MAC Viper™ AirFX
USER GUIDE

Martin®
by HARMAN

User Documentation update information

Any important changes in the MAC Viper AirFX User Guide are listed below.

Revision A

First version released. Covers firmware version 1.1.0.

Revision B

Quadray Module user info added to User Guide. Lamp installation changed in Safety and Installation Manual. Covers firmware version 1.4.0 (the update to v.1.4.0 does not involve any changes that affect the product's user documentation).

Contents

Introduction

This User Guide is a supplement to the Installation and Safety Manual that is supplied with the MAC Viper AirFX. Both documents are available for download from the MAC Viper AirFX Product Support page on the Martin™ website at www.martin.com. The User Guide contains information that is mainly of interest for lighting designers and operators, whereas the Safety and Installation Manual contains important information for all users, especially installers and technicians.

Before using the MAC Viper AirFX, check the latest version of the Installation and Safety Manual, paying particular attention to the Safety Precautions section.

We recommend that you check the Martin™ website regularly for updated documentation. A revised version of this User Guide will become available each time we can improve the quality of the information in the guide and each time a new firmware version is released that contains changes or new features. Each time this guide is revised, any important changes will be listed on page 2 so that you can keep track of updates.

Effects

This section gives details of the effects that can be controlled via DMX. See the DMX protocol table on page 20 for details of the channels used to control them.

Where fine control is available, the main control channel sets the first 8 bits (the most significant byte or MSB), and the fine channels set the second 8 bits (the least significant byte or LSB) of the 16-bit control signal. In other words, the fine channel works within the position set by the coarse channel.

Shutter and strobe effects

The MAC Viper AirFX's dimmer/shutter provides instant blackout and snap open as well as regular or random strobe and pulse effects with variable speed from approx. 2 Hz to 10 Hz.

Dimming

The dimmer/shutter provides smooth, high-resolution 100 percent fading.

Fine dimming control is available in extended 16-bit mode.

Cyan, Magenta, Yellow and CTO

The amount of cyan, magenta, yellow and CTO (Color Temperature Control Orange) applied to the MAC Viper AirFX's light output can be varied from zero to 100%.

The CTO flags installed as standard allow color temperature to be made warmer from 0 to +145 mireds, giving a reduction in color temperature from 6000 K at zero CTO to 3200 K at full CTO.

Color wheel

The color wheel has seven color filters that can be applied as split colors or in full-color steps. The color wheel can also be scrolled continuously, applying the color filters in sequence with control of color wheel speed and direction. Color filters can also be applied at random at fast, medium or slow speed:

Slot 9 - Open

Slot 1 - Blue 101 SP

Slot 7 - Red 310 SP

Slot 2 - Green 203 SP

Slot 6 - Deep Blue SP (Congo)

Slot 3 - Orange 311 SP

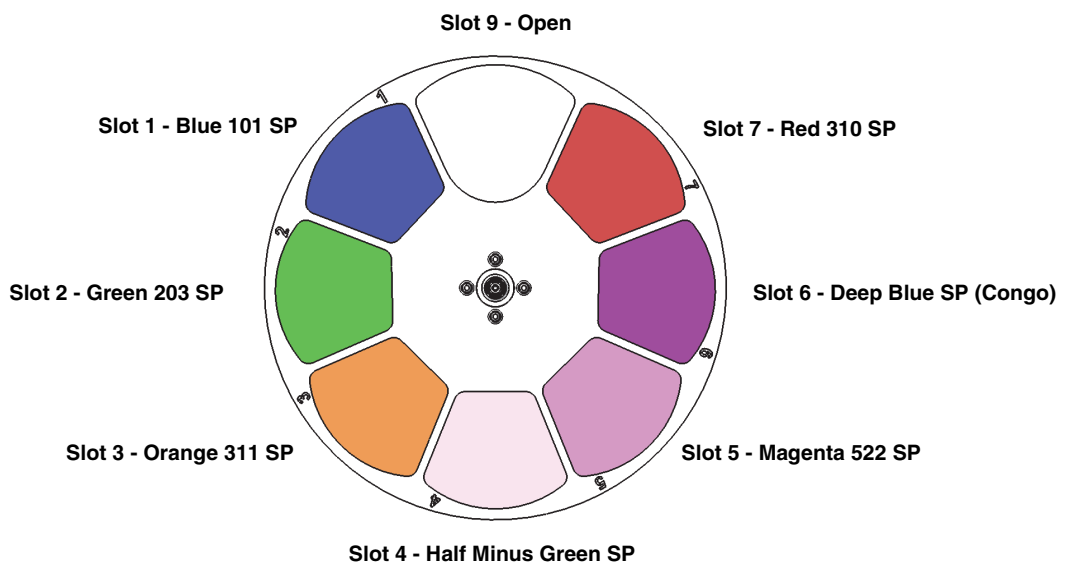**Slot 5 - Magenta 522 SP**

Slot 4 - Half Minus Green SP

Figure 1: Color wheel (seen from lamp side)

As standard, the MAC Viper AirFX is supplied with the following color filters installed:
- Slot 1 - Blue 101 - P/N 46404500
- Slot 2 - Green 203 SP - P/N 46404510
- Slot 3 - Orange 311 SP - P/N 46404520
- Slot 4 - 1/2 Minus Green SP - P/N 46404541
- Slot 5 - Magenta 522 SP - P/N 46404570
- Slot 6 - Deep Blue SP (Congo) - P/N 46404550
- Slot 7 - Red 310 SP - P/N 46404560
- Slot 8 - Open

The color filters are interchangeable, but replacement filters must match the dimensions, construction and quality of the filters supplied as standard. See the MAC Viper AirFX Safety and Installation Guide for gobo replacement instructions.

Aerial effect gobos

The aerial effect gobo wheel in the MAC Viper AirFX provides 5 rotating gobos plus an open position. The standard gobos that are supplied installed in the fixture are shown in the correct order in Figure 2.

Gobos can be selected, indexed (positioned at an angle), rotated continuously, and shaken (bounced). The wheel can also be scrolled continuously or shaken. Gobo indexing, continuous gobo rotation, gobo shake and continuous wheel scrolling are selected on one channel. Depending on what is selected on this first channel, the gobo indexed angle or gobo rotation speed are set on the next channel. If gobo indexing is selected on the first channel, fine control of gobo indexed angle is available on the next control channel in both basic 16-bit and extended 16-bit modes.

The gobos are interchangeable, but replacement gobos must match the dimensions, construction and quality of the gobos supplied as standard. The gobos are E-32 size (standard E-size 37.5 mm external diameter, 32 mm image area diameter). See the MAC Viper AirFX Safety and Installation Guide for gobo replacement instructions.

Handling, installing and storing the gobos requires special care. See the MAC Viper AirFX Safety and Installation Guide for details.

| 1 | 2 | 3 | 4 | 5 |
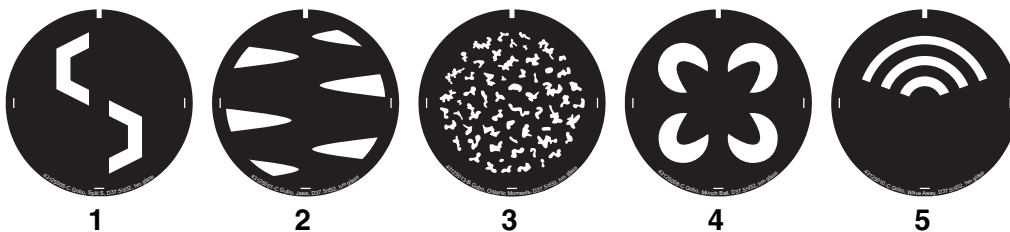
1. Gobo, Split S, D37.5/d32, hm glass...P/N 43125005
2. Gobo, Jaws, D37.5/d32, hm glass..P/N 43125001
3. Gobo, Organic Moments, D37.5/d32, hm glass ....P/N 43125013
4. Gobo, Munch Ball, D37.5/d32, hm glass ....P/N 43125008
5. Gobo, Wave Away, D37.5/d32, hm glass ....P/N 43125010

Figure 2: Aerial effect gobos

Static gobo wheel

The MAC Viper AirFX is supplied with the gobo wheel shown in Figure 3 (P/N 43950062) installed. The wheel provides seven integrated static gobos plus an open position.

The static gobo wheel is interchangeable, but a replacement wheel must match the dimensions, construction and quality of the wheel supplied as standard. See the MAC Viper AirFX Safety and Installation Guide for gobo wheel replacement instructions.
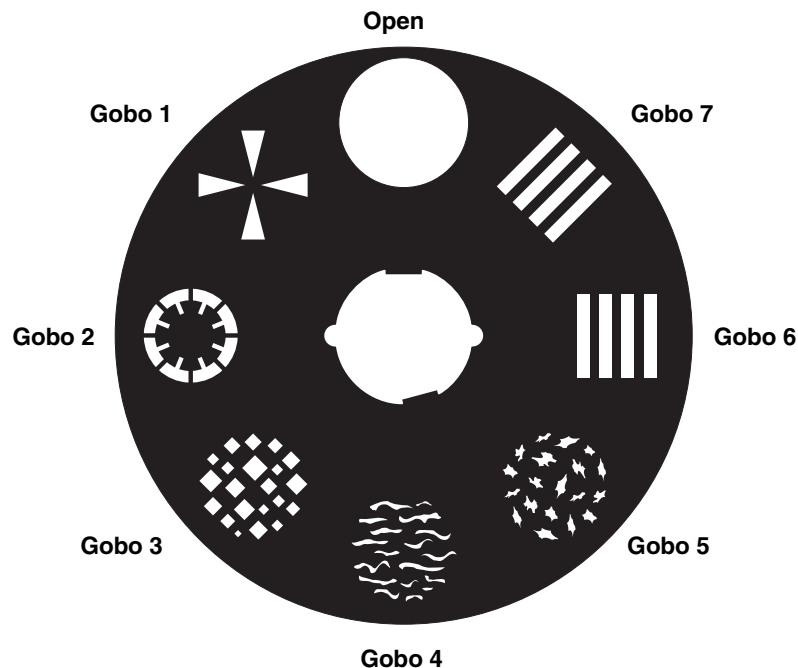
Figure 3: Static gobo wheel (seen from lamp side)

Iris

The iris can be set to a static diameter, or regular and random pulsing effects can be set with variable speed.

Wash effect

A wash effect can be added to soften the beam using frost filters. The effect is variable 0 - 100%.

Focus and zoom

The focus system allows sharp or soft projections. Focus range varies with zoom angle. At the narrowest zoom angle, nearest focus is approximately 6 meters (20 feet). As the zoom angle is widened, the nearest focus distance is reduced, down to approximately 2 meters (6.8 ft.), and far focus can be set to approximately infinity.

The separate zoom lens varies the focused beam angle from 10° to 44° with the standard lens installed.

Zoom/focus linking

Focus can be linked to zoom so that it automatically adjusts to match changes in zoom angle. Focus on rotating gobos matches zoom closely, while focus on the gobo animation wheel matches zoom best in the center of the zoom range and slightly less precisely at the two extremes of the zoom range.

Linked zoom/focus works within 3 distance ranges (figures are approximate):

- Near (5 - 10 meters)
- Medium (10 - 20 meters)
- Far (20 meters - infinity)

To link zoom and focus, select a distance range using the Fixture control/settings DMX channel or **FOCUS TRACKING** in the control panel **PERSONALITY** menu. Then adjust focus to obtain the required degree of sharpness. Linking is now enabled and focus will auto-adjust.

Pan and tilt

Coarse and fine pan and tilt control are available in both basic 16-bit and extended 16-bit modes.

Quadray module

The Martin Quadray™ Module is available as an accessory for the MAC Viper AirFX. The module only takes a few minutes to install and uninstall (see the Quadray Module Installation Guide supplied with modules and available on the Product Support pages at www.martin.com). When installed, it splits the MAC Viper AirFX beam into four individually controllable rays. Pre-programmed effects are also available. See "Quadray control" on page 24 for details of DMX control of the Quadray Module.

Control panel operations

You can configure individual fixture settings (such as the MAC Viper AirFX's DMX address), read out data, execute service operations and view error messages using the fixture's backlit graphic display and control panel.
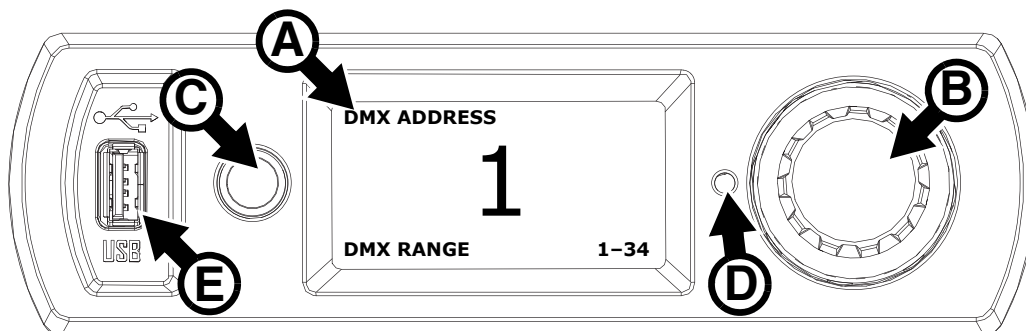

Figure 4: Display and control panel

When the MAC Viper AirFX is powered on, it first boots and resets, then it displays its DMX address (or its fixture ID number, if one has been set) and any status messages (see page 30) in the display **A**.

The display can be set to automatically rotate to match standing or hanging fixture orientation in the **PERSONALITY** → **DISPLAY** menu or the Shortcuts menu (see "Shortcuts" on page 10).

Using the control panel

- Click (i.e. press in towards the fixture base once) the jog wheel **B** to access the menus.
- Rotate the jog wheel to scroll up and down menus.
- Click the jog wheel to enter a menu or make a selection.
- The currently selected item in a menu is indicated by a star ✛ .
- Press the Escape button **C** to step backwards through the menus.

Status LED

An LED **D** next to the jog wheel indicates fixture status depending on the color displayed and DMX status depending on whether the LED flashes or lights constantly:

- **GREEN**: All parameters normal.
- **AMBER**: Warning (service interval exceeded, for example).
  If **ERROR MODE** is set to **Normal**, the warning message will be shown in the display. If **ERROR MODE** is set to **Silent**, the display must be activated with the jog wheel to display the warning message.
- **RED**: Error detected.
  If **ERROR MODE** is set to **Normal**, the error message will be shown in the display. If **ERROR MODE** is set to **Silent**, the display must be activated with the jog wheel to display the error message.
- **FLASHING**: No DMX signal detected.
- **CONSTANT**: Valid DMX signal detected.

If an error has been detected and the LED is red when the fixture is powered off, the LED will continue to flash red slowly. This feature allows easy identification of fixtures that require service intervention even if fixtures are disconnected from power.

Battery power

The display and control panel are powered by the MAC Viper AirFX's onboard battery. This gives access to the most important functions in the control panel – including DMX addressing – when the fixture is not connected to AC power.

To activate the display when the fixture is not connected to power, press the Escape button. The display extinguishes after 10 seconds with no jog wheel activity and the control panel is de-activated after 1 minute with no jog wheel activity. Press the Escape button again to re-activate.The status LED flashes fixture status slowly when the fixture is not connected to power. The LED draws a minute current that can be sustained for several months without flattening the battery.

Shortcuts

If you hold the Escape button pressed in for 2 - 3 seconds, a shortcut menu with the most important commands appears. Select a command with the jog wheel and click the jog wheel to activate, or press Escape to cancel.

- **RESET ALL** resets the whole fixture
- **LAMP ON/OFF** strikes or douses the lamp.
- **ROTATE DISPLAY** rotates the MAC Viper AirFX display 180°.

Settings stored permanently

The following settings are stored permanently in the fixture memory and are not affected by powering the MAC Viper AirFX off and on or by updating the fixture software:

- DMX address
- DMX Protocol setting
- Fixture ID
- All personality settings (pan/tilt and pan/tilt limit, linked zoom/focus, lamp cooling, fan clean mode, dimming curve, DMX lamp off, DMX reset, parameter shortcuts, all display settings, error mode)
- Factory settings
- Fixture info (resettable power-on, lamp-on and lamp strike counters)
- All Service settings (adjust, calibration, firmware)

These settings can be returned to factory defaults using the control menus or via DMX.

Service mode

Holding the jog wheel and Escape button pressed in while powering the fixture on puts the fixture into service mode, in which pan and tilt are disabled and a **SERV** warning appears in the display. Service mode removes the risk of unexpected head movement during lamp adjustment. Cycling power and allowing the fixture to start normally takes it out of service mode.

DMX address

The DMX address, also known as the start channel, is the first channel used to receive instructions from the controller. For independent control, each fixture must be assigned its own control channels. If you give two MAC Viper AirFXs the same address, they will behave identically. Address sharing can be useful for diagnostic purposes and symmetrical control, particularly when combined with the inverse pan and tilt options.

DMX addressing is limited, depending which DMX mode the fixture is in, to make it impossible to set the DMX address so high that you are left without enough control channels for the fixture.

DMX address setting

To set the fixture's DMX address:

1. Click the jog wheel to enter the main menu.
2. Click the jog wheel to enter **DMX ADDRESS**, then rotate the jog wheel to scroll to the desired address and click the jog wheel to save.
3. Press the Escape button to step back to the main menu.

DMX modes

The **CONTROL MODE** menu lets you set the MAC Viper AirFX to one of the two DMX operating modes, basic 16-bit and extended 16-bit:

* Basic 16-bit mode offers coarse control of all effects plus fine control of gobo indexing angle on both gobo wheels, pan and tilt.

* Extended 16-bit mode provides all the features of basic 16-bit mode plus fine control of the dimmer, zoom and focus.

The MAC Viper AirFX uses 20 DMX channels in basic 16-bit mode and 28 DMX channels in extended 16-bit mode.

To set the fixture's DMX mode:

1. Click the jog wheel to enter the main menu.

2. Rotate the jog wheel to scroll down to **CONTROL MODE**, then click the jog wheel. Rotate the jog wheel to select either **BASIC** or **EXTENDED**, then click the jog wheel to save.

3. Press the Escape button to step back to the main menu.

Fixture ID

The MAC Viper AirFX lets you set a four-digit ID number to ease identification of the fixtures in an installation. When a fixture is powered on for the first time, it displays its DMX address by default. As soon as you set an ID number other than **0** in **FIXTURE ID**, the MAC Viper AirFX will display this ID number by default, and indicate **FIXTURE ID** in the display.

Personality

The MAC Viper AirFX provides several options that let you optimize the fixture for different applications in the **PERSONALITY** menu:

* The **PAN/TILT** menu lets you swap and/or invert pan and tilt.

* The **SPEED** menu lets you set **PAN/TILT** to **NORMAL**, **FAST** (optimized for speed) or **SLOW** (optimized for smooth movement – useful for slow movements in long-throw applications). Likewise, you can select an overall speed for all the effects by setting **EFFECT** speed to **NORMAL**, **FAST** or **SLOW**. You can also set effect speed to **FOLLOW P/T**, in which effects will always use whatever speed is set for pan and tilt.

* **DIMMER CURVE** provides four dimming options (see Figure 5):
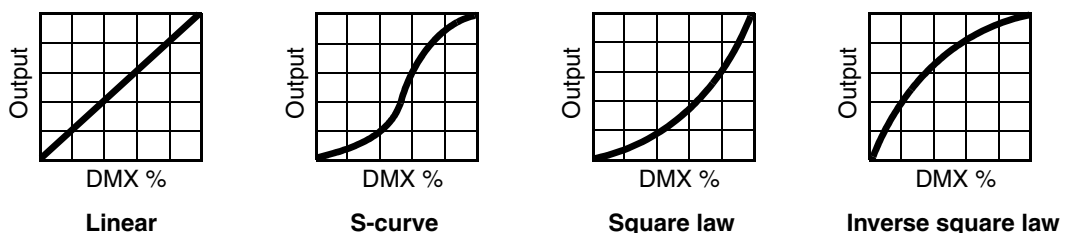
Figure 5: Dimming curve options

   - **LINEAR** – (optically linear) the increase in light intensity appears to be linear as DMX value is increased.

   - **S-CURVE** – light intensity control is finer at low levels and high levels and coarser at medium levels. This curve emulates the RMS voltage dimming characteristics of an incandescent lamp such as the tungsten halogen lamp of the Martin™ MAC TW1™.

   - **SQUARE LAW** – light intensity control is finer at low levels and coarser at high levels.

   - **INV SQUARE LAW** – light intensity control is coarser at low levels and finer at high levels.

* **FOCUS TRACKING** sets focus to automatically switch between the three zoom/focus settings when you use the zoom effect (see "Zoom/focus linking" on page 7).

* **AUTO LAMP ON** gives three lamp strike options:

   - When set to **OFF**, the lamp remains off until a "lamp on" command is received via DMX.

   - When set to **ON**, the lamp strikes automatically after the fixture is powered on.

- When set to **DMX**, the lamp strikes automatically when the fixture begins to receive DMX data, and lamp power is shut down 15 minutes after the fixture stops receiving DMX data. Automatic lamp strikes are staggered to prevent all lamps from striking at once. The delay is determined by the fixture address. No matter what the **AUTOMATIC LAMP ON** setting is, the lamp can be struck by sending a lamp on command via DMX on the Fixture control/settings DMX channel.
- **DMX LAMP OFF** and **DMX RESET** define whether the lamp can be powered off, or whether fixture or individual effects can be reset by sending a DMX command on the Fixture control/settings DMX channel. If either of these settings are set to **Off**, you can override this setting and cut lamp power or reset effects by applying a special combination of DMX values (see "DMX protocol" on page 20).
- **EFFECT SHORTCUT** determines whether the gobo wheels and color wheel take the shortest path between two positions (shortcuts enabled), crossing the open position if necessary, or always avoid the open position (shortcuts disabled).
- **DISPLAY** offers the following options for the LCD display:
  - **DISPLAY SLEEP** determines whether the display remains on permanently, or goes into sleep mode 2, 5 or 10 minutes after the last movement of the jog wheel or Escape button.
  - **DISPLAY INTENSITY** lets you define the brightness of the display backlighting. Select **Auto** for automatic adjustment to match the ambient light level, or manually set the intensity to a level from 0% to 100%.
  - **DISPLAY ROTATION** lets you rotate the display manually through 0°, 90°, 180° or 270° so that it can be read easily no matter how the fixture is oriented. If set to **Auto**, the MAC Viper AirFX senses its orientation and rotates the display automatically.
  - **DISPLAY CONTRAST** lets you define the contrast of the backlit graphic display. Select **Auto** for automatic adjustment to match display intensity, or manually set the contrast to a level from 0% to 100%.
- **ERROR MODE** enables or disables error warnings. If set to **NORMAL**, the display is activated and lights up if the fixture needs to report an error. If set to **SILENT**, the fixture does not light the display with error warnings but error messages can still be read when the display is activated manually. In both **NORMAL** and **SILENT** modes, the status LED lights amber to indicate a warning and red to indicate an error.

Factory defaults

FACTORY DEFAULT lets you reload the fixture's factory default settings. Effect calibration is not affected, so any effects that have been re-calibrated will not be returned to factory calibration settings.

Fixture information readouts

The following fixture information can be called up in the display:
- **POWER ON TIME** provides two counters:
  - The **TOTAL** counter is not user-resettable and displays total hours powered on since manufacture.
  - The **RESETTABLE** counter is user-resettable and displays the number of hours the fixture has been powered on since the counter was last reset.
- **LAMP ON TIME** provides two counters:
  - The **TOTAL** counter is not user-resettable and displays total hours the lamp has been powered on since manufacture.
  - The **RESETTABLE** counter is user-resettable and displays the number of hours the lamp has been powered on since the counter was last reset. This counter is intended to allow you to monitor lamp life.
- **LAMP STRIKES** provides two counters:
  - The **TOTAL** counter is not user-resettable and displays the total number of lamp strikes since manufacture.
  - The **RESETTABLE** counter is user-resettable and displays the number of lamp strikes since the counter was last reset.
- **SW VERSION** displays the currently installed firmware (fixture software) version.
- **SERIAL NUMBER** displays the fixture's manufacturer serial number.
- **RDM UID** displays the fixture's factory-set unique ID for identification in RDM systems.
- **FAN SPEEDS** provides separate status readouts from the fixture's cooling fans.
- **TEMPERATURES** provides separate PCB temperature readouts.

DMX signal monitoring

The MAC Viper AirFX provides data on the DMX signal it is receiving in the **DMX LIVE** menu. This information can be useful for troubleshooting control problems.

RATE displays the DMX refresh rate in packets per second. Values lower than 10 or higher than 44 may result in erratic performance, especially when using tracking control.

QUALITY displays the quality of the received DMX data as a percentage of packets received. Values much below 100 indicate interference, poor connections, or other problems with the serial data link that are the most common cause of control problems.

START CODE displays the DMX start code. Packets with a start code other than 0 may cause irregular performance.

The remaining options under **DMX LIVE** display the DMX values in a range from 0 - 255 that are being received on each channel. The DMX channels displayed depend on whether the fixture is in 16-bit or 16-bit extended mode.

Test sequences

TEST activates effects in sequence, allowing you to test all effects, pan and tilt movement only, or effects only (i.e. without pan and tilt movement) without a DMX controller:

• Select a test type and click on the jog wheel to start the test.
• Click on the Escape button to stop the test.

Manual control

The **MANUAL CONTROL** menu lets you reset the MAC Viper AirFX, strike or douse the lamp, and operate the fixture without a DMX controller. To execute commands in the **MANUAL CONTROL** menu, select a menu item for the effect that you want to control, then enter a value from 0 to 255 to apply a command. The menu items and values correspond to the commands listed in the DMX protocol on page 20.

Adjusting settings via DMX

Certain fixture settings and parameters can be adjusted from the DMX controller on the Fixture control/settings DMX channel: channel 20 in basic 16-bit mode or channel 23 in extended 16-bit mode.

Commands sent on the Fixture control/settings channel override any settings entered in the fixture's onboard control menus.

To help you avoid accidentally applying a setting that may disrupt a light show, for example, most of the commands must be held for a certain time before they are applied. For example, the command that turns off the display illumination must be held for one second to activate it. The command that resets the fixture must be held for five seconds to activate it. The times required to apply DMX commands on the Fixture control/settings channel are listed for each command on page 23 in the DMX protocol.

Resetting

Either the entire fixture or individual effects can be reset to their initial positions. Resetting individual effects can allow on-the-fly recovery if an effect loses its correct position, for example, without having to reset the entire fixture.

Lamp on / off

The lamp can be struck and doused from the DMX controller.

A peak of electric current that is many times the operating current is drawn for a fraction of a second when striking a discharge lamp. Striking many lamps at once may cause a voltage drop large enough to prevent lamps from striking or draw enough current to trip electronic circuit breakers. If sending lamp-on commands to multiple fixtures, program a sequence that strikes lamps one at a time.

Illuminating the display

The fixture's display panel can be brought out of sleep mode with a DMX command. This makes it possible to read the fixture's DMX address while the fixture is installed in the rig.

After being illuminated in this way, the display will return to sleep mode according to the setting entered in the onboard control menus.

Control menu setting overrides

The following fixture settings can be adjusted via DMX, overriding the settings entered in the onboard control menus. See under "Control panel menus" on page 27.
• Dimming curve
• Pan and tilt speed
• Effect shortcuts
• Zoom/focus linking
• Ballast output
• Auto blackout (the iris is closed and aerial effects wheel moved to the nearest position between two slots 5 seconds after shutter/dimmer blackout to eliminate stray light)
• Calibration offsets

Changing calibration offsets using DMX

The Fixture control/settings DMX channel allows effects to be calibrated by changing their factory default offsets from the DMX controller.

To set an effect offset:

1. Set the effect to a DMX value from 0 to 255 on its own DMX channel (for example, set Cyan to 192 on channel 4).

2. Send a 'Store' command for the effect on the Fixture Adjustment/Calibration channel.

The MAC Viper AirFX now reads the value on the effect channel (192 for Cyan in the example above), translates it to an offset value of between -5% and +5% as shown in Figure 6 (+2.5% Cyan offset in the example above) and stores that offset in memory.

See "Fixture control/settings" in the DMX protocol on page 23 for details of the effect offsets that can be set using this method.

Effect offsets stored in memory are not affected by powering the fixture off and on or by updating the fixture software. To return all offsets to their factory defaults, send a DMX value from 245 to 249 for 5 seconds on the Fixture control/settings channel or apply **LOAD FACTORY SETTINGS** in the **FACTORY SETTINGS** menu in the fixture's control panel.

Effect channel DMX value   *Offset value*

Figure 6: Offset values
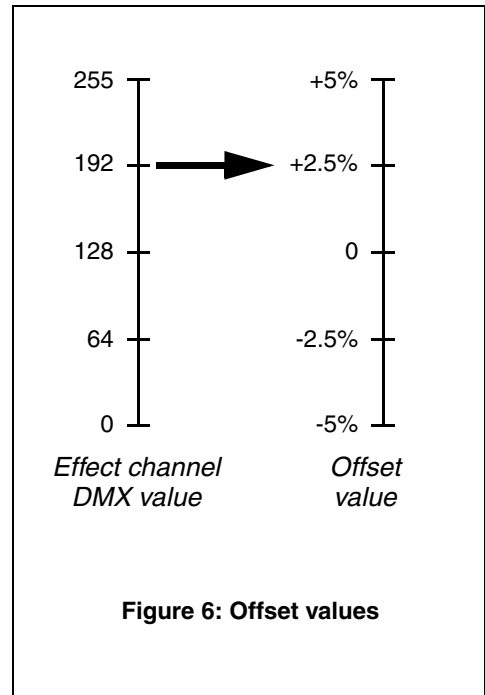
RDM

The MAC Viper AirFX can communicate using RDM (Remote Device Management) in accordance with ESTA's *American National Standard E1.20-2006: Entertainment Technology RDM Remote Device Management Over DMX512 Networks*.

RDM is a bi-directional communications protocol for use in DMX512 control systems, it is the open standard for DMX512 device configuration and status monitoring.

The RDM protocol allows data packets to be inserted into a DMX512 data stream without affecting existing non-RDM equipment. It allows a console or dedicated RDM controller to send commands to and receive messages from specific fixtures.

RDM ID

Each MAC Viper AirFX has a factory-set RDM UID (unique identification number) that makes it addressable and identifiable in RDM systems. The number can be found in the control panel **INFORMATION** menu under **RDM UID**.

RDM communication

The MAC Viper AirFX supports a range of RDM PIDs (Parameter IDs). Sending SUPPORTED_PARAMETERS and PARAMETER_DESCRIPTION commands from an RDM controller will call up a list of the PIDs supported in the firmware version installed in the fixture.

Software service functions

Service utilities

The control panel **SERVICE** menu provides utilities for technicians rigging or servicing the fixture:

- **ERROR LIST** displays any error messages that are stored in internal memory.
- **PT FEEDBACK** lets you disable feedback to the fixture software from the pan, tilt and effects positioning systems. If feedback is set to **ON** and a pan, tilt or effect position error is detected, the shutter closes and the effect resets. This feature can be disabled by setting feedback to **OFF**.
  The **OFF** setting is not saved when the fixture is powered off, and the system will be re-enabled the next time the fixture starts. If a pan/tilt position error occurs and the system cannot correct pan/tilt position within 10 seconds, feedback is automatically disabled.
- **ADJUST** is for use at the factory and by authorized Martin Service technicians only. This menu allows dimmer and wash effect positions to be adjusted after replacement of components, etc. To adjust the default positions of all the MAC Viper AirFX's effects, use the **CALIBRATION** menu instead.

Important!   ***Do not enter the ADJUST menu without service documentation from Martin.***

- **CALIBRATION** lets you set new default positions for calibration purposes, set effects to their factory default positions or overwrite the factory default positions with new values. See "Calibration" below.
- **USB** lets you updates the firmware (fixture software) using a USB memory device. For a detailed guide to updating the firmware, see "Installing using a USB memory device" later in this chapter.

Calibration

The **CALIBRATION** menu lets you define offsets in software that are relative to the mechanical reset or home positions. This allows you to fine-tune optical alignment and achieve uniform performance between fixtures. Fixtures are adjusted and calibrated at the factory, and further calibration will normally only be necessary if fixtures have been subjected to abnormal shocks during transport or if normal wear and tear has affected alignment after an extended period of use.

Calibrating pan and tilt sensors

Warning!   ***Be ready for the head to move during pan and tilt calibration.***

To calibrate pan and tilt:
1. Place the fixture on a stable surface.
2. In the **CALIBRATION** menu, select **PT AT END STOP**.
3. Move pan to its end stop position by rotating the yoke *clockwise* (as seen from above the head looking towards the base) to maximum pan.
4. Move tilt to its end stop by tilting the head to its maximum angle with the front glass pointing towards the base and away from the display/control panel.
5. Be ready for the head to move. Click the jog wheel to register the positions. The fixture will display **Saving...** and the head will move.
6. Press the Escape button to exit pan/tilt sensor calibration. Be ready for the head to move again.

Calibrating effects

Calibration can be carried out via DMX (see "Changing calibration offsets using DMX" on page 15) but the most thorough approach is probably to set multiple fixtures to the same position (e.g. dimmer open 1%) and then calibrate each fixture using its onboard control panel while comparing its light output with a reference fixture.The calibration range available for each effect varies but is approximately 5%. After selecting a calibration value, click on the jog wheel to set the effect to that value.

Loading and storing default calibration offsets

In the **CALIBRATION** menu, **LOAD DEFAULTS** lets you load the factory default calibration offsets stored in memory**.**

SAVE DEFAULTS lets you overwrite the factory default calibration offsets stored in memory with any new offsets that you have defined. Overwriting is permanent, so once you have saved new default offsets, **LOAD DEFAULTS** will reload the new offsets.

Firmware installation

The currently installed firmware (fixture software) version can be viewed in the control panel **INFORMATION** menu. Firmware updates are available from the Martin™ website and can be installed using a USB memory stick or a Windows PC running the Martin Uploader application and either a Martin Universal USB Duo™ USB-DMX interface device or a Martin DABS1™ USB-DMX interface device.

Calibration data is stored in the relevant modules wherever possible so that a module will stay calibrated if is removed from the fixture or installed in another fixture.

Do not switch the fixture off during a firmware update, or firmware will be corrupted.

Installing using a USB memory device

The following are required in order to install firmware using a USB memory device:

• The MAC Viper AirFX '.BANK' firmware update file, available for download from the MAC Viper AirFX Product Support page on the Martin website at http://www.martin.com.
• A USB memory stick with the update file copied from a PC into the USB stick's root directory.

To install the MAC Viper AirFX firmware:

1. Download the '.BANK' firmware file from the MAC Viper AirFX Product Support page at www.martin.com, read the firmware release notes carefully to check for any instructions or warnings, and copy the firmware file to the root directory of a USB stick.
2. Disconnect the data link from the MAC Viper AirFX.
3. Insert the USB stick in the MAC Viper AirFX's USB host socket. The fixture should recognize the USB stick, illuminate the display and show **UPDATING FILES** in the display while it checks and if necessary updates its internal memory with new firmware versions stored on the USB stick. If the fixture does not recognize the USB stick, scroll to the **USB** menu under **SERVICE** in the control panel.

Important!   ***Do not remove a USB memory device while the fixture is updating files.***

4. When the fixture has updated its internal memory, **AVAILABLE FIRMWARE** will appear in the display. You can now scroll through the firmware versions available in memory.
5. To install a firmware version, select it by scrolling and then clicking with the jog wheel. The MAC Viper AirFX asks you to confirm installation of the new firmware. If you do not want to install that version, press the Escape button.
6. Allow the fixture to install the firmware and reboot.
7. Remove the USB stick. The newly-installed firmware version will now be displayed in the **INFORMATION** menu.
8. Reconnect the data link.
9. If you have installed a new firmware version, check the Martin™ website to see whether an updated User Guide is available for this firmware.

Fixture information and settings, including zoom-focus linking, are not affected when new software is uploaded.

Installing using a PC and hardware interface

The following are required in order to install firmware using a PC:

• The MAC Viper AirFX firmware '.MU3' update file, available for download from the MAC Viper AirFX Product Support page on the Martin website at http://www.martin.com.
• A Windows PC running the latest version of the Martin Uploader™ application (also available for download free of charge from www.martin.com) and loaded with the firmware update file.
• A USB-DMX hardware interface device such as the Martin USB Duo™ or Martin DABS1™.

To install firmware in the MAC Viper AirFX:

1. Download the firmware '.MU3' file from the MAC Viper AirFX support page on the Martin website to the PC.

2. Read the firmware release notes carefully to check for any instructions or warnings.

3. Follow the instructions for an auto upload/upload via DMX in the Martin Uploader application help files and supplied with the hardware interface.

DMX protocol

Applicable when running MAC Viper AirFX firmware version: 1.4.0

Basic 16-bit Mode	16-bit Extended Mode	DMX Value	Percent	Function	Fade type	Default value
1	**1**	0 - 19	0 - 7	**Strobe/shutter** Shutter closed (Lamp switches to 800 watt mode after shutter is closed for 10 seconds)	Snap	30
		20 - 49	8 - 19	Shutter open		
		50 - 200	20 - 78	Strobe, slow → fast		
		201 - 210	79 - 82	Shutter open		
		211 - 255	82 - 100	Random strobe, slow → fast		
2	**2**	0 - 65535	0 - 100	**Dimmer fade (MSB)** Closed → open	Fade	0
	3			**Dimmer fade, fine (LSB)**	Fade	0
3	**4**	0 - 255	0 - 100	**Cyan** White → full cyan	Fade	0
4	**5**	0 - 255	0 - 100	**Magenta** White → full magenta	Fade	0
5	**6**	0 - 255	0 - 100	**Yellow** White → full yellow	Fade	0
6	**7**	0 - 255	0 - 100	**CTO** Open (6000 K) → warm (3200 K)	Fade	0
7	**8**			**Color Wheel**	Snap	0
				Continuous Scroll		
		0	0	Open		
		1 - 14	1 - 5	Open → Slot 1		
		15	6	Slot 1		
		16 - 29	6 - 11	Slot 1 → Slot 2		
		30	12	Slot 2		
		31 - 44	12 - 17	Slot 2 → Slot 3		
		45	18	Slot 3		
		46 - 59	18 - 23	Slot 3 → Slot 4		
		60	23	Slot 4		
		61 - 74	24 - 29	Slot 4 → Slot 5		
		75	29	Slot 5		
		76 - 89	30 - 35	Slot 5 → Slot 6		
		90	35	Slot 6		
		91 - 104	36 - 41	Slot 6 → Slot 7		
		105	41	Slot 7		
		106 - 119	41 - 46	Slot 7 → Open		
		120	47	Open		
				Stepped Scroll (snap to full color positions)		
		121 - 125	47 - 49	Slot 1		
		126 - 130	49 - 51	Slot 2		
		131 - 135	51 - 53	Slot 3		
		136 - 140	53 - 55	Slot 4		
		141 - 145	55 - 57	Slot 5		
		146 - 150	57 - 59	Slot 6		
		151 - 155	59 - 61	Slot 7		
		156 - 160	61 - 63	Open		
				Continuous Rotation		
		161 - 200	63 - 78	CW, Fast → Slow		
		201 - 203	79	Stop, color wheel stops at current position		
		204 - 243	80 - 95	CCW, Slow → Fast		
				Random color		
		244 - 247	95 - 96	Fast		
		248 - 251	97 - 98	Medium		
		252 - 255	98 - 100	Slow		

Table 1: DMX Protocol

MAC Viper AirFX User Guide

Basic 16-bit Mode	16-bit Extended Mode	DMX Value	Percent	Function	Fade type	Default value
				Aerial effects wheel (wheel 1): gobo selection, indexing, shake, rotation		
				Indexed gobo: set indexed angle on channels 9/10 (16-bit) or 10/11 (16-bit ext.)		
		0 - 9	0 - 4	Open		
		10 - 14	4 - 5	Gobo 1		
		15 - 19	5 - 8	Gobo 2		
		20 - 24	8 - 10	Gobo 3		
		25 - 29	10 - 12	Gobo 4		
		30 - 34	12 - 13	Gobo 5		
				Continuous gobo rotation: set gobo rotation speed on channels 9/10 (16-bit) or 10/11 (16-bit ext.)		
		35 - 39	14 - 16	Gobo 1		
		40 - 44	16 - 17	Gobo 2		
8	**9**	45 - 49	18 - 19	Gobo 3	Snap	0
		50 - 54	20 - 21	Gobo 4		
		55 - 59	21 - 23	Gobo 5		
				Gobo shake centered on indexed position: set indexed angle on channels 9/10 (16-bit) or 10/11 (16-bit ext.). Shake angle increments in following steps: 10°, 15°, 30°, 45°, 60°, 90°, 135°, 180°, 270° and 360°		
		60 - 89	23 - 35	Gobo 1, 360° slow → 10° fast		
		90 - 119	35 - 46	Gobo 2, 360° slow → 10° fast		
		120 - 149	47 - 58	Gobo 3, 360° slow → 10° fast		
		150 - 179	59 - 70	Gobo 4, 360° slow → 10° fast		
		180 - 209	70 - 82	Gobo 5, 360° slow → 10° fast		
				Continuous gobo wheel scroll with continuous gobo rotation: set gobo rotation speed on channels 9/10 (16-bit) or 10/11 (16-bit extended)		
		210 - 232	82 - 91	CW gobo wheel scroll, fast → slow		
		233 - 255	91 - 100	CCW gobo wheel scroll, slow → fast		
9	**10**			**Aerial effects wheel (wheel 1): gobo indexing, rotation (16-bit fine, MSB and LSB)**		
				If indexed gobo is selected on channel 8 (16-bit) or 9 (16-bit ext.)		
		0 - 65535	0 - 100	Gobo indexing, -197.5° → +197.5° (default DMX value 32768 sets gobo to 0°)		
				If continuous gobo rotation is selected on channel 8 (16-bit) or 9 (16-bit ext.)	Fade	32768
10	**11**	0 - 600	0	Stop, gobo indexed at 0°		
		601 - 32130	1 - 49	CW, fast → slow		
		32131 - 32895	49 - 50	Stop, gobo stops at current position		
		32896 - 64515	50 - 99	CCW, slow → fast		
		64516 - 65535	100	Stop, gobo indexed at 90°		

Table 1: DMX Protocol

Basic 16-bit Mode	16-bit Extended Mode	DMX Value	Percent	Function	Fade type	Default value
11	**12**			**Static gobo wheel (wheel 2): wheel scrolling and rotation, random gobo**	Snap	0
				Continuous gobo wheel scrolling		
		0	0	Open		
		1 - 14	0 - 5	Open → Gobo 1		
		15	6	Gobo 1		
		16 - 29	6 - 11	Gobo 1 → Gobo 2		
		30	12	Gobo 2		
		31 - 44	12 - 17	Gobo 2 → Gobo 3		
		45	18	Gobo 3		
		46 - 59	18 - 23	Gobo 3 → Gobo 4		
		60	23	Gobo 4		
		61 - 74	24 - 29	Gobo 4 → Gobo 5		
		75	29	Gobo 5		
		76 - 89	30 - 35	Gobo 5 → Gobo 6		
		90	35	Gobo 6		
		91 - 104	36 - 41	Gobo 6 → Gobo 7		
		105	41	Gobo 7		
		106 - 119	41 - 46	Gobo 7 → Open		
		120	47	Open		
				Stepped gobo wheel scrolling		
		121 - 125	47 - 49	Gobo 1		
		126 - 130	49 - 51	Gobo 2		
		131 - 135	51 - 53	Gobo 3		
		136 - 140	53 - 55	Gobo 4		
		141 - 145	55 - 57	Gobo 5		
		146 - 150	57 - 59	Gobo 6		
		151 - 155	59 - 61	Gobo 7		
		156 - 160	61 - 63	Open		
				Continuous gobo wheel rotation		
		161 - 200	63 - 78	CW gobo wheel rotation, fast → slow		
		201 - 203	79	Stop: gobo wheel stops at current position		
		204 - 243	80 - 95	CCW gobo wheel rotation, slow → fast		
				Random gobo		
		244 - 247	95 - 96	Fast		
		248 - 251	97 - 98	Medium		
		252 - 255	98 - 100	Slow		
12	**13**	0 - 255	0 - 100	**Wash effect** Open → full wash effect	Fade	0
13	**14**	0 - 255	0 - 100	**Iris** Open → closed	Fade	0
14	**15** **16**	0 - 65535	0 - 100	**Zoom, 16-bit (MSB and LSB)** Flood → spot	Fade	32768
15	**17** **18**	0 - 65535	0 - 100	**Focus, 16-bit (MSB and LSB)** Infinity → near	Fade	32768
16 **17**	**19** **20**	0 - 65535	0 - 100	**Pan, 16-bit (MSB and LSB)** Left → right (32768 = neutral)	Fade	32768
18 **19**	**21** **22**	0 - 65535	0 - 100	**Tilt, 16-bit (MSB and LSB)** Up → down (32768 = neutral)	Fade	32768

Table 1: DMX Protocol

Basic 16-bit Mode	16-bit Extended Mode	DMX Value	Percent	Function	Fade type	Default value
				Fixture control/settings		
				(hold for number of seconds indicated to activate)		
		0 - 9	0 - 4	*No function (disables calibration) – 5 sec.*		
		10 - 14	4 - 5	Reset entire fixture – 5 sec.		
		15 - 19	6 - 7	Reset dimmer and shutter only – 5 sec.		
		20 - 24	8 - 9	Reset color (CMY, CTO and color wheel) only – 5 sec.		
		25 - 29	10 - 11	Reset beam (aerial effect gobos, static gobos, iris, wash effect, zoom, focus) only – 5 sec.		
		30 - 34	12 - 13	Reset pan and tilt only – 5 sec.		
		35 - 39	14 - 15	*No function*		
		40 - 44	16 - 17	Lamp on		
		45 - 49	18 - 19	Lamp off – 5 sec.		
		50 - 54	20 - 21	*No function*		
		55 - 59	21 - 23	Enable calibration – 5 sec.		
		60 - 64	23 - 25	Linear dimming curve – 1 sec. (menu override, setting unaffected by power off/on)		
		65 - 69	25 - 27	Square law dimming curve – 1 sec. (menu override, factory default setting, setting unaffected by power off/on)		
		70 - 74	28 - 29	Inverse square law dimming curve – 1 sec. (menu override, setting unaffected by power off/on)		
		75 - 79	29 - 31	S-curve dimming curve– 1 sec. (menu override, setting unaffected by power off/on)		
		80 - 84	32 - 33	Normal pan and tilt speed – 1 sec. (menu override - setting returns to MENU setting after power on/off)		
		85 - 89	34 - 35	Fast pan and tilt speed – 1 sec. (default setting, menu override - setting returns to MENU setting after power on/off)		
		90 - 94	35 - 37	Slow pan and tilt speed – 1 sec. (menu override - setting returns to MENU setting after power on/off)		
		95 - 99	37 - 39	Effect shortcuts = ON – 1 sec. (default setting, menu override, setting stays at factory default ON at power off/on)		
20	**23**	100 - 104	39 - 41	Effect shortcuts = OFF – 1 sec. (menu override, setting returns to factory default ON at power off/on)	Snap	0
		105 - 109	41 - 43	Disable zoom/focus linking– 1 sec.		
		110 - 114	43 - 45	Enable zoom/focus linking, near distance – 1 sec.		
		115 - 119	45 - 46	Enable zoom/focus linking, medium distance (default setting) – 1 sec.		
		120 - 124	47 - 48	Enable zoom/focus linking, far distance – 1 sec.		
		125 - 126	49	Ballast output full, set to 100% (default setting)		
		127 - 128	50	Ballast output reduced to 90%		
		129 - 130	50 - 51	Ballast output reduced to 80%		
		131 - 132	51 - 52	Ballast output reduced to 70%		
		133 - 134	52	Ballast output reduced to 60%		
		135 - 139	53 - 54	Auto blackout = ON – 1 sec.		
		140 - 144	55 - 56	Auto blackout = OFF – 1 sec. (default setting)		
		145 - 149	57 - 58	*No function*		
		150 - 154	59 - 60	Turn on control panel display		
		155 - 159	61 - 62	Turn off control panel display – 1 sec.		
		160 - 164	62 - 63	*No function*		
		165 - 169	64 - 66	Store pan and tilt calibration – 5 sec.		
		170 - 174	66 - 68	Store dimmer calibration – 5 sec.		
		175 - 179	68 - 70	Store cyan calibration – 5 sec.		
		180 - 184	70 - 72	Store magenta calibration – 5 sec.		
		185 - 189	72 - 74	Store yellow calibration – 5 sec.		
		190 - 194	74 - 76	Store CTC calibration – 5 sec.		
		195 - 199	76 - 78	Store all CMY and CTC calibration – 5 sec.		
		200 - 204	78 - 80	Store aerial effect gobo wheel (wheel 1) slot index calibration – 5 sec.		
		205 - 209	80 - 82	Store beamshaper accessory calibration (if fitted) – 5 sec.		
		210 - 219	82 - 86	*No function*		
		220 - 224	86 - 88	Store iris calibration – 5 sec.		
		225 - 229	88 - 89	Store focus calibration – 5 sec.		
		230 - 234	90 - 91	Store zoom calibration – 5 sec.		
		235 - 239	92 - 93	Store pan calibration – 5 sec.		
		240 - 244	94 - 95	Store tilt calibration – 5 sec.		
		245 - 249	96 - 97	Reset all calibration values to factory defaults – 5 sec.		
		250 - 255	98 - 100	*No function*		
-	**24 - 28**			Reserved for future use.		

Table 1: DMX Protocol

Quadray control

With the Quadray Module installed and the fixture running firmware version 1.2.0 or later and set to 16-bit Extended mode, five extra DMX channels become available after the 28 channels in the standard MAC Viper AirFX. Note that these channels are implemented after channels 24 - 28, which are reserved for future use. These channels give the DMX control functions shown in the following table:

Channel	Value	Function	Fade Status	Default Value
29		**Quadray overall control**	Snap	101
	0 - 40	Indexing		
	41 - 80	Rotation		
	81 - 100	*No function*		
		FX selection (see Table 3)		
	101 - 130	Positions		
	131 - 180	Continuous FX		
	181 - 183	Static FX		
	184 - 255	*No function*		
30		**Ray 1 Indexing**	Fade	128
	0 - 255	Indexing 0° - 360°		
		Ray 1 Rotation		
	0 - 2	No rotation		
	3 - 126	Rotating CW Fast → CW Slow		
	127 - 129	No rotation		
	130 - 253	Rotating CCW Slow → CCW Fast		
	254 - 255	No rotation		
		FX position fade time*		
	0 - 255	0 sec. - 10 sec.		
		Continuous FX rotation*		
	0 - 2	No rotation		
	3 - 126	Rotating CW Fast → CW Slow		
	127 - 129	No rotation (stops at current position)		
	130 - 253	Rotating CCW Slow → CCW Fast		
	254 - 255	No rotation		
		Static FX*		
	0 - 255	Min - Max		
31		**Ray 2 Indexing**	Fade	128
	0 - 255	Indexing 0° - 360°		
		Ray 2 Rotation		
	0 - 2	No rotation		
	3 - 126	Rotating CW Fast → CW Slow		
	127 - 129	No rotation		
	130 - 253	Rotating CCW Slow → CCW Fast		
	254 - 255	No rotation		
		Continuous FX start times*		
	0 - 50	Synchronized (all fixtures start FX immediately)		
	51 - 100	Random (0 - 6 seconds random offset between fixtures)		
	101 - 255	*No function*		
32		**Ray 3 Indexing**	Fade	128
	0 - 255	Indexing 0° - 360°		
		Ray 3 Rotation		
	0 - 2	No rotation		
	3 - 126	Rotating CW Fast → CW Slow		
	127 - 129	No rotation		
	130 - 253	Rotating CCW Slow → CCW Fast		
	254 - 255	No rotation		

Table 2: Quadray Module DMX channels

33		Ray 4 Indexing	Fade	128
	0 - 255	Indexing 0° - 360°		
		Ray 4 Rotation		
	0 - 2	No rotation		
	3 - 126	Rotating CW Fast → CW Slow		
	127 - 129	No rotation		
	130 - 253	Rotating CCW Slow → CCW Fast		
	254 - 255	No rotation		

Table 2: Quadray Module DMX channels

*These functions become available if you select one of the pre-programmed FX on channel 29.

Quadray FX

With the Quadray Module installed, you can select the following pre-programmed effects by sending values 101 and above on DMX channel 29. You can then adjust parameters of the effects on channels 30 and 31.

DMX value on ch. 29   **FX**   **Description**

DMX value on ch. 29	FX	Description
	Positions	*Channel 30 adjusts fade time*
101	Home	
102	Out	
103	Horizontal V	
104	Vertical V	
105	Diagonal 1	
106	Diagonal 2	
107 - 109	*No function*	
110	3 ray fan	
111	3 ray top	
112	3 ray bottom	
113	3 ray left	
114	3 ray right	
115	Narrow 3 ray left	
116	Narrow 3 ray right	
117 - 119	*No function*	
120	4 ray fan H	
121	4 ray fan V	
122	4 ray fan 2	
123 - 128	*No function*	
129	Random	Every ray takes a random position
130	Random 2	Every ray takes a random position

Table 3: Quadray FX

	Continuous FX	Channel 30 adjusts speed and direction
		Channel 31 sets synchronized or random start points
131	Rotate	All rays rotate
132	Bounce	All rays 0° to 360°, small pause, then 360° to 0°, small pause
133	Pair H	1+4 rotate one way, 2+3 the opposite way
134	Pair V	1+2 rotate one way, 3+4 the opposite way
135	Cross	1+3 rotate one way, 2+4 the opposite way
136	Cross bounce	1+3 fade 0°- 360°, 2+4 fade 360° - 0°, pause, then reverse, pause
137	Pair bounce	2+3 fade 0°-360°, 1+4 fade 360° - 0°, pause, then reverse, pause
138	Cross bounce 2	1+3 fade 30°-330°, 2+4 fade 330° - 30°, pause, then reverse, pause
139	Singles	1 rotates 0°-360°, then 2, then 3, then 4, 1, 2, 3, 4, etc.
140	Singles reset	Same as singles, but one ray fades backwards as the next ray fades forwards
141	Singles bounce	1, 2, 3, 4 forward, pause, 4, 3, 2, 1 backwards, pause
142	Juggler	All rays start from 180°. then 1 to 0°, then 1 to 180°, 2 to 0°, then 2 to 180°, 3 to 0°, then 3 to 180°, 4 to 0°, then 4 to 180°, 1 to 0°
143	Fold out	1 to 180°, then 2 to 180°, then 3, then 4, pause, all to Home
144	Fold in	All to 180°, pause, then 1 to 0°, 2 to 0°, 3 to 0°, 4 to 0°, pause, 1 to
145	Fold in-out	180°, then 2 to 180°, then 3, then 4, pause, 1 to 0°, 2 to 0°, 3 to 0°, 4 to 0°, pause
146	V-chase	Alternate horizontal and vertical V shape with small pause
147	Fan chase	Alternate horizontal and vertical fan with small pause
148	Pair chase	1+2 from 0° - 360°, then 3+4 from 0° to 360°, then 1+2 to 0°, then 3+4 to 0°
149	Ripple	1 at 0°, 2 at 45°, 3 at 90° and 4 at 135°, then rotate
150	Home - Out	Alternate Home and Out position: 1+3 go CW, 2+4 go opposite
151	Home and fan chase	Home, 4 ray fan H, Home, 4 ray fan V
152	Wide single rotation	All rays start at 180°, 1 rotates 180° to 180°, then 2, then 3, then 4
153	Wide mirror rotation	All rays start at 180°, 1+3 rotate 180° to 180°, then 2+4
154 - 159	*No function*	
160	'Shake It'	All rays move to 180° and shake
161 - 178	*No function*	
179	Random direction	All rays rotate from Home position, but in random directions
180	Random ray	All rays assume random positions and directions
	Static FX	*Channel 30 adjusts amount*
181	Expand	Home at 0°, then 1-4 move from 0° to 360°
182	Expand mirror	Home, then 1+3 move CW from 0° to 360° while 2+4 move CCW from 360° to 0°
183	Spread	Home, then 1 moves to 180°, then 2 moves to 180°, then 3 to 180°, then 4 to 180°
184 - 255	*No function*	

Table 3: Quadray FX

Control panel menus

Applicable when running firmware version 1.4.0.

Menu level 1	Menu level 2	Menu level 3	Menu level 4	Notes (Default settings in bold print)
DMX ADDRESS	**1** – XXX			DMX address (default address = **1**). The DMX address range is limited so that the fixture will always have enough DMX channels within the 512 available.
CONTROL MODE	**BASIC**			**16-bit basic DMX mode** with 2-channel (coarse and fine) control of aerial effect gobo indexing and speed, pan and tilt
	EXTENDED			16-bit extended DMX mode: basic mode plus fine control of dimmer, zoom and focus. Five channels are also reserved for future effects.
FIXTURE ID	0 – 9999	User-settable fixture ID number		**0**
PERSONALITY	PAN/TILT	PT SWAP	ON/**OFF**	DMX pan channel controls tilt, tilt channel controls pan
		PAN INVERT	ON/**OFF**	Reverse DMX pan control: right → left
		TILT INVERT	ON/**OFF**	Reverse DMX tilt control: down → up
	SPEED	PAN/TILT	**NORMAL**	**Normal speed pan and tilt**
			FAST	Optimize pan/tilt movement for speed
			SLOW	Optimize pan/tilt movement for smoothness
		EFFECT	**FOLLOW P/T**	**Effects speed follows the speed setting applied to pan and tilt via DMX or in control menu**
			NORMAL	Normal effects speed
			FAST	Optimize effects movement for speed
			SLOW	Optimize effects movement for smoothness
	DIMMER CURVE	LINEAR		Optically linear dimming curve
		SQUARE LAW		**Square law dimming curve**
		INV SQ LAW		Inverse square law dimming curve
		S-CURVE		S-curve (fixture emulates incandescent lamp voltage linear RMS dimming curve)
	FOCUS TRACKING	DISABLED		Disables zoom focus linking
		NEAR		Enables zoom focus linking, optimized for short-throw projection (5 - 10 m)
		MEDIUM		**Enables zoom focus linking, optimized for medium-throw projection (10 - 20 m)**
		FAR		Enables zoom focus linking, optimized for long-throw projection (20+ m)
	AUTO LAMP ON	**OFF**		**Automatic lamp striking disabled**
		ON		Lamp strikes automatically within 90 seconds of fixture being powered on
		DMX		Lamp strikes automatically when the fixture receives a DMX signal
	DMX LAMP OFF	**ON**		**Lamp can be powered off via DMX**
		OFF		Lamp cannot be powered off via DMX (can be overridden: see DMX protocol)
	DMX RESET	**ON**		**Fixture can be reset via DMX**
		OFF		Fixture cannot be reset via DMX (can be overridden: see DMX protocol)

Table 4: Control menus

Menu level 1	Menu level 2	Menu level 3	Menu level 4	Notes (Default settings in bold print)
PERSONALITY (continued)	EFFECT SHORTCUT	**ON**		**Effects take shortest route during changes, crossing open positions if necessary**
		OFF		Effects avoid open positions during effects changes
	DISPLAY SLEEP	ON		Display permanently on
		2 MINUTES		**Display goes into sleep mode 2 minutes after last key press**
		5 MINUTES		Display goes into sleep mode 5 minutes after last key press
		10 MINUTES		Display goes into sleep mode 10 minutes after last key press
	DISPLAY INTENSITY	10 ... **100**		Set display intensity in % (default = **100**)
	DISPLAY ROTATION	**NORMAL** / ROTATE 180		Display orientation **normal** or rotated 180°
	DISPLAY CONTRAST	1 ...100		Adjust contrast of display (default = **90**)
	ERROR MODE	**NORMAL**		**Enable error messages and warnings in display**
		SILENT		Disable error messages and warnings in display (the status LED will still light to indicate fixture status if an error has been detected or the fixture has a warning)
FACTORY DEFAULT*	LOAD FACTORY SETTINGS	ARE YOU SURE?	YES/NO	Return all settings (except calibrations) to factory defaults
INFORMATION*	POWER ON TIME	TOTAL	0 ... XXX HR	Display hours fixture has been powered on since manufacture (not user-resettable)
		RESETTABLE	CLEAR COUNTER? YES/NO	Display hours fixture has been powered on since last counter reset (user-resettable)
	LAMP ON TIME	TOTAL	0 ... XXX HR	Display hours of lamp use since manufacture (not user-resettable)
		RESETTABLE	CLEAR COUNTER? YES/NO	Display hours of lamp use since last counter reset (user-resettable)
	LAMP STRIKES	TOTAL	0 ... XXX HR	Display number of times lamp has been struck since manufacture (not user-resettable)
		RESETTABLE	CLEAR COUNTER? YES/NO	Display number of times lamp has been struck since last counter reset (user-resettable)
	SW VERSION	XX.XX.XX		Displays currently active software version
	SERIAL NUMBER	(XX)XXXXXXXXXXXX		Displays fixture's serial number
	RDM UID	4D50.XXXXXXXX		Displays fixture's unique RDM ID
	FAN SPEEDS	LAMPFAN L ... BASEFAN 4	0 - XXX RPM	Displays current speed of all cooling fans (lamp, head and base)
	TEMPERA-TURES	ZOOM/FOCUS ... POWER	X C	Displays temperature in °C of all PCBs and of internal PSU
DMX LIVE*	RATE	0 - 44 HZ		DMX transmission speed in packets per second
	QUALITY	0 - 100%		Percent of packets received
	START CODE	0 - 255		Value of the DMX start code
	STROBE/SHUTTER ... FX SYNC			Value received on each DMX channel (values for fine control channels can only be viewed if available in the DMX mode the fixture is set to)

Table 4: Control menus

Menu level 1	Menu level 2	Menu level 3	Menu level 4	Notes (Default settings in bold print)
TEST*	TEST ALL			Run test sequence of all functions. Press Escape button to stop test
	TEST PAN/TILT			Run test sequence of pan and tilt functions. Press Escape button to stop test
	TEST EFFECTS			Run test sequence of all effects. Press Escape button to stop test
MANUAL CONTROL*	RESET	RESET		Click jog wheel to reset fixture
	LAMP ON/OFF			Manually strike/douse lamp
	STROBE	0 - 255		Set shutter/strobe effect (default = **30**)
	DIMMER	0 - **255**		Set dimmer opening
	DIMMER FINE	0 - **255**		Set dimmer opening, fine (LSB)
	CYAN	**0** - 255		Add cyan
	MAGENTA	**0** - 255		Add magenta
	YELLOW	**0** - 255		Add yellow
	CTC	**0** - 255		Adjust color temperature control (add warmth)
	COLOR WHEEL	**0** - 255		Select color filter
	GOBO W 1 SEL	**0** - 255		Select gobo, aerial effect wheel (wheel 1)
	IRIS	**0** - 255		Set iris aperture
	ZOOM	0 - 255		Set zoom (default = **128**)
	ZOOM FINE	0 - 255		Set zoom, fine (LSB, default = **128**)
	FOCUS	0 - 255		Set focus
	FOCUS FINE	0 - 255		Set focus, fine (LSB, default = **128**)
	PAN	0 - 255		Set pan angle (default = **128**)
	PAN FINE	0 - 255		Set pan angle, fine (LSB, default = **128**)
	TILT	0 - 255		Set tilt angle (default = **128**)
	TILT FINE	0 - 255		Set tilt angle, fine (LSB, default = **128**)
	CONTROL	0 - 255		Send value on DMX control channel (default = **0**)
SERVICE	ERROR LIST	Empty or up to 20 errors		Display any errors in memory
	PT FEEDBACK	**ON**		Enable pan/tilt position feedback systems
		OFF		Disable pan/tilt position feedback
	FAN CLEAN	ON/OFF		Activate fan cleaning
	CALIBRATION	PT AT END STOP ... TILT		Set individual effects to calibration positions (approx. +/- 5% offset available)
		LOAD DEFAULTS		Load factory default calibration settings
		SAVE DEFAULTS		Replace factory default calibration settings with current calibration settings
	USB	NO DEVICE		No USB device present or no firmware on USB device
		UPDATING FILES		Fixture updating internal memory from USB device
		AVAILABLE FIRMWARE	VER. 1.0.0 ... VER. X.X.X	Select firmware from versions stored in internal memory: select version, then click on jog wheel and confirm your choice to update

Table 4: Control menus

* Menu available only when the fixture is connected to mains power. All other menus are available in mains- and battery-powered operation.

Service and display messages

The MAC Viper AirFX gives service and maintenance information by displaying a large 3- or 4-character short code and a smaller full-text message in the fixture's display. The short code is visible at a distance, allowing easier reading with the fixture still in the rig, for example, while the full-text message gives more detailed information.

Warning messages

Warning messages indicate that either:
- problems might appear in the future if no action is taken, or
- the user needs to pay special attention to a function or procedure when working with the fixture.

The MAC Viper AirFX communicates warnings as follows:
- Warning codes are shown continuously in the display and disappear when the user reacts to the warning.
- If more than one warning is detected, all warnings are displayed in sequence.
- If the display is inactive, the fixture's status LED (see Figure 4 on page 9) flashes orange to indicate that there is a warning. Activating the display will show the warning.

The possible warning messages are listed in Table 5 below:

Short code	Long message and explanation
BANK	BANK NO ACCESS Error unpacking firmware bank during/after software upload. Fixture will continue to operate on existing firmware. Warning message is cleared by a successful software upload or at the next power off/on cycle.
BATW	BAL TEMP HIGH Ballast PCB sensor detects that normal operating temperature is exceeded.**
CMTW	CMY TEMP HIGH CMY PCB sensor detects that normal operating temperature is exceeded.**
DINA	DIMMER ADJUST No dimmer adjustment data in EEPROM. Dimmer may be incorrectly adjusted*.
EFTW	EFF TEMP HIGH Effects PCB sensor detects that normal operating temperature is exceeded.**
GxyM	GOBO x-y MISSING Gobo x on gobo wheel y not detected at last reset. If no gobos are detected, an RxER message is also displayed.
HOT	LAMP HOT Lamp is too hot to restrike. Pan and tilt are disabled for 8 minutes to reduce the risk of falling fragments if the lamp has exploded. Fixture will attempt to restrike at one-minute intervals. If lamp still refuses to strike after eight attempts, an LAER (Lamp Error) message is displayed.
INLK	INVALID LICENSE KEY Invalid license key entered. Warning is displayed and it is impossible to enter a license key for 10 seconds.
NFWR	NEW FW REQUIRED Fixture has detected a software problem and is requesting new firmware. There may be some loss of fixture functionality.
PANA	PAN ADJUST No pan adjustment data in EEPROM. Pan may be incorrectly adjusted.*
PTTW	PT TEMP HIGH Pan/tilt PCB sensor detects that normal operating temperature is exceeded.**
PUTW	PSU TEMP HIGH Power supply unit PCB sensor detects that normal operating temperature is exceeded.**
SERV	SERVICE MODE Pan and tilt disabled to allow service access. Power must be cycled off and on to re-enable pan and tilt.

Table 5: Warning messages

Short code	Long message and explanation
SHNA	SHUTTER ADJUST No shutter adjustment data in EEPROM. Shutter may be incorrectly adjusted*.
SL W	SAFETY LOOP A safety loop error occurred but is no longer active. Warning message is cleared at the next power off/on cycle.
TINA	TILT ADJUST No tilt adjustment data in EEPROM. Tilt may be incorrectly adjusted*.
UITW	UI TEMP HIGH Control panel PCB sensor detects that normal operating temperature is exceeded.**
ZFTW	ZF TEMP HIGH Zoom/focus PCB sensor detects that normal operating temperature is exceeded.**

Table 5: Warning messages

* Adjustment should only be carried out by a qualified service technician with Martin™ service documentation.

**High temperature warnings are canceled as soon as temperature returns to normal. If temperature reaches cutoff level, the warning is replaced by a cutoff error message.*

Error messages

Error messages indicate that there is a serious problem. The MAC Viper AirFX communicates errors as follows:

- Error messages flash in the display.
- If more than one error is detected, the fixture flashes all errors three times each.
- Errors are shown in the display regardless of display status: they override an inactive display and any other information that the display might be showing.
- If an error is present, the status LED flashes red.

The possible error messages are listed in Table 6 below:

Short code	Long message and explanation
APER	AW POS ERROR FX wheel position electrical indexing system timeout.
ARER	AW ROT ERROR FX wheel rotation magnetic indexing system timeout.
BATC	BAL TEMP CUTOFF Ballast temperature too high. Lamp is shut down, fans set to max. Error message cleared when fixture is reset.
C1ER	COLORWHEEL 1 ERR Color wheel position magnetic indexing system timeout.
CDCM	CAL DATA CMY Valid color mixing calibration data not detected in EEPROM. Fixture may be unable to read/write color mixing calibration data to EEPROM.
CDEF	CAL DATA EFFECT Valid effects calibration data not detected in EEPROM. Fixture may be unable to read/write effects calibration data to EEPROM.
CDPT	CAL DATA P/T Valid pan/tilt calibration data not detected in EEPROM. Fixture may be unable to read/write pan/tilt calibration data to EEPROM.
CDZF	CAL DATA Z/F Valid zoom/focus calibration data not detected in EEPROM. Fixture may be unable to read/write zoom/focus calibration data to EEPROM.
CECM	COM ERR CMY Communication error between main processor and color mixing circuit. Lamp shut down.
CEEF	COM ERR EFFECT Communication error between main processor and effects circuit. Lamp shut down.

Table 6: Error messages

Short code	Long message and explanation
CEPT	COM ERR P/T Communication error between main processor and pan/tilt circuit (an error here will also probably block communication to several other areas).
CEUI	COM ERR UI Communication error between main processor and user interface circuit. Power off/on cycle or firmware upload required to clear error. Check connections and wiring. Control panel/display module may need to be replaced.
CEZF	COM ERR Z/F Communication error between main processor and zoom/focus circuit. Check connections and wiring. Lamp shut down.
CMTC	CMY TEMP CUT OFF Color mixing temperature too high. Lamp is shut down, fans set to max. Error message cleared when fixture is reset.
COLD	FIXTURE COLD PCBs are below -20° C (-4° F). Effect operation may be abnormal or disabled due to cold.
CTER	CTC ERROR CTC position electrical indexing system timeout.
CYER	CYAN ERROR Cyan position electrical indexing system timeout.
DIER	DIMMER ERROR Dimmer position electrical indexing system timeout.
EEDF	EEPROM UI Valid EEPROM not detected in user interface module. Fixture writes default values into the EEPROM based on the CAN address.
EEDF	EEPROM Z/F Valid EEPROM not detected in zoom/focus module. Fixture writes default values into the EEPROM based on the CAN address.
EEDF	EEPROM PAN/TILT Valid pan/tilt EEPROM not detected. Fixture writes default values to EEPROM based on CAN address.
EEDF	EEPROM EFFECT Valid effects EEPROM not detected in projection module. Fixture writes default values to EEPROM based on CAN address.
EEDF	EEPROM CMY Valid color mixing EEPROM not detected in projection module. Fixture writes default values to EEPROM based on CAN address.
EFTC	EFFECT TEMP CUT OFF Projection module temperature too high. Lamp is shut down, fans set to max. Error cleared when fixture is reset.
FAN	LAMP L FAN ERR Left-hand side lamp cooling fan has stopped running. Lamp is shut down. Error cleared when fixture is reset.
FAN	LAMP R FAN ERR Right-hand side lamp cooling fan has stopped running. Lamp is shut down. Error cleared when fixture is reset.
FAN	HEAD L FAN ERR Left-hand side head cooling fan has stopped running. Lamp is shut down. Error cleared when fixture is reset.
FAN	HEAD R FAN ERR Right-hand side head cooling fan has stopped running. Lamp is shut down. Error cleared when fixture is reset.
FAN	BASE FAN 1 ERR Base cooling fan 1 (furthest fan to the left) has stopped running. Error cleared when fixture is reset.
FAN	BASE FAN 2 ERR Base cooling fan 2 has stopped running. Error cleared when fixture is reset.
FAN	BASE FAN 3 ERR Base cooling fan 3 has stopped running. Error cleared when fixture is reset.
FAN	BASE FAN 4 ERR Base cooling fan 4 (furthest fan to the right) has stopped running. Error cleared when fixture is reset.

Table 6: Error messages

Short code	Long message and explanation
FAN	**HD M FAN ERR** Head mid cooling fan has stopped running. Lamp is shut down. Error cleared when fixture is reset.
FBEP	**PAN FBACK ERR** Pan position magnetic indexing system timeout. Fixture is unable to correct pan position (but pan movement will often still be possible).
FBET	**TILT FBACK ERR** Tilt position magnetic indexing system timeout. Fixture is unable to correct tilt position (but tilt movement will often still be possible).
FOER	**FOCUS ERROR** Focus position electrical indexing system timeout.
FTER	**FROST ERROR** Wash effect position electrical indexing system timeout.
G1ER	**GOBO W 1 ERR** Aerial effect wheel (gobo wheel 1) magnetic position indexing circuit timeout. Lamp strike disabled to protect gobo bearings.
G2ER	**GOBO W 2 ERR** Static Gobo wheel (gobo wheel 2) magnetic position indexing circuit timeout. Lamp strike disabled to protect gobo bearings.
IRER	**IRIS ERROR** Iris position electrical indexing system timeout.
LAER	**LAMP ERROR** The lamp is defective, has exploded, is missing, or the lamp cannot restrike after eight attempts. Pan and tilt are locked. DMX control is disabled. Fixture reset command in control menus is disabled.
MAER	**MAGENTA ERROR** Magenta position electrical indexing system timeout.
PAER	**PAN ERROR** Pan position electrical indexing system timeout.
PSER	**PAN SENSOR ERROR** Fixture unable to retrieve reliable data from pan position sensor.
PTCM	**P/T SENSOR CAL** Pan/tilt sensors are not calibrated.
PTTC	**PT TEMP CUT OFF** Pan/tilt PCB temperature too high. Thermal cutoff activated. Lamp is shut down, fans set to max. Error cleared when fixture is reset.
PUTC	**PSU TEMP CUT OFF** PSU temperature too high. Thermal cutoff activated. Lamp is shut down, fans set to max. Error cleared when fixture is reset.
R1ER	**GOBO W 1 ROT ERR** Aerial Effect wheel (gobo wheel 1) rotation magnetic indexing circuit timeout.
R2ER	**GOBO W 2 ROT ERR** Static gobo wheel (gobo wheel 2) rotation magnetic indexing circuit timeout.
SHUE	**SHUTTER ERROR** Shutter position electrical indexing circuit timeout.
SLER	**SAFETY LOOP** Lamp safety loop circuit activated. Lamp temperature circuit breaker has cut lamp power. Circuit breaker resets automatically after lamp temperature has returned to normal operating range.
SSTO	**SYSSTATE TIMEOUT** Some part of the system did not startup as expected. This error message is usually followed by other more descriptive messages. Service intervention required. Fixture control possibly disabled, depending on nature of error.
TIER	**TILT ERROR** Tilt position electrical indexing circuit timeout.
TSER	**TILT SENSOR ERR** Fixture unable to retrieve reliable data from tilt position sensor.
UECM	**UPL ERR CMY** Could not upload new firmware to the color mixing system. Error cleared when new firmware is uploaded successfully or power is cycled off and on.

Table 6: Error messages

Short code	Long message and explanation
UEEF	UPL ERR EFFECT Could not upload new firmware to the projection system. Error cleared when new firmware is uploaded successfully or power is cycled off and on.
UEPT	UPL ERR PAN/TILT Could not upload new firmware to the pan/tilt system. Error cleared when new firmware is uploaded successfully or power is cycled off and on.
UEUI	UPL ERR UI Could not upload new firmware to the user interface system.
UEZF	UPL ERR Z/F Could not upload new firmware to the zoom/focus system.
UITC	UI TEMP CUT OFF User interface PCB temperature too high. Thermal cutoff activated. Lamp is shut down, fans set to max. Error cleared when fixture is reset.
UPLD	DMX UPLOAD ERROR An error occurred during upload via DMX. Check cabling and connections, and then restart.
YEER	YELLOW ERROR Yellow position electrical indexing system timeout.
ZFTC	ZF TEMP CUT OFF Zoom/focus PCB temperature too high. Thermal cutoff activated. Lamp is shut down, fans set to max. Error cleared when fixture is reset.
ZOER	ZOOM ERROR Zoom position electrical indexing system timeout.

Table 6: Error messages

MAC Viper AirFX User Guide