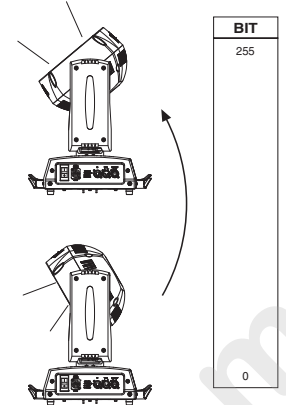
BIT
255
0

• TILT FINE

BIT
255
0

Operation with option InvertTilt ↕ Off
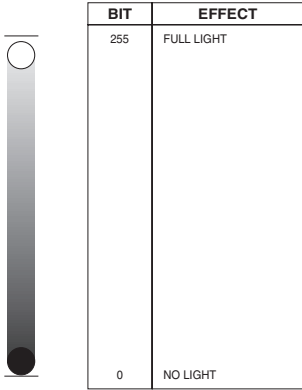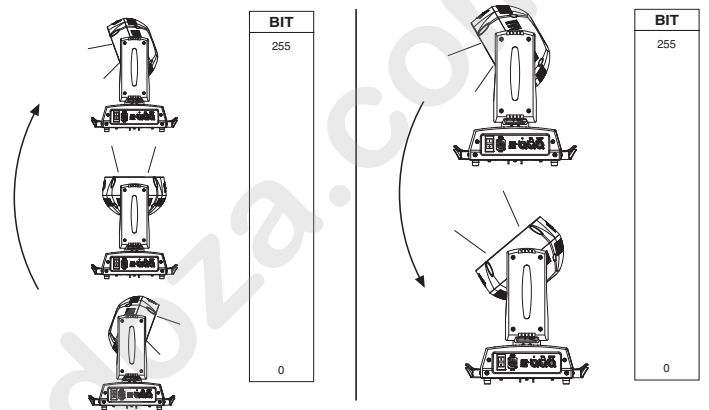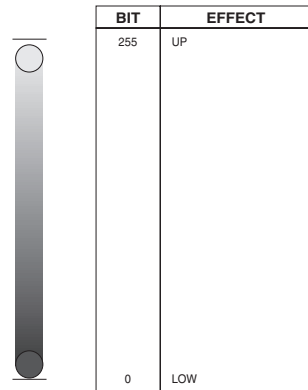
BIT
255
0

BIT
255
0

Operation with option InvertTilt ↕ On

• DIMMER

BIT	EFFECT
255	FULL LIGHT
0	NO LIGHT

• DIMMER FINE

BIT	EFFECT
255	UP
0	LOW

• PAN

BIT
255
0

Operation with option InvertPan ↕ Off

BIT
255
0

Operation with option InvertPan ↕ On

• PAN FINE

BIT
255
0

BIT
255
0
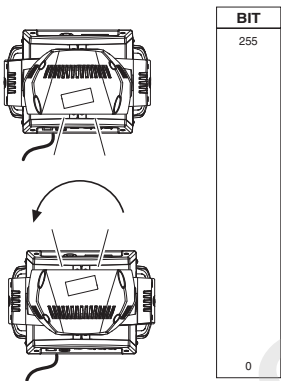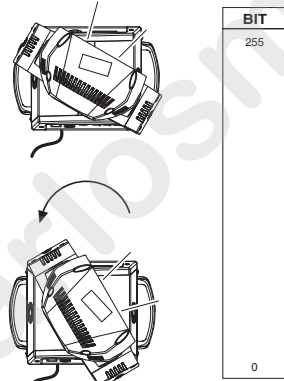
• FUNCTION

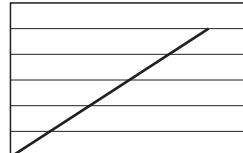| BIT	EFFECT
106 – 255	Reserved
103 – 105	Pixel map enabled
98 – 102	Halogen Lamp Simulation - Linear CTO @ 0 bit - 2500 W
93 – 97	Halogen Lamp Simulation - Linear CTO @ 0 bit - 2000 W
88 – 92	Halogen Lamp Simulation - Linear CTO @ 0 bit - 1200 W
83 – 87	Halogen Lamp Simulation - Linear CTO @ 0 bit - 1000 W
78 – 82	Halogen Lamp Simulation - Linear CTO @ 0 bit - 750 W
73 – 77	Halogen Lamp Simulation OFF (Default)
68 – 72	RGBW Gamma curve 3 – gamma = 2.0
63 – 67	RGBW Gamma curve 2 – gamma = 1.5 (Default)
58 – 62	RGBW Gamma curve 1 – gamma = 1.0
53 – 57	Dimmer Curve 4
48 – 52	Dimmer Curve 3 (Default)
43 – 47	Dimmer Curve 2
38 – 42	Dimmer Curve 1
25 – 37	Pan Tilt Normal
12 – 24	Pan Tilt Fast (Default)
0 – 11	Unused Range

The functions are activated / selected passing through the " unused levels range " and staying in the necessary range for 5 seconds (except for the "Pixel map enabled" which is immediate). The last selected function remains active.
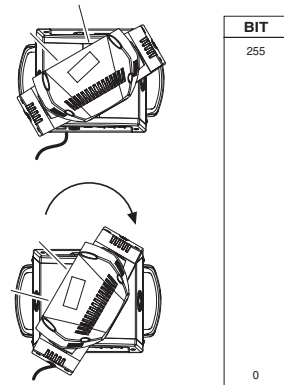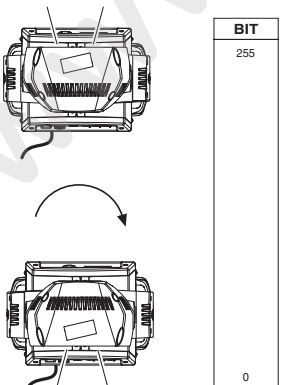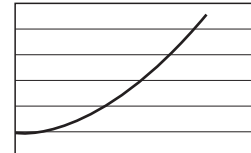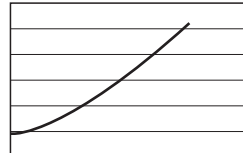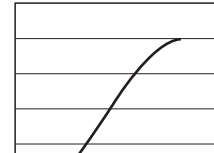
DIMMER CURVE 1 - GAMMA 1 LINEAR

DIMMER CURVE 3 - GAMMA 2,0

DIMMER CURVE 2 - GAMMA 1,5

DIMMER CURVE 4 - S

• RESET

BIT	EFFECT
255	COMPLETE RESET
	Complete reset is activated passing 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	ZOOM RESET
	Effects reset is activated passing throug the unused range and staying 5 seconds in Effects reset levels.
26	ZOOM RESET
25	
0	UNUSED RANGE

• ZOOM

BIT	EFFECT
255	WIDE BEAM
0	NARROW BEAM

• ZOOM ROTATION

STOP ——

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

• ZOOM ROTATION (available on zoom channel from 0 bit to 45 bit)

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

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

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

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

BIT	EFFECT
255	LED ON
0	LED OFF

SHAPE SPEED - SHAPE OFFSET - SHAPE FADE - BACKGROUND SELECT

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

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

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

***3:** See Aleda K10 Background Rings Selection table

***4:** See Aleda K20 Background Rings Selection table

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

• SHAPE FADE

BIT	EFFECT
246-255	Smooth, fading curve with automatic gamma *
245	Smooth, fading curve gamma 2
243	Smooth, fading curve gamma 1,986
244	Smooth, fading curve gamma 1,993
⋮	
18	Smooth, fading curve gamma 0,513
17	Smooth, fading curve gamma 0,506
16	Smooth, fading curve gamma 0,5
0-15	Snap

• SHAPE TRANSITION

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

• SHAPE RGBW
SHAPE DIMMER
BACKGROUND DIMMER

BIT	EFFECT
255	LED ON
0	LED OFF

• BACKGROUND SELECT
Aleda K10 - Background select

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

Aleda K20 - Background select

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

A.LEDA B-EYE K10 & K10 EASY

LED reference number for pixel mapping
TILT: channel 16 @ 200 bit
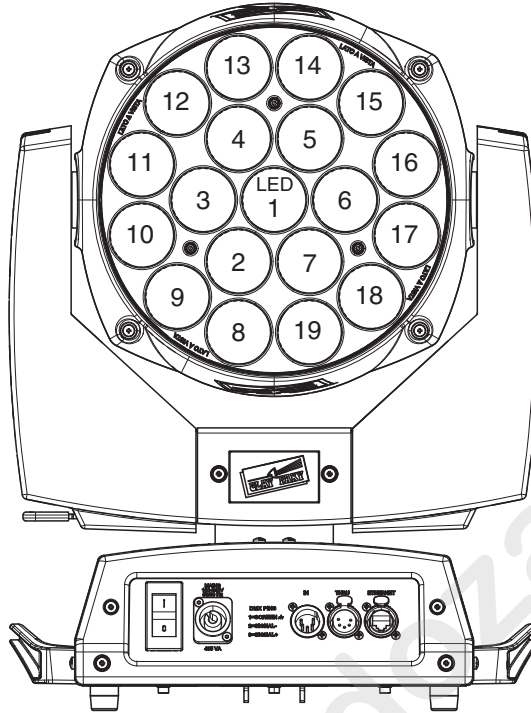
A.LEDA B-EYE K20

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