DMX REFERENCE

Skylos

Clay Paky



Manufacturer	Clay Paky
GDTF file	Clay_Paky_Skylos_142775.gdtf
GDTF revision	ClayPaky FW 3_2_894 · 2026-05-15
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1 About this manual

This document describes the Skylos by Clay Paky. It was compiled from the GDTF file Clay_Paky_Skylos_142775.gdtf from the GDTF-Share library.

File revision: “ClayPaky FW 3_2_894”.

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	59 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Standard	20	25	1, 21, 41, 61, ...

No light? Check these channels

- Standard: CH 2 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 3 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.

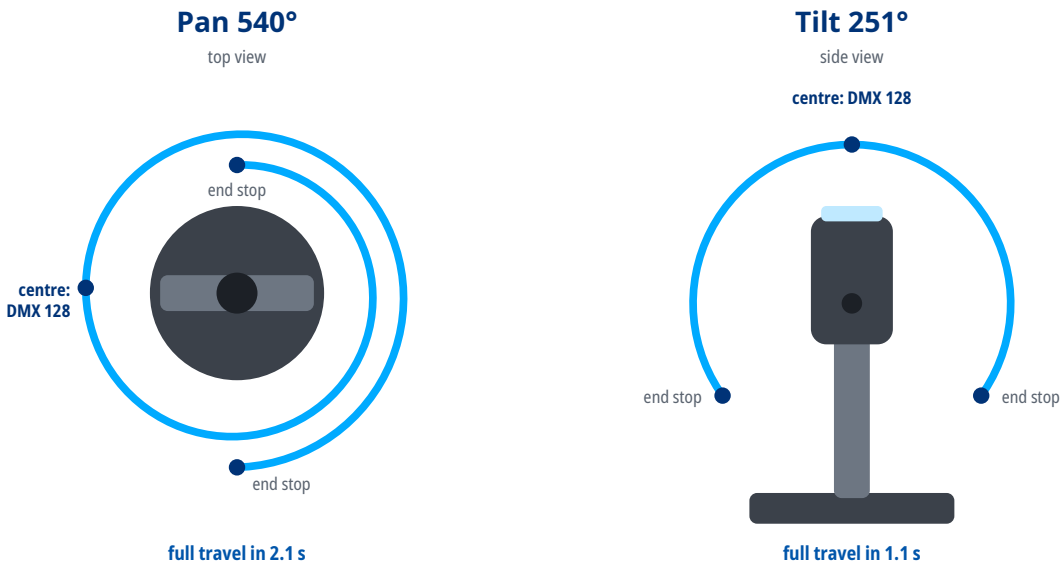
> ⚠ **WARNING**
>
> - The moving parts of the device (for example the head or arms) can move quickly and unexpectedly at any time – after power-on, during a reset, or on a command from the controller.
> - Keep yourself and any objects out of the range of movement. While the device is switched on, do 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

“The Skylos goes far beyond the legacy of classic searchlights, and opens up unexplored market opportunities. It is the ideal light for every environment and field of use, from touring and large events to theme parks and fixed installations, thanks to Its innovative, perfectly safe light source, top-notch performance with low power consumption, very low maintenance requirements, and specially designed body which makes it suitable for use in even the most extreme conditions.”

Range of movement



Full-travel times as stated in the GDTF file.

5 Installation

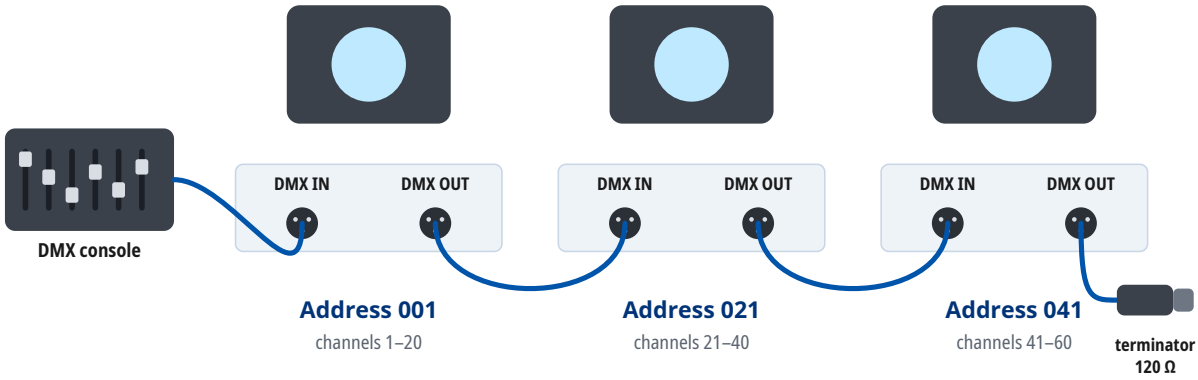
⚠ WARNING

- 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: 59 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 20 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”: 20.
- 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, 21, 41, 61.
- 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 20 channels
Pan / Tilt	10, 12
Dimmer	3
Shutter / strobe	2
Color wheel	1
Prism	5–7
Frost	8
Zoom	9

Color wheel

1. Open — DMX 0
2. Dark Red — DMX 7–8
3. Green — DMX 15–16
4. Cyan — DMX 23–24
5. Magenta — DMX 32–35
6. Yellow — DMX 40–43
7. Orange — DMX 49–50
8. Lavender — DMX 57–58
9. Lime — DMX 67–68
10. Aquamarine — DMX 75–76
11. CTB — DMX 83–84
12. CTO 8000-3200K — DMX 91–92
13. Saturated Red — DMX 101–102
14. Blue — DMX 109–110
15. CTO 8000-2500K — DMX 117–118

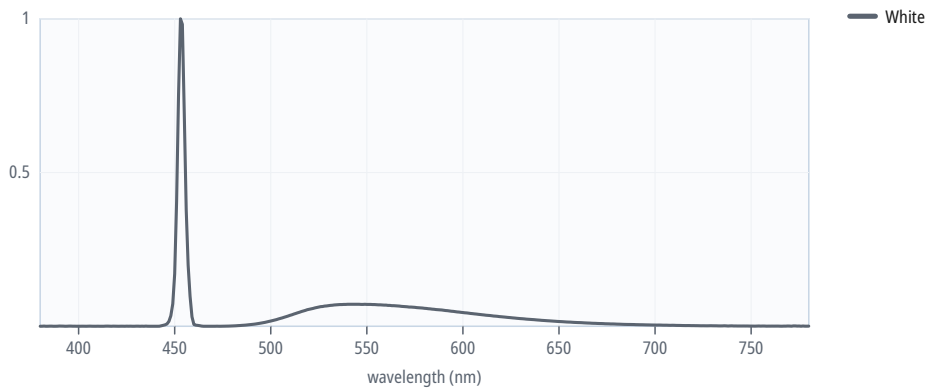
Prism 1

1. DMX 0–85
2. 6 facets — 6-Facet Circular Prism — DMX 86–170
3. 5 facets — 5-Facet Linear Prism — DMX 171–255

Prism 2

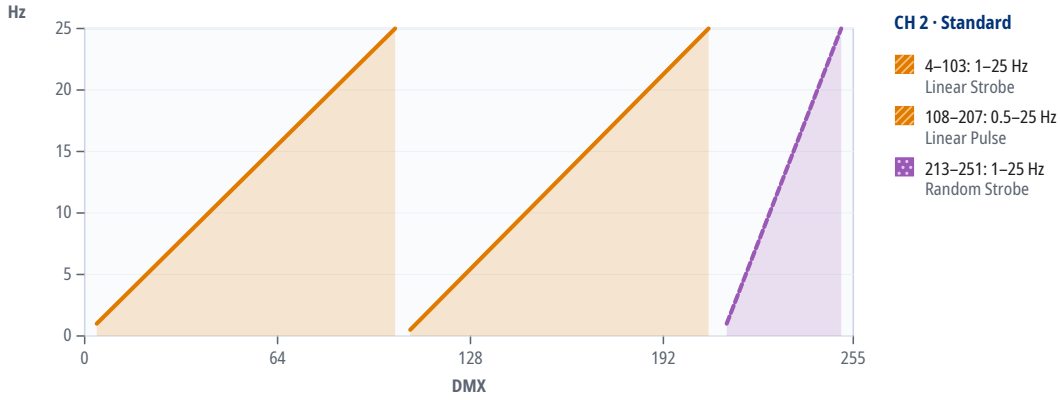
1. DMX 0–1
2. 4 facets — 4-Facet Circular Prism — DMX 128–255

Spectra of the light sources



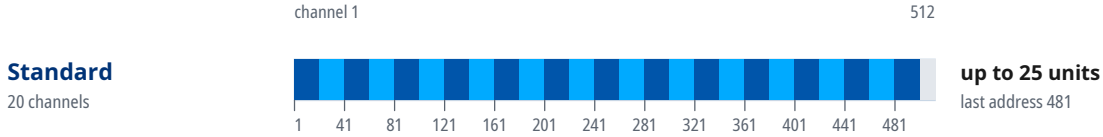
Relative spectrum of each light source as the GDTF file states it; each curve is scaled to its own maximum.

Strobe rate



9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Standard”

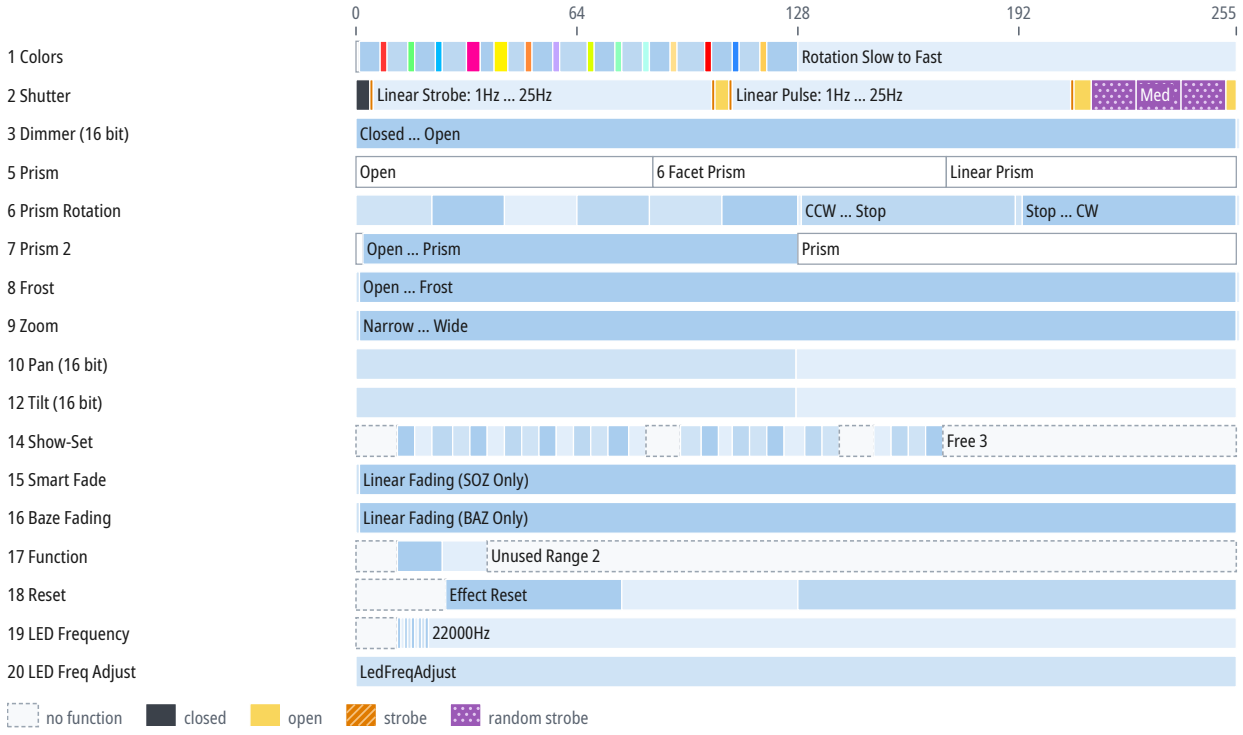
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	101	11	201	16	301
2	21	7	121	12	221	17	321
3	41	8	141	13	241	18	341
4	61	9	161	14	261	19	361
5	81	10	181	15	281	20	381

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 2 Shutter at 104–107, 208–212 or 252–255 “Open”; CH 3 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Colors 0, CH 2 Shutter 255, CH 3 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Colors	0	Color: Open
		1–6	Open ... Red Orange
		7–8	Red Orange
		9–14	Red Orange ... Green
		15–16	Green
		17–22	Green ... Cyan
		23–24	Cyan
		25–31	Cyan ... Magenta
		32–35	Magenta
		36–39	Magenta ... Yellow
		40–43	Yellow
		44–48	Yellow ... Orange
		49–50	Orange
		51–56	Orange ... Lavender
		57–58	Lavender
		59–66	Lavender ... Lime
		67–68	Lime

CH	Function	DMX	Description
1	Colors (continued)	69–74	Lime ... Aquamarine
		75–76	Aquamarine
		77–82	Aquamarine ... Cool White
		83–84	Cool White
		85–90	Cool White ... Warm White 3200K
		91–92	Warm White 3200K
		93–100	Warm White 3200K ... Saturated Red
		101–102	Saturated Red
		103–108	Saturated Red ... Blue
		109–110	Blue
		111–116	Blue ... TC Corrector
		117–118	TC Corrector
		119–127	Color 1
		128–255	Rotation Slow to Fast
2	Shutter	0–3	Close
		4	Linear Strobe: 1Hz
		5–102	Linear Strobe: 1Hz ... 25Hz
		103	Linear Strobe: 25Hz
		104–107	Open
		108	Linear Pulse: 1Hz
		109–206	Linear Pulse: 1Hz ... 25Hz
		207	Linear Pulse: 25Hz
		208–212	Open
		213–225	Random Strobe: Slow (2–9.26 Hz)
		226–238	Med
		239–251	Random Strobe: Fast
		252–255	Open
3	Dimmer	0–255	Closed ... Open
		255	Open
4	Dimmer Fine	0–255	Fine adjustment of CH 3
5	Prism		Prism 1
		0–85	Open
		86–170	6 Facet Prism
		171–255	Linear Prism
6	Prism Rotation	0–21	Index: 0 to 90
		22–42	Index: 90 to 180
		43–63	Index: 180 to 270
		64–84	Index: 270 to 360
		85–105	Index: 360 to 450
		106–127	Index: 450 to 540
		128	CCW
		129–190	CCW ... Stop

CH	Function	DMX	Description
6	Prism Rotation (continued)	191–192	Rotation: Stop
		193–254	Stop ... CW
		255	CW
7	Prism 2	0–1	Open
		2–127	Open ... Prism
		128–255	Prism
8	Frost	0	Open
		1–254	Open ... Frost
		255	Frost
9	Zoom	0	Narrow
		1–254	Narrow ... Wide
		255	Wide
10	Pan	0–127	Pan 1
		128	Home
		128–255	Pan 1
11	Pan Fine	0–255	Fine adjustment of CH 10
12	Tilt	0–127	Tilt 1
		128	Home
		128–255	Tilt 1
13	Tilt Fine	0–255	Fine adjustment of CH 12
14	Show-Set	0–11	Unused Range
		12–16	Limited Output ON
		17–21	Limited Output OFF
		22–27	SOZ-HD=215ft (sm)
		28–32	SOZ-HD=165ft (sm)
		33–37	SOZ-HD=130ft (sm)
		38–42	SOZ-H=82ft (sm)
		43–47	CHECK START
		48–52	CHECK STOP
		53–57	BAZ-Symmetric
		58–62	BAZ-PAN_180
		63–67	BAZ-CUST_TILT_1
		68–72	BAZ-CUST-PAN_1
		73–78	BAZ-CUST_PAN_2
		79–83	BAZ-CUST_TILT_2
		84–93	Free 1
		94–99	BAZ-INVERT OFF
		100–104	BAZ-INVERT ON
		105–108	BAZ-RESET
		109–113	SOZ-SYM (sm)
		114–118	SOZ-PAN_180 (sm)
		119–123	SOZ-CUST_TILT_1 (sm)

CH	Function	DMX	Description
14	Show-Set (continued)	124–129	SOZ-CUST_PAN_1 (sm)
		130–134	SOZ-CUST_PAN_2 (sm)
		135–139	SOZ-CUST_TILT_2 (sm)
		140–149	Free 2
		150–154	SOZ-INVERT OFF (SM)
		155–159	SOZ-INVERT ON (SM)
		160–164	SOZ-RESET (sm)
		165–169	TOTreset
		170–255	Free 3
15	Smart Fade		Smart Fading
		0	No Fade
		1–255	Linear Fading (SOZ Only)
16	Baze Fading	0	No Fade
		1–255	Linear Fading (BAZ Only)
17	Function	0–11	Unused Range 1
		12–24	Fast P/T
		25–37	Norm P/T
		38–255	Unused Range 2
18	Reset	0–25	Unused Range
		26–76	Effect Reset
		77–127	Position Reset
		128–255	Fixture Global Reset
19	LED Frequency	0–11	Unused Range
		12	4700Hz
		13	6000Hz
		14	7300Hz
		15	8600Hz
		16	10000Hz
		17	12000Hz
		18	15000Hz
		19	17578Hz
		20	20000Hz
		21–255	22000Hz
20	LED Freq Adjust		Frequency Tuning
		0–255	LedFreqAdjust

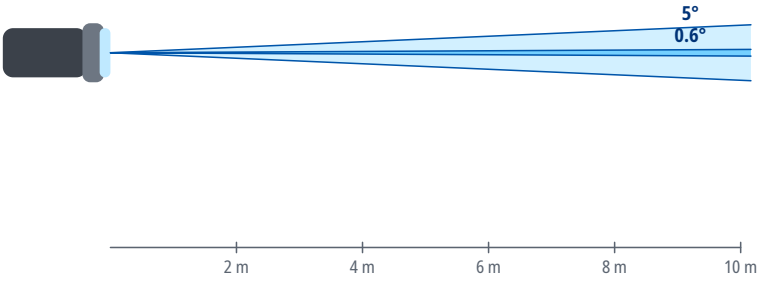
10 Technical specifications

Parameter	Value
Light	
Light source	discharge lamp
Lamp power	300 W
Optics	
Zoom	0.6–5°
Movement	
Pan	540°
Tilt	251°
Control	
RDM	yes (manufacturer ID 0x4350, device model ID 0x0EC0)
Dimensions and construction	
Weight	59 kg
Operating environment	
Operating temperature	-40 to 45 °C

Speeds and ranges

Parameter	Value
Strobe frequency	1–25 Hz
LED frequency	4700–22000 Hz
Prism 1 rotation	up to 1080 °/s (180 rpm)

Spot diameter



Distance	Ø 0.6°	Ø 5°
2 m	0.02 m	0.17 m
4 m	0.04 m	0.35 m
6 m	0.06 m	0.52 m
8 m	0.08 m	0.7 m
10 m	0.1 m	0.87 m
15 m	0.16 m	1.3 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.
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.