

# MAC Aura FX Guide

This guide gives details of the effects available on the FX selection DMX channels 15 and 17 in the MAC Aura™.

## Aura Sync

### Dimmer sync

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DMX values	10 - 12
Percent	4
Input parameters	Dimmer
Output parameters	Dimmer Aura
Priority	Overrides any other dimmer Aura DMX input value

#### **Details**

- Any dimmer settings from the Beam are applied to the Aura section of the fixture.
- Beam and Aura act in perfect sync and all fades, dimming smoothing, curves, tracking, etc. are applied to both sections.

### Strobe sync

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DMX values	13 - 15
Percent	5
Input parameters	Strobe
Output parameters	Strobe Aura
Priority	Overrides any other strobe Aura DMX input value

#### **Details**

- Any strobe settings from the Beam are applied to the Aura section of the fixture.
- Beam and Aura act in perfect sync, and all shutter functions such as random and pulsing FX stay synchronized.

## Dimmer + strobe sync

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DMX values	16 - 18
Percent	6 - 7
Input parameters	Dimmer, strobe
Output parameters	Dimmer Aura, strobe Aura
Priority	Overrides any other dimmer Aura and strobe Aura DMX input values

### **Details**

- Any dimmer and/or strobe settings from the Beam are applied to the Aura section of the fixture.
- Beam and Aura act in perfect sync.
- All dimmer functions such as fades, dimming smoothing, curves, tracking, etc. and all shutter functions such as random and pulsing FX stay synchronized.

## Aura color sync

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DMX values	19 - 21
Percent	8
Input parameters	Red, green, blue, color wheel
Output parameters	Red Aura, green Aura, blue Aura, color wheel Aura
Priority	Overrides any other Aura color DMX input values

### **Details**

- Any color (RGB or color wheel) settings from the Beam are applied to the Aura section of the fixture.
- Beam and Aura act in perfect sync and all fades, dimming smoothing, curves, tracking, etc. are applied to both sections. Color wheel scrolls are synchronized.

## Aura all sync

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DMX values	22 - 24
Percent	9
Input parameters	Dimmer, strobe, red, green, blue, color wheel
Output parameters	Dimmer Aura, strobe Aura, red Aura, green Aura, blue Aura, color wheel Aura
Priority	Overrides any other Aura DMX input values

### **Details**

- Any dimmer, strobe and color (RGB or color wheel) settings from the Beam are applied to the Aura section of the fixture.
- All Aura parameters are synchronized to Beam parameters.

# Intensity FX

## Aura strobe delay

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DMX values	40 - 42
Percent	16
Input parameters	Strobe
Output parameters	Strobe Aura
Priority	Overrides any other Aura strobe DMX input values
FX Adjust	Delays Aura strobe trigger Action is synchronized, with shift from just after Beam trigger to just before Beam trigger

### Details

- Strobe Aura is synchronized with the Beam strobe cycle.
- FX Adjust shifts the strobe trigger time for the Aura channel. The time base for this shift is determined by the cycle from the strobe channel. FX Adjust always shifts the trigger point relatively within the cycle, so trigger time is not an absolute time.
- All internal strobe FX are used. For example, on Random Strobe the Aura will trigger with the delay determined by the FX Adjust channel, or a ramp effect will start with a delay on the Aura section but follow exactly the same curve etc. as the Beam.

## Strobe alternate single

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DMX values	43 - 45
Percent	17
Input parameters	Strobe, strobe Aura
Output parameters	Strobe, strobe Aura
FX Adjust	Speed

### Details

- Strobe flash bounces from Beam to Aura
- Beam flash – Off - Aura flash- Off

## Strobe alternate dual

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DMX values	46 - 48
Percent	18
Input parameters	Strobe, strobe Aura
Output parameters	Strobe, strobe Aura
FX Adjust	Speed

### Details

- Strobe flash bounces from Beam to Aura and performs two flashes each time
- Beam flash – Off - Beam flash – Off - Aura flash- Off - Aura flash- Off

## Strobe alternate triple

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DMX values	49 - 51
Percent	19 - 20
Input parameters	Strobe, strobe Aura
Output parameters	Strobe, strobe Aura
FX Adjust	Speed

### Details

- Strobe flash bounces from Beam to Aura and performs three flashes each time
- Beam flash – Off - Beam flash – Off - Beam flash – Off - Aura flash- Off - Aura flash- Off - Aura flash- Off

## Three-step strobe

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DMX values	52 - 54
Percent	21
Input parameters	Strobe, strobe Aura
Output parameters	Strobe, strobe Aura
FX Adjust	Speed

### Details

- Strobe performs a Beam, Aura, Off cycle
- Beam Flash – Off – Aura Flash – Off – Off – Off

## Aura ramp, Beam flash

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DMX values	64 - 66
Percent	25
Input parameters	Dimmer, dimmer Aura
Output parameters	Dimmer, dimmer Aura
Priority	Overrides strobe channels
	Dimmer sets Beam flash intensity
FX Adjust	Speed

### Details

- Fixture starts with Aura and Beam both dimmed to zero.
- Aura dimmer ramps to level.
- Aura dimmer snaps to zero and Beam performs one single strobe flash at the same time.

## Beam ramp, Aura flash

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DMX values	67 - 69
Percent	26 - 27
Input parameters	Dimmer, dimmer Aura
Output parameters	Dimmer, dimmer Aura
Priority	Overrides strobe channels Aura dimmer sets Aura flash intensity
FX Adjust	Speed

### Details

- Fixture starts with Aura and Beam both dimmed to zero.
- Beam dimmer ramps to level.
- Beam dimmer snaps to zero and Aura performs one single strobe flash at the same time.

## Color FX

### Aura color offset

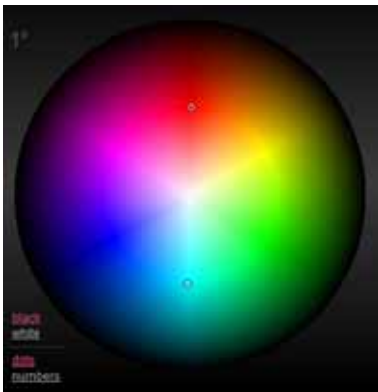
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DMX values	100 - 102
Percent	39
Input parameters	Red, green, blue, color wheel
Output parameters	Red Aura, green Aura, blue Aura, color wheel Aura
Priority	Overrides any other Aura color DMX input values
FX Adjust	Shifts color from 0 to 359°

### Details

- The degree value of Aura color in the color circle can be set to a constant offset from Beam color so that it always stays in perfect sync to the Beam Color and is directly linked to whatever Beam color is currently mixed.
- The Beam color RGB value (from RGB or the color wheel) is used as an input to determine the current color position. Aura is then shifted around on the color circle within the same saturation range.

Example of 180° offset visualized on the color circle:



<http://www.colorjack.com/sphere/>

## Hue shimmer

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DMX values	109 - 111
Percent	43
Input parameters	Red, green, blue, color wheel
Output parameters	Red, green, blue
FX Adjust	Random time and hue variation

### **Details**

- RGB or color wheel value of the Beam are converted to hue and saturation.
- FX alternates in random time and with random amount from existing color hue.
- FX Adjust increases time and deviation to make the effect visibly stronger or weaker.
- The FX performs fades between the random points.
- Maximum hue deviation is +/- 180° on color circle.

## Saturation shimmer

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DMX values	112 - 114
Percent	44
Input parameters	Red, green, blue, color wheel
Output parameters	Red, green, blue
FX Adjust	Random time and saturation variation

### **Details**

- RGB or color wheel value of the Beam are converted to hue and saturation.
- FX alternates in random time and with random amount from existing color saturation.
- FX Adjust increases time and deviation to make the effect visibly stronger or weaker.
- The FX performs fades between the random points.

## Color strobe

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DMX values	127 - 129
Percent	50
Input parameters	Strobe, red, green, blue, color wheel
Output parameters	Strobe, red, green, blue

### **Details**

- This effect creates a solid colored beam that flashes to an alternate color instead of performing an intensity cycle. There is no intensity strobe with this effect, instead the cycle alternates between a main and a strobe color. The strobe channel of the fixture gives speed control including all ramps, random settings, pulses, etc.
- The alternate color is set as an absolute using the color wheel.

## Color offset strobe

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DMX values	130 - 132
Percent	51
Input parameters	Strobe, red, green, blue, color wheel
Output parameters	Strobe, red, green, blue
FX Adjust	Shifts color from 0 to 359 degrees

### Details

- This effect creates a solid colored beam that flashes to an alternate color instead of performing an intensity cycle. There is no intensity strobe with this effect, instead the cycle alternates between a main and a strobe color. The strobe channel of the fixture gives speed control including all ramps, random settings, pulses, etc.
- The alternate color is set relative to the main color using a color circle degree offset as with the "Aura color offset" effect.

## Aura color strobe

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DMX values	133 - 135
Percent	52
Input parameters	Strobe Aura, red Aura, green Aura, blue Aura, color wheel Aura
Output parameters	Strobe Aura, red Aura, green Aura, blue Aura

### Details

- This effect creates a solid colored Aura that flashes to an alternate color instead of performing an intensity cycle. There is no intensity strobe with this effect, instead the cycle alternates between a main and a strobe color. The Aura's strobe channel is used for speed control including all ramps, random settings, pulses, etc.
- The alternate color is set as an absolute using the color wheel.

## Color offset strobe

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DMX values	136 - 138
Percent	53
Input parameters	Strobe Aura, red Aura, green Aura, blue Aura, color wheel Aura
Output parameters	Strobe Aura, red Aura, green Aura, blue Aura
FX Adjust	Shifts color from 0 to 359 degrees

### Details

- This effect creates a solid colored Aura that flashes to an alternate color instead of performing an intensity cycle. There is no intensity strobe with this effect, instead the cycle alternates between a main and a strobe color. The strobe channel of the fixture is used for speed control including all ramps, random settings, pulses, etc.
- The alternate color is set relative to the main color using a color circle degree offset as with the "Aura color offset" effect.

## Color spikes

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DMX values	139 - 141
Percent	54 - 55
Input parameters	Red, green, blue
Output parameters	Red, green, blue
FX Adjust	Random hue deviation time and amount

### **Details**

- RGB or color wheel values of the Beam are converted to hue and saturation.
- Whenever the incoming color value receives changes that fade, the hue value alternates randomly up and down with a random time. FX Adjust increases both random time and amount of deviation.
- During color fades from a lighting console, this gives a color “flicker” with controllable strength can be controlled.
- As soon as the incoming values stop changing, the FX stops and the fixture assumes the correct color.

## Zoom FX

### Color zoom ramp in

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DMX values	160 - 162
Percent	63
Input parameters	Red, green, blue, color wheel, zoom
Output parameters	Red, green, blue, zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### **Details**

- Zoom fades from current zoom value to minimum zoom.
- At the same time color fades from current RGB values to color wheel value.
- Both snap back to their start values together.

### Color zoom ramp out

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DMX values	163 - 165
Percent	64
Input parameters	Red, green, blue, color wheel, zoom
Output parameters	Red, green, blue, zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### **Details**

- Zoom fades from current zoom value to maximum zoom.
- At the same time color fades from current RGB values to color wheel value.
- Both snap back to their start values together.



## Color zoom fade in

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DMX values	166 - 168
Percent	65
Input parameters	Red, green, blue, color wheel, zoom
Output parameters	Red, green, blue, zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### **Details**

- Zoom fades from current zoom value to maximum zoom and back.
- At the same time color fades from current RGB values to color wheel value and back to RGB values.

## Color zoom fade out

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DMX values	169 - 171
Percent	66
Input parameters	Red, green, blue, color wheel, zoom
Output parameters	Red, green, blue, zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### **Details**

- Zoom fades from current zoom value to minimum zoom and back.
- At the same time color fades from current RGB values to color wheel value and back to RGB values.

## Zoom ramp up

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DMX values	175 - 177
Percent	69
Input parameters	Zoom
Output parameters	Zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### **Details**

- Zoom ramps up from minimum zoom to base level.
- FX Adjust sets speed.

## Zoom ramp down

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DMX values	178 - 180
Percent	70
Input parameters	Zoom
Output parameters	Zoom
Priority	Zoom value is used to set base level
FX Adjust	Speed

### ***Details***

- Zoom ramps down from base level to minimum zoom.
- FX Adjust sets speed.

