DMX REFERENCE

Sharpy Plus

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Sharpy_Plus_159992.gdtf
GDTF revision	two2 · 2026-09-13
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1 About this manual

This document describes the Sharpy Plus by Clay Paky. It was compiled from the GDTF file Clay_Paky_Sharpy_Plus_159992.gdtf from the GDTF-Share library.

File revision: “two2”.

The DMX modes, the channel functions and the technical data are given as the GDTF file states them. Installation, operation from the device's control panel, service and safety instructions are described in the manufacturer's original user manual, which takes precedence over this document.

This document was not issued or endorsed by Clay Paky; product names and trademarks belong to their owners.

Safety notices are marked with signal words according to the severity of the hazard: DANGER – an imminent hazard that will result in death or serious injury; WARNING – a potential hazard that could result in death or serious injury; CAUTION – a potential hazard that could result in minor injury or property damage; NOTE – additional information for correct and safe use.

> **NOTE** This product is designed for stage and effect lighting. It is not suitable for household room illumination.

2 Quick reference

Parameter	Value
Weight	23 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	31	16	1, 32, 63, 94, ...

No light? Check these channels

- Standard: CH 7 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 8 Dimmer above 0


Read the manual before use


Do not stare into the light


Indoor use only

3 Safety instructions



Read the manual before use



Do not stare into the light



Indoor use only

⚠ WARNING

- This device is intended for professional use. Installation, connection, setup and maintenance must be carried out only by suitably qualified persons who have read this manual.
- Use the device only for its intended purpose and as described in this manual.
- Do not open the housing and do not modify or tamper with the device. Refer all repairs to an authorized service center.
- Do not use the device if its housing, power or data cable, or a connector is damaged, if the device has been dropped, or if liquid or a foreign object has entered it. In such a case, have it checked by a service center.
- Disconnect the device from the power supply before cleaning, maintenance or any work on the connections.
- After moving the device from a cold to a warm environment, let it reach room temperature before switching it on to prevent condensation inside.
- The device is not a toy; keep it out of the reach of children.

⚠ WARNING

- This device is designed for indoor use only. Protect it from rain, splashing water, moisture and dust, and do not place containers with liquids on it.
- Do not operate the device in high humidity, near water, or where condensation can form on it.

⚠ CAUTION

- This device emits intense light. Do not look directly into the light source or the beam at close range; doing so may damage your eyes.
- Do not aim the beam at the eyes of people or animals at close range, and do not view the light source through optical instruments (binoculars, camera lenses).
- Do not aim the beam at flammable or heat-sensitive materials at close range.

⚠ CAUTION

- Strobe and fast flashing light effects can trigger epileptic seizures in susceptible people (photosensitive epilepsy) and can cause nausea or disorientation.
- Inform the audience and performers in advance that strobe effects will be used, for example with a notice at the entrance, and do not use them longer than necessary.

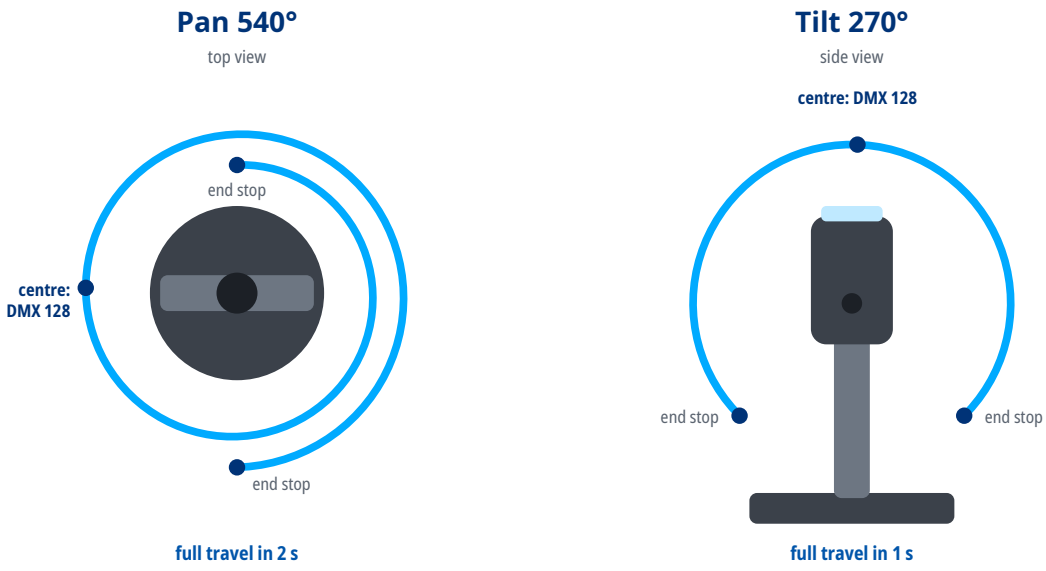
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do not touch the moving parts, move them by hand, or obstruct their movement; this can cause injury (pinching) and damage the drive.
> - Do not carry the device by its moving parts. If the device has a transport lock, engage it before transport and release it before switching on.

4 Product description

Description in the GDTF file

“Official ClayPaky File SHARPY PLUS is the first true 100% HYBRID unit, able to be a perfect beam light and a perfect spotlight. It is suitable for every occasion, with an extraordinary luminous efficiency which ensures substantial savings through lower power consumption. The SHARPY PLUS has no match. With its wide range of effects and high light output, it beats all the lights in the same category and comes very close to those of higher wattages”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

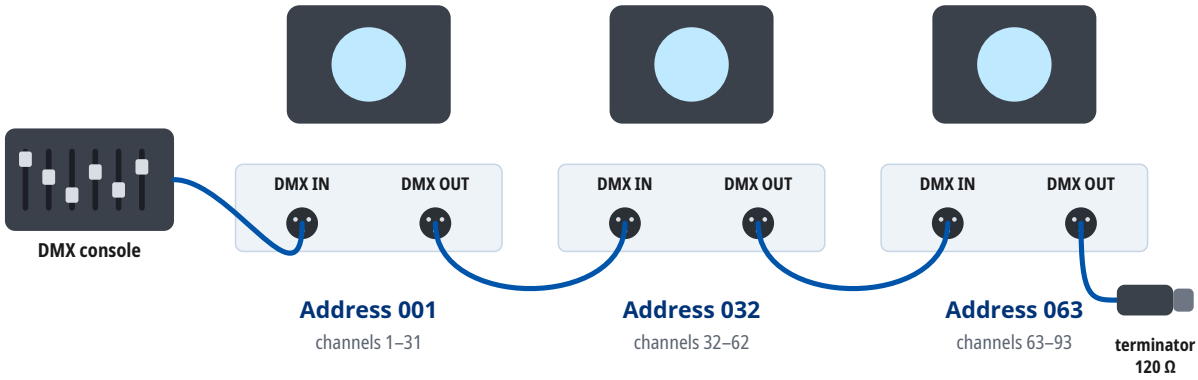
⚠ **WARNING**

- Rigging must be carried out only by qualified persons in accordance with applicable regulations, in particular those for work at height.
- The supporting structure and fixings must safely carry the weight of all suspended devices; verify their load capacity in advance.
- Weight of the device: 23 kg.
- Use suitable mounting hardware (for example truss clamps) and tighten all screw connections properly.
- Always secure the suspended device against falling with a safety cable of adequate load capacity, routed through a fixed point of the device and around the supporting structure.
- During installation and removal, keep people out of the area below the work position.
- Regularly inspect the fixings and the safety cable for damage, corrosion and loosening.

6 Connections

- Use shielded cable designed for DMX512 with an impedance of 110 Ω. Ordinary microphone cable is not suitable for DMX, especially over longer distances.
- Connect the devices in a daisy chain: connect the DMX OUT of one device to the DMX IN of the next. Do not split the line with Y-cables or wire it in a star; the line may be split only with a DMX splitter.
- Connect the shield to pin 1 only. Do not connect the shield (ground) to the metal shell of the connector; this can cause short circuits or erratic behavior.
- XLR pin assignment: pin 1 – shield (ground), pin 2 – Data- (Data Complement), pin 3 – Data+ (Data True). On 5-pin connectors, pins 4 and 5 are not connected; a 5-pin connector can be connected to a 3-pin one with a cable adapter.
- Terminate the end of the line (for impedance matching): plug an XLR connector with a 120 Ω, ¼ W resistor between pins 2 and 3 into the DMX OUT of the last device. This reduces the risk of erratic behavior.
- Connect no more than 32 devices to one DMX line. For more devices or longer runs, use a DMX splitter or booster.

DMX line



Mode Standard: every unit occupies 31 channels from its address. At most 32 units on one line; for more units or longer runs use a DMX splitter. A 120 Ω terminator closes the last DMX OUT.

7 Operation

Setting the DMX address

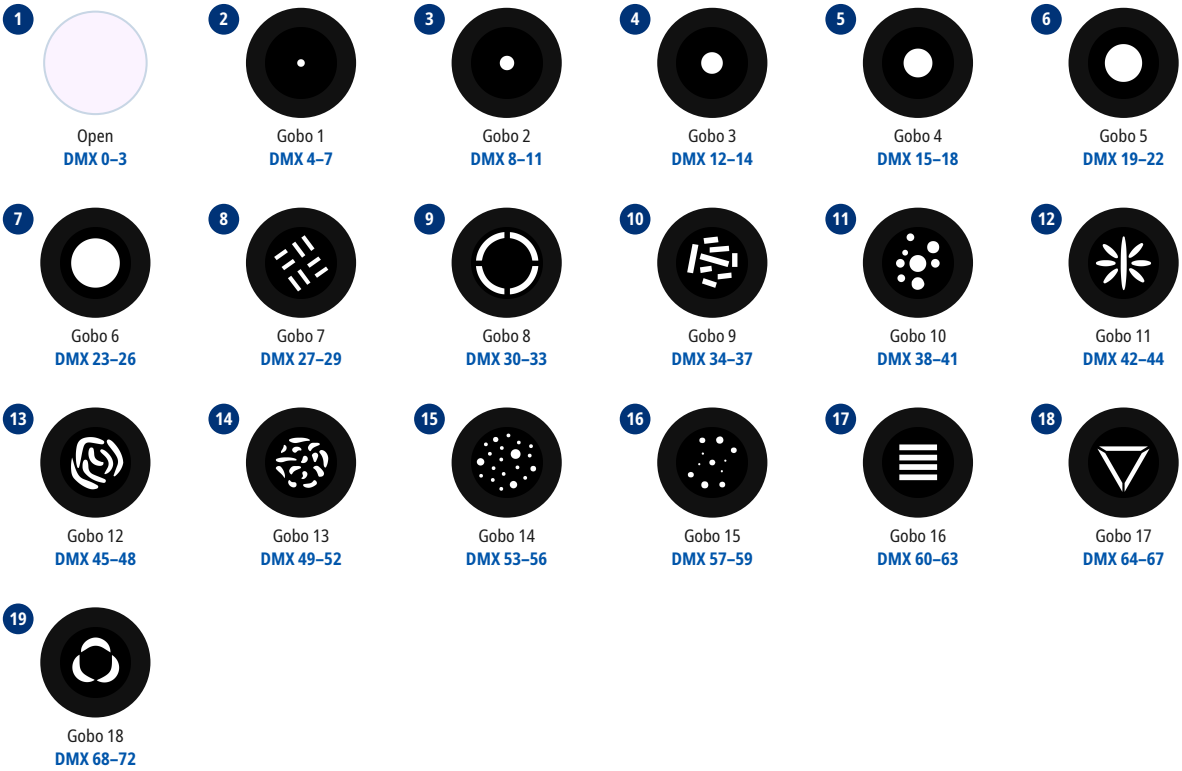
- The device occupies as many consecutive channels in the DMX universe as the selected DMX mode uses, starting at the set start address.
- Number of channels occupied in the DMX mode “Standard”: 31.
- Choose start addresses so that the channels of individual devices do not overlap and the last occupied channel does not exceed 512. Devices with the same start address and mode respond identically.
- For several devices in a row in the DMX mode “Standard”, you can use, for example, the start addresses 1, 32, 63, 94.
- The DMX mode set on the device must match the fixture profile (personality) used in the controller.
- The device supports RDM (Remote Device Management), two-way communication with the controller over the DMX line.

8 Functions at a glance

Functions in each DMX mode

	Standard 31 channels
Pan / Tilt	25, 27
Dimmer	8
Shutter / strobe	7
Color mixing	1–3
Color wheel	4–6
Gobo wheel	10, 13
Gobo rotation	10, 13, 14
Prism	16–19
Frost	20
Zoom	21, 24
Focus	22
Animation wheel	11, 12

Gobo wheel 1



Prism 1

1. Open
   DMX 0–127
2. Prism 4 facet
   DMX 128–255

Animation wheel

1. Open
   DMX 0
2. 
   Animation Wheel
   DMX 255

Color wheel 1

1. Open
   DMX 0–23
2. UV Filter
   DMX 47–69
3. Lavander
   DMX 93–115
4. CTO 3200K
   DMX 140–162
5. CTO 2500K
   DMX 186–208
6. Blue Wood
   DMX 232–255

Gobo wheel 2

1. Open
   DMX 0
2. 
   Frost
   DMX 255

Gobo wheel 3

1. Open
   DMX 0–7
2. 
   Gobo 1
   DMX 8–15
3. 
   Gobo 2
   DMX 16–23
4. 
   Gobo 3
   DMX 24–31
5. 
   Gobo 4
   DMX 32–39
6. 
   Gobo 5
   DMX 40–47
7. 
   Gobo 6
   DMX 48–55
8. 
   Gobo 7
   DMX 56–63
9. 
   Gobo 8
   DMX 64–72

Color wheel 2

1. Open — DMX 0–23
2. Dark Green — DMX 47–69
3. CTB — DMX 93–115
4. Dark Blue — DMX 140–162
5. Half Minus Green — DMX 186–208
6. Dark Red — DMX 232–255

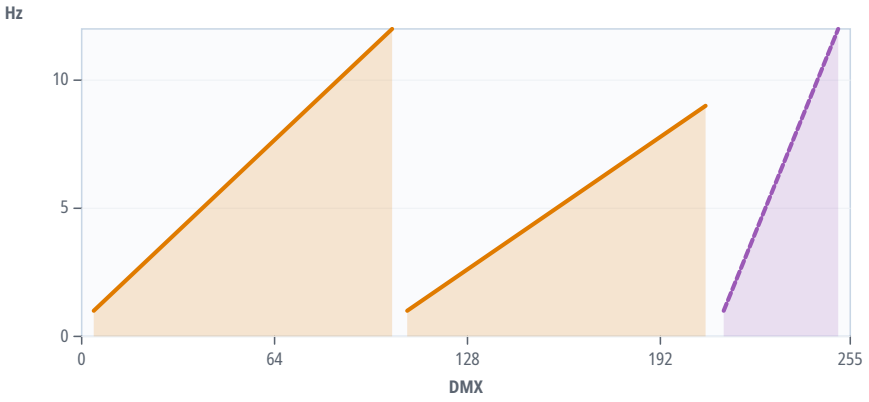
Color wheel 3

1. Open — DMX 0–23
2. Light Green — DMX 47–69
3. Pink — DMX 93–115
4. Aquamarine — DMX 140–162
5. Dark Orange — DMX 186–208
6. Light Orange — DMX 232–255

Prism 2

1. Open — DMX 0–127
2. 8 Facet — DMX 128–255

Strobe rate

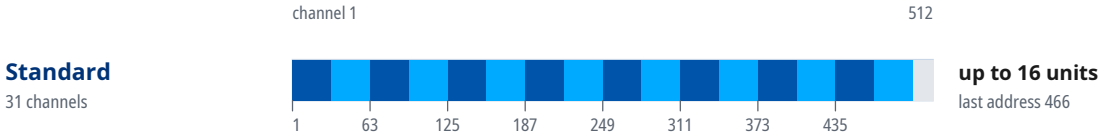


CH 7 · Standard

- 4–103: 1–12 Hz
  LInear Strobe Slow to Fast
- 108–207: 1–9 Hz
  Linear Pulse Fast to Slow
- 213–251: 1–12 Hz
  Random Strobe low to Fast

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	156	11	311	16	466
2	32	7	187	12	342	17	U2 · 1
3	63	8	218	13	373	18	U2 · 32
4	94	9	249	14	404	19	U2 · 63
5	125	10	280	15	435	20	U2 · 94

Where a DMX universe is full, the next units continue in the next universe: “U2 · 1” is address 1 in the second universe, counted from the universe of the first unit.

RDM personalities

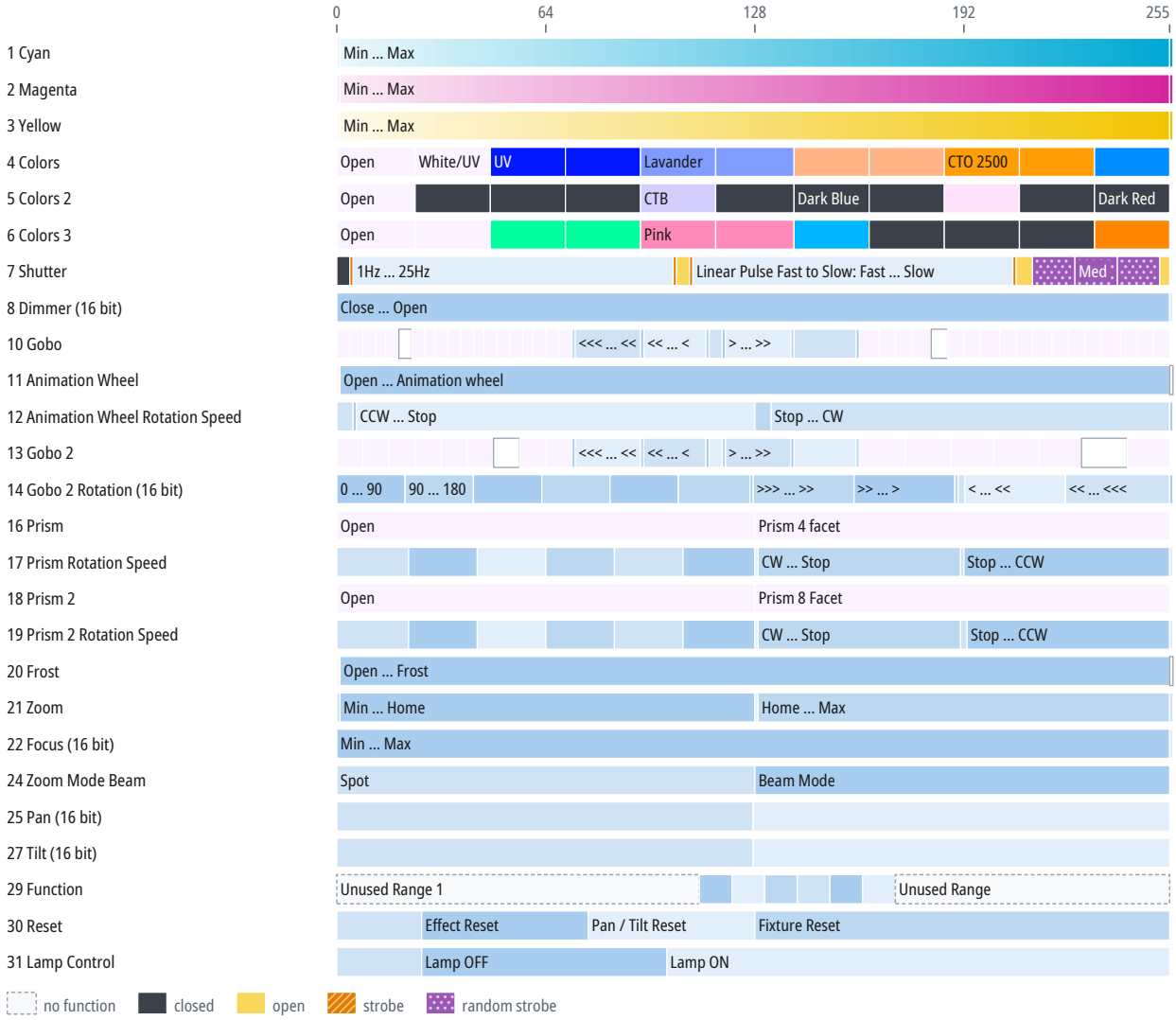
Mode	Channels	RDM personality
Standard	31	1

Mode Standard

16-bit parameters use two channels, coarse and fine: value = 256 × coarse value + fine value.

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 8 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Cyan 0, CH 2 Magenta 0, CH 3 Yellow 0, CH 4 Colors 0, CH 5 Colors 2 0, CH 6 Colors 3 0, CH 7 Shutter 255, CH 8 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Cyan	0	Min
		1–254	Min ... Max
		255	Max
2	Magenta	0	Min
		1–254	Min ... Max
		255	Max
3	Yellow	0	Min
		1–254	Min ... Max

CH	Function	DMX	Description
3	Yellow (continued)	255	Max
4	Colors		Color Wheel (1)
		0–23	Open
		24–46	White/UV
		47–69	UV
		70–92	UV/Lavander
		93–115	Lavander
		116–139	Lavander/CTO 3200
		140–162	CTO 3200 K
		163–185	CTO 3200K/ CTO 2500K
		186–208	CTO 2500
		209–231	CTO 2500K/ Blue Wood
		232–255	Blue Wood
5	Colors 2		Color Wheel (2)
		0–23	Open
		24–46	Open / Dark Green
		47–69	Dark Green
		70–92	Dark Green / CTB
		93–115	CTB
		116–139	CTB / Dark Blue
		140–162	Dark Blue
		163–185	Dark Blue / H M Green
		186–208	H M Green
		209–231	H M Green / Dark Red
		232–255	Dark Red
6	Colors 3		Color Wheel (3)
		0–23	Open
		24–46	Open / Light Green
		47–69	Light Green
		70–92	Light Green / Pink
		93–115	Pink
		116–139	Pink / Aquamarine
		140–162	Aquamarine
		163–185	Aquamarine / Dark Orange
		186–208	Dark Orange
		209–231	Dark Orange / Light Orange
		232–255	Light Orange
7	Shutter	0–3	Closed
		4	1Hz
		5–102	1Hz ... 25Hz
		103	25Hz
		104–107	Open

CH	Function	DMX	Description
7	Shutter (continued)	108	Linear Pulse Fast to Slow: Fast
		109–206	Linear Pulse Fast to Slow: Fast ... Slow
		207	Linear Pulse Fast to Slow: Slow
		208–212	Open
		213–225	Random Strobe low to Fast: Fast
		226–238	Med
		239–251	Random Strobe low to Fast: Slow
		252–255	Open
8	Dimmer	0–255	Close ... Open
		255	Open
9	Dimmer Fine	0–255	Fine adjustment of CH 8
10	Gobo	0–3	Gobo: OPEN
		4–7	GOBO 1
		8–11	GOBO 2
		12–14	GOBO 3
		15–18	GOBO 4
		19–22	GOBO 5
		23–26	GOBO 6
		27–29	GOBO 7
		30–33	Gobo 8
		34–37	Gobo 9
		38–41	Gobo 10
		42–44	Gobo 11
		45–48	Gobo 12
		49–52	Gobo 13
		53–56	Gobo 14
		57–59	Gobo 15
		60–63	Gobo 16
		64–67	Gobo 17
		68–71	Gobo 18
		72	<<<
		73–92	<<< ... <<
		93	<<
		94–112	<< ... <
		113	<
		114–117	Gobo 1 Wheel Speed: Stop
		118	>
		119–138	> ... >>
		139	>>
		140–158	>> ... >>>
		159	>>>
		160–165	Gobo 1 Shake: GOBO 1 (1–10 Hz)

CH	Function	DMX	Description
10	Gobo (continued)	166–170	Gobo 1 Shake: GOBO 2 (1–10 Hz)
		171–175	Gobo 1 Shake: GOBO 3 (1–10 Hz)
		176–181	Gobo 1 Shake: GOBO 4 (1–10 Hz)
		182–186	Gobo 1 Shake: GOBO 5 (1–10 Hz)
		187–191	Gobo 1 Shake: GOBO 6 (1–10 Hz)
		192–196	Gobo 7 (1–10 Hz)
		197–202	Gobo 1 Shake: Gobo 8 (1–10 Hz)
		203–207	Gobo 1 Shake: Gobo 9 (1–10 Hz)
		208–212	Gobo 1 Shake: Gobo 10 (1–10 Hz)
		213–218	Gobo 1 Shake: Gobo 11 (1–10 Hz)
		219–223	Gobo 1 Shake: Gobo 12 (1–10 Hz)
		224–228	Gobo 1 Shake: Gobo 13 (1–10 Hz)
		229–233	Gobo 1 Shake: Gobo 14 (1–10 Hz)
		234–239	Gobo 1 Shake: Gobo 15 (1–10 Hz)
		240–244	Gobo 1 Shake: Gobo 16 (1–10 Hz)
		245–249	Gobo 1 Shake: Gobo 17 (1–10 Hz)
		250–255	Gobo 1 Shake: Gobo 18 (1–10 Hz)
11	Animation Wheel	0	Open
		1–254	Open … Animation wheel
		255	Animation wheel
12	Animation Wheel Rotation Speed		Animation Wheel Pos Rot
		0–4	Stop (1080–1046 °/s)
		5	CCW
		6–127	CCW … Stop
		128–132	Stop
		133–254	Stop … CW
		255	CW
13	Gobo 2	0–7	Gobo (2): Open
		8–15	GOBO 1
		16–23	GOBO 2
		24–31	GOBO 3
		32–39	GOBO 4
		40–47	GOBO 5
		48–55	GOBO 6
		56–63	GOBO 7
		64–71	Gobo 8
		72	<<<
		73–92	<<< … <<
		93	<<
		94–112	<< … <
		113	<
		114–117	Gobo (2) Wheel Spin: Stop

CH	Function	DMX	Description
13	Gobo 2 (continued)	118	>
		119–138	> ... >>
		139	>>
		140–158	>> ... >>>
		159	>>>
		160–173	Wheel Slot 2 (1–10 Hz)
		174–187	Wheel Slot 3 (1–10 Hz)
		188–200	Wheel Slot 4 (1–10 Hz)
		201–214	Wheel Slot 5 (1–10 Hz)
		215–227	Wheel Slot 6 (1–10 Hz)
		228–241	Wheel Slot 7 (1–10 Hz)
		242–255	Wheel Slot 1 (1–10 Hz)
14	Gobo 2 Rotation	0	Gobo (2) Index: 0
		0–20	0 ... 90
		21–41	90 ... 180
		42–62	180 ... 270
		63–83	270 ... 360
		84–104	360 ... 450
		105–126	450 ... 540
		127	540
		128–158	>>> ... >>
		159–189	>> ... >
		190	> ... 0
		191–192	Gobo (2) Rot: 0
		193–223	< ... <<
		224–255	<< ... <<<
		255	<<<
15	Gobo 2 Rotation Fine	0–255	Fine adjustment of CH 14
16	Prism		Prism 4 Faced
		0–127	Open
		128–255	Prism 4 facet
17	Prism Rotation Speed	0–21	CW 0 TO 90
		22–42	CW 90 to 180
		43–63	CW 180 to 270
		64–84	CW 270 to 360
		85–105	CW 360 to 450
		106–127	CW 450 to 540
		128	CW
		129–190	CW ... Stop
		191	Pos Rot Prism 4 facet: Stop
		192–254	Stop ... CCW
		255	CCW

CH	Function	DMX	Description
18	Prism 2		Prism 8 Facet
		0–127	Open
		128–255	Prism 8 Facet
19	Prism 2 Rotation Speed	0–21	CW 0 TO 90
		22–42	CW 90 to 180
		43–63	CW 180 to 270
		64–84	CW 270 to 360
		85–105	CW 360 to 450
		106–127	CW 450 to 540
		128	CW
		129–190	CW ... Stop
		191–192	Pos Rot Prism 8 facet: Stop
		193–254	Stop ... CCW
		255	CCW
20	Frost	0	Open
		1–254	Open ... Frost
		255	Frost
21	Zoom	0	Min
		1–127	Min ... Home
		128	Home
		129–254	Home ... Max
		255	Max
22	Focus	0–255	Min ... Max
		255	Max
23	Focus Fine	0–255	Fine adjustment of CH 22
24	Zoom Mode Beam		Beam Mode
		0–127	Spot
		128–255	Beam Mode
25	Pan	0–127	Pan
		128	Home
		128–255	Pan
26	Pan Fine	0–255	Fine adjustment of CH 25
27	Tilt	0–127	Tilt
		128	Home
		128–255	Tilt
28	Tilt Fine	0–255	Fine adjustment of CH 27
29	Function	0–110	Unused Range 1
		111–120	Standard CMY Speed
		121–130	Fast CMY Speed
		131–140	Dimmer Curve 1
		141–150	Dimmer Curve 2
		151–160	Display OFF

CH	Function	DMX	Description
29	Function (continued)	161–170	Display ON
		171–255	Unused Range
30	Reset	0–25	Unused Range
		26–76	Effect Reset
		77–127	Pan / Tilt Reset
		128–255	Fixture Reset
31	Lamp Control	0–25	Unused Range
		26–100	Lamp OFF
		101–255	Lamp ON

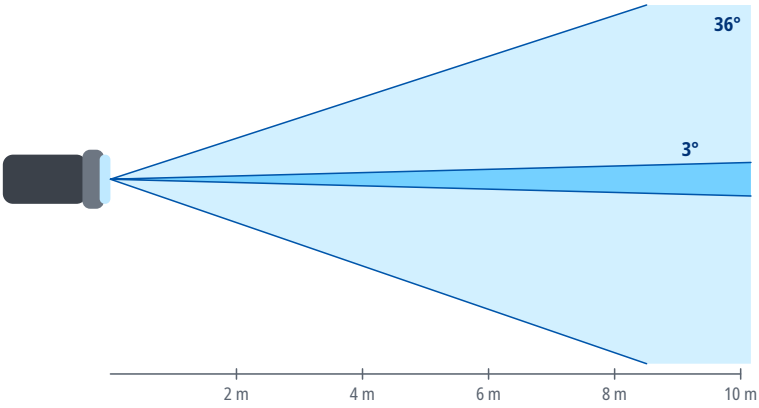
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	330 W
Luminous flux	12,000 lm
Color temperature	8,000 K
Color rendering index (CRI)	70
Optics	
Zoom	3–36°
Movement	
Pan	540°
Tilt	270°
Control	
DMX connection	5-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x4350, device model ID 0x10B0)
Electrical	
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	23 kg
Operating environment	
Operating temperature	-10 to 40 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–12 Hz
Gobo 3 rotation	up to 1080 °/s (180 rpm)
Prism 1 rotation	up to 570 °/s (95 rpm)
Prism 2 rotation	up to 570 °/s (95 rpm)
Animation wheel rotation	up to 1080 °/s (180 rpm)

Spot diameter



Distance	Ø 3°	Ø 36°
2 m	0.1 m	1.3 m
4 m	0.21 m	2.6 m
6 m	0.31 m	3.9 m
8 m	0.42 m	5.2 m
10 m	0.52 m	6.5 m
15 m	0.79 m	9.7 m

Spot diameter square to the beam axis, calculated from the beam angle.

11 Maintenance and cleaning

- Before cleaning and maintenance, switch the device off, disconnect it from the power supply and let it cool down.
- Clean the housing with a soft, dry or slightly damp cloth. Do not use solvents, abrasive cleaners or pressure washers, and make sure no liquid gets into the device.
- Clean optical parts (lenses, front glass), if the device has any, with a soft lint-free cloth and a cleaner intended for optics or glass.
- Regularly inspect the housing, cables, connectors and fixings. Have damaged parts replaced by a service center.
- How often to clean depends on the environment; dust, smoke and fog make the device dirty much faster.

12 Troubleshooting

Problem	Remedy
The device does not switch on	Check the supply voltage, the cables and the fuse, if the device has one.
The device does not respond to DMX	Check the start address, the selected DMX mode and whether it matches the profile in the controller, the cable connection to DMX IN, and the controller output (universe).
The device behaves erratically or flickers	Check the terminator at the end of the line, the condition and wiring of the cables (shield on pin 1 only), the number of devices on the line (32 at most), and that the line is not split without a splitter.
Only some devices on the line respond	Check the cable and connectors between the last working and the first non-working device, and make sure all devices on the line are switched on.

Problem	Remedy
Devices respond to the wrong channels or affect each other	Check that the addresses do not overlap and that the DMX mode on the devices matches the patch in the controller.
The device or the connected load does not light up although it receives DMX	Check the values of the dimmer, shutter and strobe channels against the DMX channel table. For the DMX modes for which the sources state it, the chapter DMX channels gives under the mode's heading which channels must be open.
Movement is reversed	Check whether Pan/Tilt inversion is enabled in the device menu or in the controller.
Moving parts do not reach the correct position after power-on or transport	Switch the device off and on again to reset the position, and make sure the transport lock, if any, is released. If this does not help, contact a service center.
Movement is jerky	Check the value of the Pan/Tilt speed channel, if the device has one, and the stability of the DMX signal.

13 Disposal

The crossed-out wheeled bin symbol on the product, in the manual or on the packaging means that the product must not be disposed of with unsorted household waste at the end of its life.

Take the end-of-life equipment to a collection point, for example a municipal collection site or a retailer. Proper disposal enables materials to be recycled and helps prevent possible negative effects on the environment and human health.

Follow the regulations applicable in your country; in the Czech Republic, take-back is governed by Act No. 542/2020 Coll., on End-of-Life Products.

Recycle the packaging materials according to their type.