DMX REFERENCE

Robin ColorStrobe

Robe Lighting



Manufacturer	Robe Lighting
GDTF file	Robe_Lighting_Robin_ColorStrobe_43644.gdtf
GDTF revision	2023-07-19 DMX defaults update 3D models and Geometry revision
Generated	2026-11-24

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1 About this manual

This document describes the Robin ColorStrobe by Robe Lighting. It was compiled from the GDTF file Robe_Lighting_Robin_ColorStrobe_43644.gdtf from the GDTF-Share library.

File revision: “2023-07-19 DMX defaults update 3D models and Geometry revision”.

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 Robe Lighting; 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
Power consumption	1,300 W
Weight	16.8 kg

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 - RGBW No zones 8bit	9	56	1, 10, 19, 28, ...
Mode 2 - RGBW No zones 16bit	14	36	1, 15, 29, 43, ...
Mode 3 - RGBW No zones with effects 8bit	18	28	1, 19, 37, 55, ...
Mode 4 - 4 zones	28	18	1, 29, 57, 85, ...
Mode 5 - 12 zones	84	6	1, 85, 169, 253, ...

No light? Check these channels

- Mode 1 - RGBW No zones 8bit: CH 7 Dimmer above 0; CH 9 Strobe Speed at 0–5 “No flash”
- Mode 2 - RGBW No zones 16bit: CH 11 Dimmer above 0; CH 14 Strobe Speed at 0–5 “No flash”
- Mode 3 - RGBW No zones with effects 8bit: CH 7 Dimmer 1 above 0; CH 10 Shutter Effects at 0–1 “No function”; CH 16 Dimmer 2 above 0
- Mode 4 - 4 zones: CH 5 Dimmer 1 above 0; CH 7 Strobe Speed 1 at 0–5 “No flash”; CH 12 Dimmer 2 above 0; CH 14 Strobe Speed 2 at 0–5 “No flash”; CH 19 Dimmer 3 above 0; CH 21 Strobe Speed 3 at 0–5 “No flash”; CH 26 Dimmer 4 above 0; CH 28 Strobe Speed 4 at 0–5 “No flash”
- Mode 5 - 12 zones: CH 5 Dimmer above 0 (the same in each of the 12 cells); CH 7 Strobe Speed at 0–5 “No flash” (the same in each of the 12 cells)


Read the manual before use


Risk of electric shock


Do not stare into the light


Indoor use only

3 Safety instructions


Read the manual before use


Risk of electric shock


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

- Connect the device only to a properly installed mains outlet with a protective earth (ground) contact. The outlet or other means of disconnection must remain easily accessible.
- Power supply: 100–240 V, 50/60 Hz. Before connecting, make sure that the mains voltage matches this value and the value on the rating plate of the device.
- Do not connect the device to a dimmer or to a dimmed circuit.
- Use only the original power cable or a cable with identical ratings. Protect the cable from damage, do not run it over sharp edges, and never unplug it by pulling on the cable.
- When connecting several devices to one circuit, do not exceed its permitted load.
- Do not touch the device with wet hands.

⚠ 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**

- This device produces very intense flashes of light.
- Flash rates of about 3 to 30 flashes per second carry the highest risk for people with photosensitive epilepsy.
- Do not aim the device into the eyes of the audience or performers at close range.
- At public events, always give clear advance notice that strobe effects will be used.

4 Product description

Description in the GDTF file

“Power is everything, now in color! Add colour into your blinding strobing sequences with the ColorStrobe to achieve dyed effects, white flashing with colorful backgrounds or continuous bright light output with colored animations.”

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: 16.8 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.

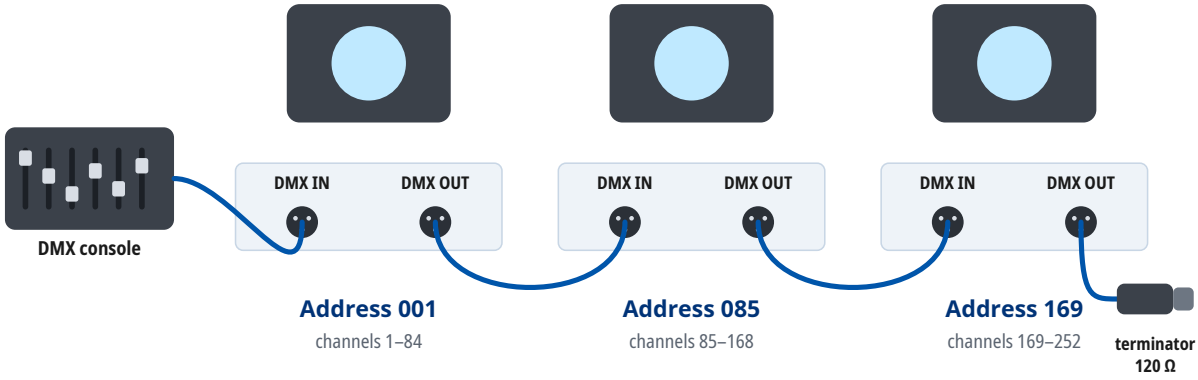
6 Connections

- 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 5 - 12 zones: every unit occupies 84 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 “Mode 5 - 12 zones”: 84.
- 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 “Mode 5 - 12 zones”, you can use, for example, the start addresses 1, 85, 169, 253.
- 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.

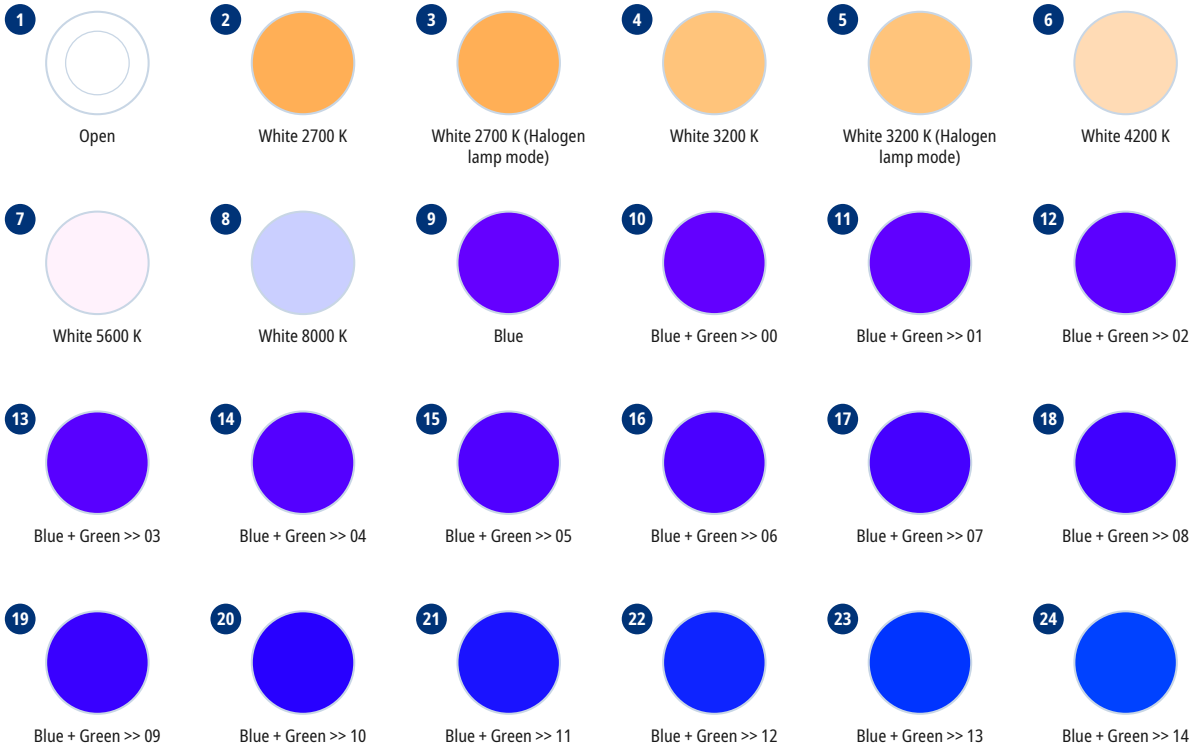
8 Functions at a glance

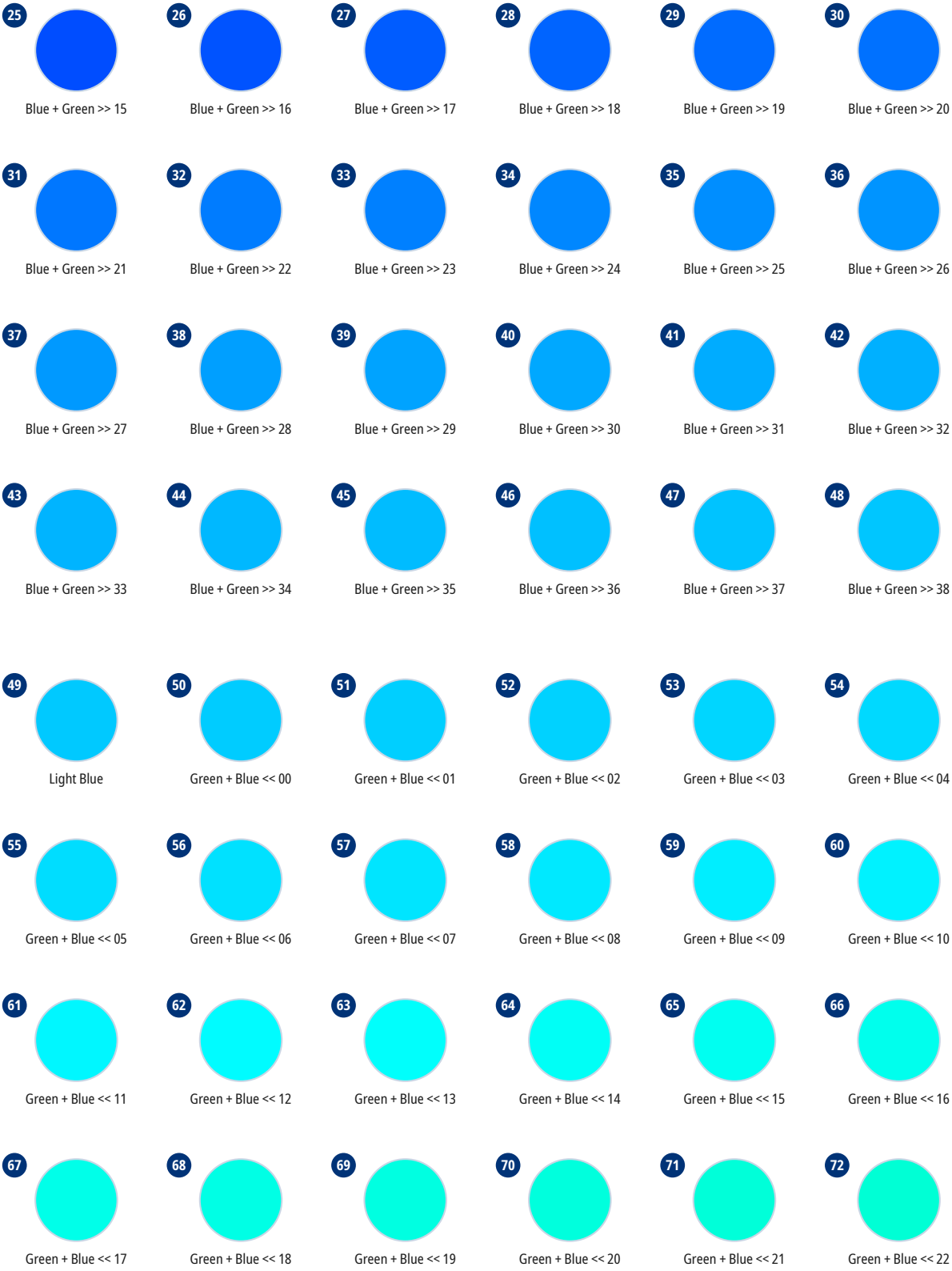
Functions in each DMX mode

	Mode 1 - RGBW No zones 8bit 9 channels	Mode 2 - RGBW No zones 16bit 14 channels	Mode 3 - RGBW No zones with effects 8bit 18 channels	Mode 4 - 4 zones 28 channels	Mode 5 - 12 zones 84 channels
Pan / Tilt	✓	✓	✓	✓	✓
Dimmer	**7**	**11**	**7, 16**	**4× (5–26)**	**12× (5–82)**
Dimmer resolution	8 bit	16 bit	8 bit	8 bit	8 bit
Shutter / strobe	**8, 9**	**13, 14**	**8–10**	**8 channels (6–28)**	**24 channels (6–84)**
Color mixing	**1–4 ***	**4× (1–7) ***	**1–4, 12–15 ***	**16 channels (1–25)**	**48 channels (1–81)**
Color temperature	**5**	**9**	**5**		
Effects / macros	**6**	**10**	**6, 17, 18**		
Pixel control				✓	

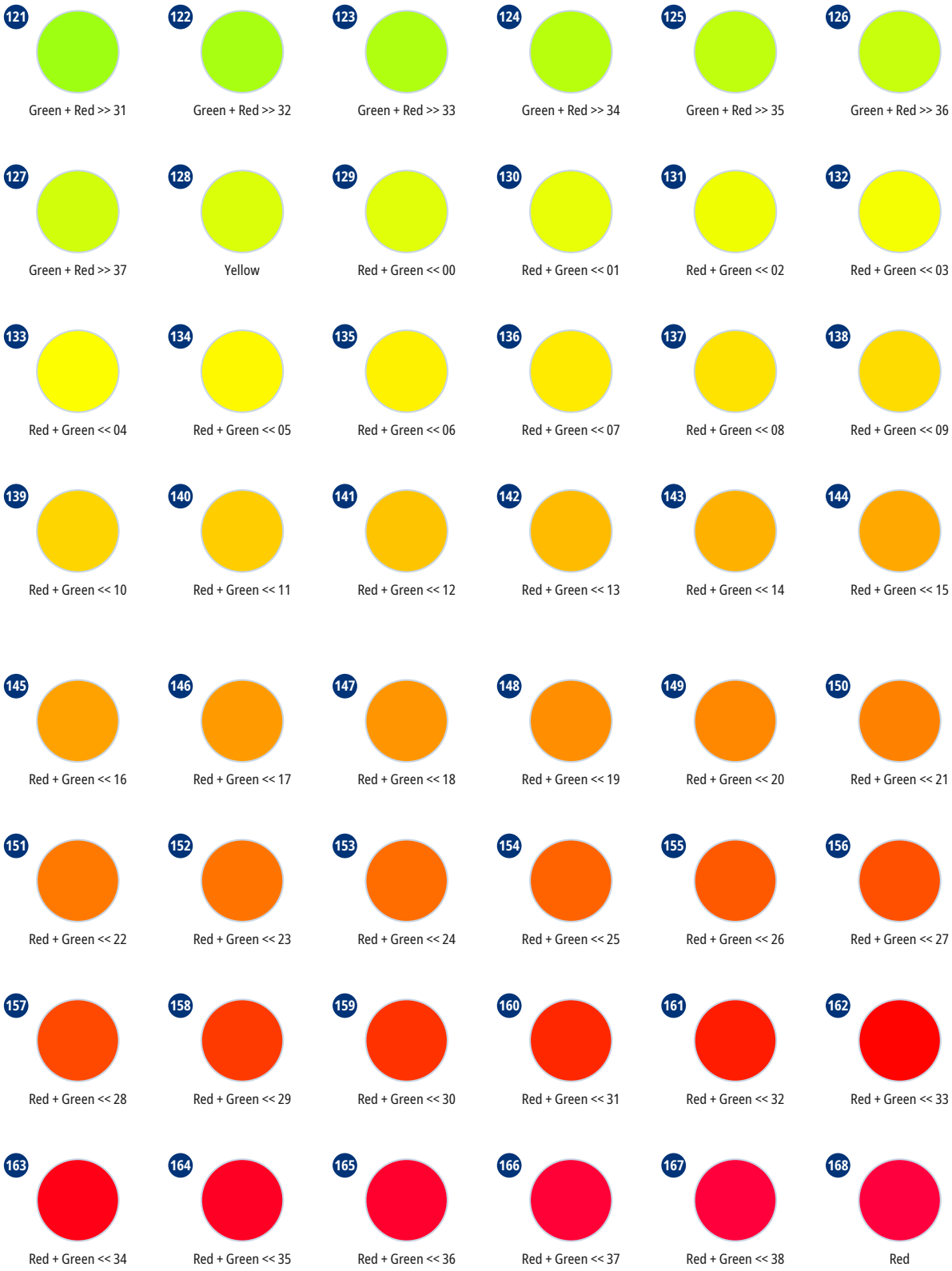
* The function works only when another channel switches it on; see the DMX table.

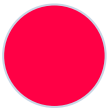
Color wheel

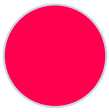



25 Blue + Green >> 15
26 Blue + Green >> 16
27 Blue + Green >> 17
28 Blue + Green >> 18
29 Blue + Green >> 19
30 Blue + Green >> 20
31 Blue + Green >> 21
32 Blue + Green >> 22
33 Blue + Green >> 23
34 Blue + Green >> 24
35 Blue + Green >> 25
36 Blue + Green >> 26
37 Blue + Green >> 27
38 Blue + Green >> 28
39 Blue + Green >> 29
40 Blue + Green >> 30
41 Blue + Green >> 31
42 Blue + Green >> 32
43 Blue + Green >> 33
44 Blue + Green >> 34
45 Blue + Green >> 35
46 Blue + Green >> 36
47 Blue + Green >> 37
48 Blue + Green >> 38
49 Light Blue
50 Green + Blue << 00
51 Green + Blue << 01
52 Green + Blue << 02
53 Green + Blue << 03
54 Green + Blue << 04
55 Green + Blue << 05
56 Green + Blue << 06
57 Green + Blue << 07
58 Green + Blue << 08
59 Green + Blue << 09
60 Green + Blue << 10
61 Green + Blue << 11
62 Green + Blue << 12
63 Green + Blue << 13
64 Green + Blue << 14
65 Green + Blue << 15
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86
Green + Blue << 36
87
Green + Blue << 37
88
Green + Blue << 38
89
Green
90
Green + Red >> 00
91
Green + Red >> 01
92
Green + Red >> 02
93
Green + Red >> 03
94
Green + Red >> 04
95
Green + Red >> 05
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Green + Red >> 06
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Green + Red >> 11
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122
Green + Red >> 32
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Green + Red >> 33
124
Green + Red >> 34
125
Green + Red >> 35
126
Green + Red >> 36
127
Green + Red >> 37
128
Yellow
129
Red + Green << 00
130
Red + Green << 01
131
Red + Green << 02
132
Red + Green << 03
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Red + Green << 04
134
Red + Green << 05
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Red + Green << 11
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Red + Green << 12
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Red + Green << 13
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163
Red + Green << 34
164
Red + Green << 35
165
Red + Green << 36
166
Red + Green << 37
167
Red + Green << 38
168
Red

169 
Red + Blue >> 00

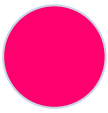
170 
Red + Blue >> 01

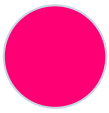
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Red + Blue >> 02

172 
Red + Blue >> 03

173 
Red + Blue >> 04

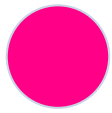
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Red + Blue >> 05

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Red + Blue >> 06

176 
Red + Blue >> 07

177 
Red + Blue >> 08

178 
Red + Blue >> 09

179 
Red + Blue >> 10

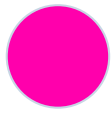
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Red + Blue >> 11

181 
Red + Blue >> 12

182 
Red + Blue >> 13

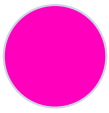
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Red + Blue >> 14

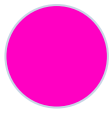
184 
Red + Blue >> 15

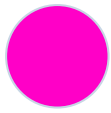
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Red + Blue >> 16

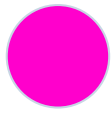
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Red + Blue >> 17

187 
Red + Blue >> 18

188 
Red + Blue >> 19

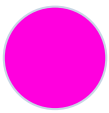
189 
Red + Blue >> 20

190 
Red + Blue >> 21

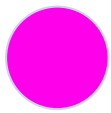
191 
Red + Blue >> 22

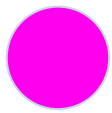
192 
Red + Blue >> 23

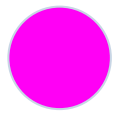
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Red + Blue >> 24

194 
Red + Blue >> 25

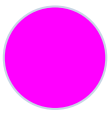
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Red + Blue >> 26

196 
Red + Blue >> 27

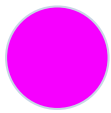
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Red + Blue >> 28

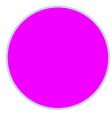
198 
Red + Blue >> 29

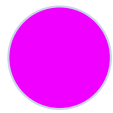
199 
Red + Blue >> 30

200 
Red + Blue >> 31

201 
Red + Blue >> 32

202 
Red + Blue >> 33

203 
Red + Blue >> 34

204 
Red + Blue >> 35

205 
Red + Blue >> 36

206 
Red + Blue >> 37

207 
Red + Blue >> 38

208 
Magenta

209
Blue + Red << 00

210
Blue + Red << 01

211
Blue + Red << 02

212
Blue + Red << 03

213
Blue + Red << 04

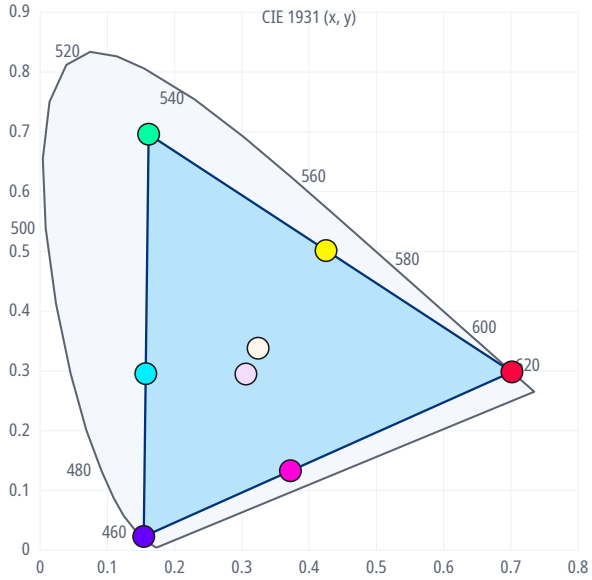
214
Blue + Red << 05

215
Blue + Red << 06

216
Blue + Red << 07



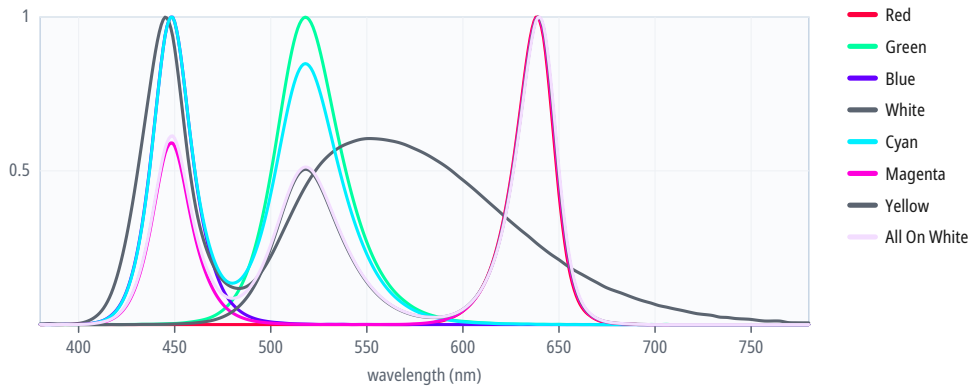
LED colors and the colors they mix



LED	x	y	nm
Red	0.701	0.298	626
Green	0.161	0.696	453
Blue	0.154	0.023	453
White	0.324	0.338	
Cyan	0.157	0.296	489
Magenta	0.372	0.133	-544
Yellow	0.425	0.501	571
All On White	0.306	0.295	

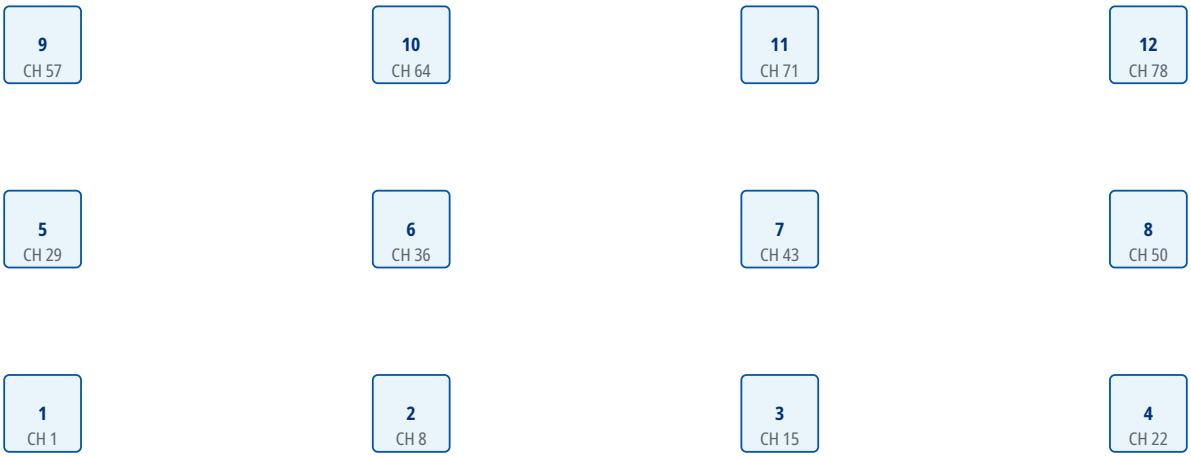
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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.

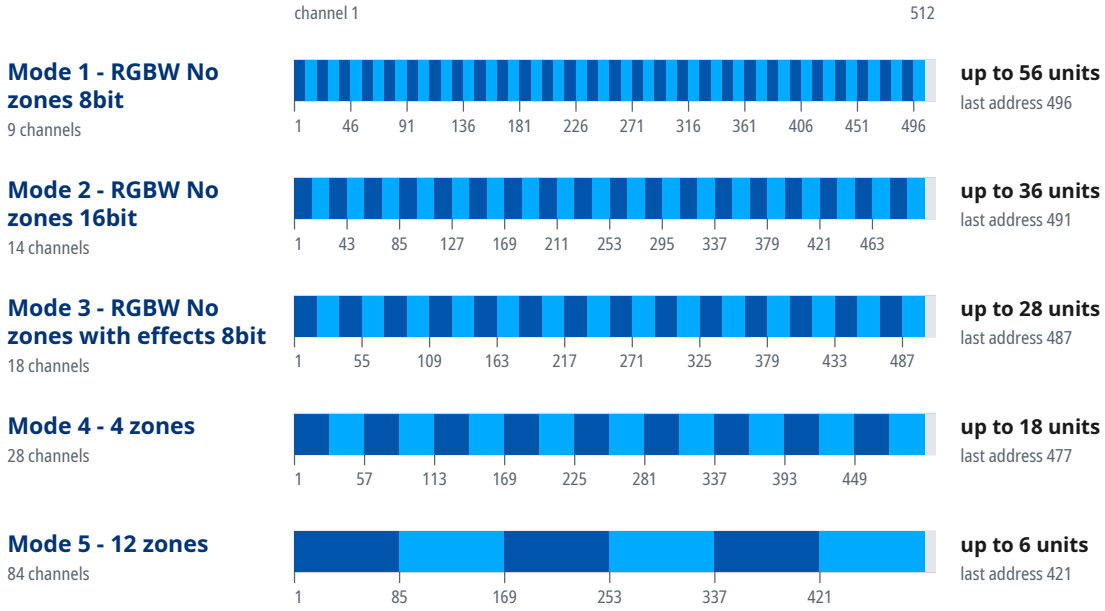
Cells (pixels)



12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Mode 4 - 4 zones”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 5 - 12 zones”

Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	421	11	U2 · 337	16	U3 · 253
2	85	7	U2 · 1	12	U2 · 421	17	U3 · 337
3	169	8	U2 · 85	13	U3 · 1	18	U3 · 421
4	253	9	U2 · 169	14	U3 · 85	19	U4 · 1
5	337	10	U2 · 253	15	U3 · 169	20	U4 · 85

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

RDM personalities

Mode	Channels	RDM personality
Mode 1 - RGBW No zones 8bit	9	1
Mode 2 - RGBW No zones 16bit	14	2
Mode 3 - RGBW No zones with effects 8bit	18	3
Mode 4 - 4 zones	28	4
Mode 5 - 12 zones	84	5

Mode 1 - RGBW No zones 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer above 0; CH 9 Strobe Speed at 0–5 “No flash”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 2 Green 255, CH 3 Blue 255, CH 4 White 255, CH 6 Color Macro 0, CH 7 Dimmer 255, CH 8 Strobe Duration 128.

CH	Function	DMX	Description
1	Red		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
2	Green		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
3	Blue		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
4	White		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
5	CTO	0	No function
		1	8000K
		2–254	8000K ... 2700K
		255	2700K
6	Color Macro	0	Color Macro: Open
		1–2	White 2700 K
		3	White 2700 K (Halogen lamp mode)
		4–5	White 3200 K
		6	White 3200 K (Halogen lamp mode)
		7–9	White 4200 K
		10–12	White 5600 K
		13–15	White 8000 K

CH	Function	DMX	Description
6	Color Macro (continued)	16	Blue
		17–55	Blue + Green >> 0...38
		56	LightBlue
		57–95	Green + Blue << 0...38
		96	Green
		97–134	Green + Red >> 0...37
		135	Yellow
		136–174	Red + Green << 0...38
		175	Red
		176–214	Red + Blue >> 0...38
		215	Magenta
		216–246	Blue + Red << 0...30
		247	Blue
		248–251	Rainbow effect (with fade time)
		252–255	Rainbow effect
7	Dimmer	0–255	
8	Strobe Duration	0–255	Light time duration from min to max (0.013–0.862 s)
9	Strobe Speed	0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)

Mode 2 - RGBW No zones 16bit

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 11 Dimmer above 0; CH 14 Strobe Speed at 0–5 “No flash”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 255, CH 3 Green 255, CH 5 Blue 255, CH 7 White 255, CH 10 Color Macro 0, CH 11 Dimmer 255, CH 13 Strobe Duration 128.

CH	Function	DMX	Description
1	Red		When CH 10 is 0:
		0–255	Min ... Max
		255	Max
			When CH 10 is 1–255:
		0–255	
2	Red Fine	0–255	Fine adjustment of CH 1
3	Green		When CH 10 is 0:
		0–255	Min ... Max
		255	Max
			When CH 10 is 1–255:
		0–255	
4	Green Fine	0–255	Fine adjustment of CH 3
5	Blue		When CH 10 is 0:
		0–255	Min ... Max
		255	Max

CH	Function	DMX	Description
5	Blue (continued)		When CH 10 is 1–255:
		0–255	
6	Blue Fine	0–255	Fine adjustment of CH 5
7	White		When CH 10 is 0:
		0–255	Min ... Max
		255	Max
			When CH 10 is 1–255:
		0–255	
8	White Fine	0–255	Fine adjustment of CH 7
9	CTO		Same as CH 5 in the mode “Mode 1 - RGBW No zones 8bit” (p. 15)
10	Color Macro		Same as CH 6 in the mode “Mode 1 - RGBW No zones 8bit” (p. 15)
11	Dimmer	0–255	
12	Dimmer Fine	0–255	Fine adjustment of CH 11
13	Strobe Duration	0–255	Light time duration from min to max (0.013–0.862 s)
14	Strobe Speed		Same as CH 9 in the mode “Mode 1 - RGBW No zones 8bit” (p. 16)

Mode 3 - RGBW No zones with effects 8bit

If the device receives DMX in this mode but gives no light, check these channels: CH 7 Dimmer 1 above 0; CH 10 Shutter Effects at 0–1 “No function”; CH 16 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 6 Color Macro 0, CH 7 Dimmer 1 255, CH 8 Strobe Duration 128, CH 10 Shutter Effects 0, CH 12 Red 2 255, CH 13 Green 2 255, CH 14 Blue 2 255, CH 15 White 2 255, CH 16 Dimmer 2 255.

CH	Function	DMX	Description
1	Red 1		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
2	Green 1		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
3	Blue 1		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:

CH	Function	DMX	Description
3	Blue 1 (continued)	0–255	
4	White 1		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
5	CTO		Same as CH 5 in the mode “Mode 1 - RGBW No zones 8bit” (p. 15)
6	Color Macro		Same as CH 6 in the mode “Mode 1 - RGBW No zones 8bit” (p. 15)
7	Dimmer 1		Dimmer Foreground
		0–255	Dimmer Foreground
8	Strobe Duration		When CH 10 is 0–1:
		0–255	Light time duration from min to max (2.48–0.12 s)
			When CH 10 is 2–5:
		0–255	
			When CH 10 is 6–42:
		0–255	Light time duration from min to max (2.48–0.12 s)
			When CH 10 is 43–85:
		0–255	Light time duration from min to max (0.12–2.48 s)
			When CH 10 is 86–128:
		0–255	Light time duration from min to max (2.48–0.12 s)
			When CH 10 is 129–214:
		0–255	
			When CH 10 is 215–255:
		0	Light time duration from min to max
		1–255	Spikes Duration
9	Strobe Speed		When CH 10 is 0–1:
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
			When CH 10 is 2–5:
		0–255	
			When CH 10 is 6–42:
		0–5	No flash (0.4–0 Hz)
		6–255	Flash frequency from min to max (0.403–8.33 Hz)
			When CH 10 is 43–85:
		0–5	No flash
		6–255	Flash frequency from max to min (8.33–0.4 Hz)
			When CH 10 is 86–128:
		0–5	No flash

CH	Function	DMX	Description
9	Strobe Speed (continued)	6–130	Flash frequency from min to max (0.403–8.33 Hz)
		131–255	Flash frequency from max to min (8.33–0.403 Hz)
			When CH 10 is 129–171:
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
			When CH 10 is 172–214:
		0–5	No flash
		6–255	Flash frequency from min to max (0.385–16.7 Hz)
			When CH 10 is 215–255:
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
10	Shutter Effects	0–1	No function
		2–5	Permanent lightening
		6–42	Ramo up (use channels Duration and Rate for control)
		43–85	Ramp down (use channels Duration and Rate for control)
		86–128	Ramp up/down (use channels Duration and Rate for control)
		129–171	Random strobe (use channel Rate for control)
		172–214	Lightning (use channel Rate for control)
		215–255	Spikes (use channels Duration and Rate for control)
11	Control	0–19	No function
		20–24	Display On
		25–29	Display Off
		30–34	RGBW color mixing mode
		35–39	CMY color mixing mode
		40–44	Color calibration On
		45–49	Color calibration Off
		50–54	Foreground ovewrites Background
		55–59	Foreground + Background
		60–64	Foreground and Background - standard behaviour
		65–69	Fans mode: Auto
		70–74	Fans mode: High
		75–79	White counting On
		80–84	White counting Off
		85–89	Dimmer curve Linear
		90–94	Dimmer curve Square law
		95–255	No function
12	Red 2		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:

CH	Function	DMX	Description
12	Red 2 (continued)	0–255	
13	Green 2		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
14	Blue 2		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
15	White 2		When CH 6 is 0:
		0	Min
		1–254	Min ... Max
		255	Max
			When CH 6 is 1–255:
		0–255	
16	Dimmer 2		Dimmer Background
		0	Closed
		1–254	Closed ... Open
		255	Open
17	Effects	0–2	No function
		3–4	Effect 1
		5–6	Effect 2
		7–8	Effect 3
		9–10	Effect 4
		11–12	Effect 5
		13–14	Effect 6
		15–16	Effect 7
		17–18	Effect 8
		19–20	Effect 9
		21–22	Effect 10
		23–24	Effect 11
		25–26	Effect 12
		27–28	Effect 13
		29–30	Effect 14
		31–32	Effect 15
		33–34	Effect 16
		35–36	Effect 17
		37–38	Effect 18

CH	Function	DMX	Description
17	Effects (continued)	39–40	Effect 19
		41–42	Effect 20
		43–44	Effect 21
		45–46	Effect 22
		47–48	Effect 23
		49–50	Effect 24
		51–52	Effect 25
		53–255	No function
18	Effects Speed	0–63	Speed from min to max without fade time (1–10 Hz)
		64–127	Speed from max to min without fade time (op direction) (10–1 Hz)
		128–191	Speed from min to max with fade time (1–10 Hz)
		192–255	Speed from max to min with fade time (op direction) (10–1 Hz)

Mode 4 - 4 zones

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer 1 above 0; CH 7 Strobe Speed 1 at 0–5 “No flash”; CH 12 Dimmer 2 above 0; CH 14 Strobe Speed 2 at 0–5 “No flash”; CH 19 Dimmer 3 above 0; CH 21 Strobe Speed 3 at 0–5 “No flash”; CH 26 Dimmer 4 above 0; CH 28 Strobe Speed 4 at 0–5 “No flash”. The GDTF file gives these values for a console's Highlight function: CH 1 Red 1 255, CH 2 Green 1 255, CH 3 Blue 1 255, CH 4 White 1 255, CH 5 Dimmer 1 255, CH 6 Strobe Duration 1 128, CH 8 Red 2 255, CH 9 Green 2 255, CH 10 Blue 2 255, CH 11 White 2 255, CH 12 Dimmer 2 255, CH 13 Strobe Duration 2 128, CH 15 Red 3 255, CH 16 Green 3 255, CH 17 Blue 3 255, CH 18 White 3 255, CH 19 Dimmer 3 255, CH 20 Strobe Duration 3 128, CH 22 Red 4 255, CH 23 Green 4 255, CH 24 Blue 4 255, CH 25 White 4 255, CH 26 Dimmer 4 255, CH 27 Strobe Duration 4 128.

CH	Function	DMX	Description
1	Red 1		Red Zone 1
		0	Min
		1–254	Min ... Max
		255	Max
2	Green 1		Green Zone 1
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1		Blue Zone 1
		0	Min
		1–254	Min ... Max
		255	Max
4	White 1		White Zone 1
		0	Min
		1–254	Min ... Max
		255	Max
5	Dimmer 1		Dimmer Zone 1
		0	Closed

CH	Function	DMX	Description
5	Dimmer 1 (continued)	1–254	Closed … Open
		255	Open
6	Strobe Duration 1		Strobe Duration Zone 1
		0–255	Light time duration from min to max (0.013–0.862 s)
7	Strobe Speed 1		Strobe Rate Zone 1
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
8	Red 2		Red Zone 2
		0	Min
		1–254	Min … Max
		255	Max
9	Green 2		Green Zone 2
		0	Min
		1–254	Min … Max
		255	Max
10	Blue 2		Blue Zone 2
		0	Min
		1–254	Min … Max
		255	Max
11	White 2		White Zone 2
		0	Min
		1–254	Min … Max
		255	Max
12	Dimmer 2		Dimmer Zone 2
		0	Closed
		1–254	Closed … Open
		255	Open
13	Strobe Duration 2		Strobe Duration Zone 2
		0–255	Light time duration from min to max (0.013–0.862 s)
14	Strobe Speed 2		Strobe Rate Zone 2
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
15	Red 3		Red Zone 3
		0	Min
		1–254	Min … Max
		255	Max
16	Green 3		Green Zone 3
		0	Min
		1–254	Min … Max
		255	Max
17	Blue 3		Blue Zone 3

CH	Function	DMX	Description
17	Blue 3 (continued)	0	Min
		1–254	Min ... Max
		255	Max
18	White 3		White Zone 3
		0	Min
		1–254	Min ... Max
		255	Max
19	Dimmer 3		Dimmer Zone 3
		0	Closed
		1–254	Closed ... Open
		255	Open
20	Strobe Duration 3		Strobe Duration Zone 3
		0–255	Light time duration from min to max (0.013–0.862 s)
21	Strobe Speed 3		Strobe Rate Zone 3
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)
22	Red 4		Red Zone 4
		0	Min
		1–254	Min ... Max
		255	Max
23	Green 4		Green Zone 4
		0	Min
		1–254	Min ... Max
		255	Max
24	Blue 4		Blue Zone 4
		0	Min
		1–254	Min ... Max
		255	Max
25	White 4		White Zone 4
		0	Min
		1–254	Min ... Max
		255	Max
26	Dimmer 4		Dimmer Zone 4
		0	Closed
		1–254	Closed ... Open
		255	Open
27	Strobe Duration 4		Strobe Duration Zone 4
		0–255	Light time duration from min to max (0.013–0.862 s)
28	Strobe Speed 4		Strobe Rate Zone 4
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)

Mode 5 - 12 zones

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0 (the same in each of the 12 cells); CH 7 Strobe Speed at 0–5 “No flash” (the same in each of the 12 cells). The GDTF file gives these values for a console's Highlight function: CH 1 Red 255 (the same in each of the 12 cells), CH 2 Green 255 (the same in each of the 12 cells), CH 3 Blue 255 (the same in each of the 12 cells), CH 4 White 255 (the same in each of the 12 cells), CH 5 Dimmer 255 (the same in each of the 12 cells), CH 6 Strobe Duration 128 (the same in each of the 12 cells).

CH	Function	DMX	Description
1	Red 1		Red Zone
		0	Min
		1–254	Min ... Max
		255	Max
2	Green 1		Green Zone
		0	Min
		1–254	Min ... Max
		255	Max
3	Blue 1		Blue Zone
		0	Min
		1–254	Min ... Max
		255	Max
4	White 1		White Zone
		0	Min
		1–254	Min ... Max
		255	Max
5	Dimmer 1		Dimmer Pixel
		0	Closed
		1–254	Closed ... Open
		255	Open
6	Strobe Duration 1		Strobe Duration Pixel
		0–255	Light time duration from min to max (0.013–0.862 s)
7	Strobe Speed 1		Strobe Rate Zone Pixel
		0–5	No flash
		6–255	Flash frequency from min to max (0.289–25 Hz)

CH 1–84: 12 cells of 7 channels each. Every cell works as cell 1 in the table above (CH 1–7); the table below gives each cell's channel numbers.

Cell	Red	Green	Blue	White	Dimmer	Strobe Duration	Strobe Speed
1	1	2	3	4	5	6	7
2	8	9	10	11	12	13	14
3	15	16	17	18	19	20	21
4	22	23	24	25	26	27	28
5	29	30	31	32	33	34	35
6	36	37	38	39	40	41	42

Cell	Red	Green	Blue	White	Dimmer	Strobe Duration	Strobe Speed
7	43	44	45	46	47	48	49
8	50	51	52	53	54	55	56
9	57	58	59	60	61	62	63
10	64	65	66	67	68	69	70
11	71	72	73	74	75	76	77
12	78	79	80	81	82	83	84

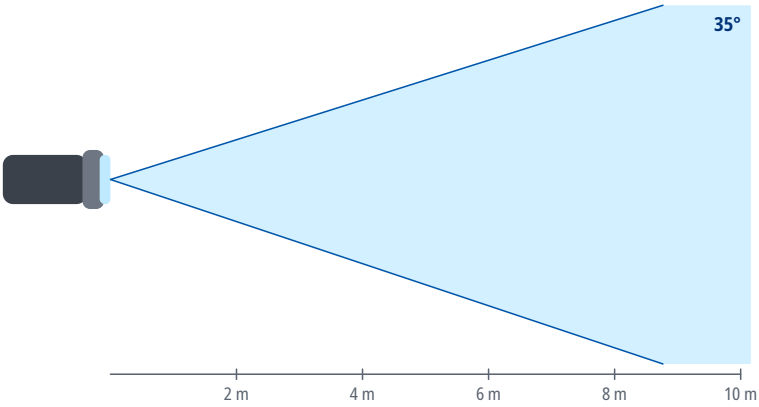
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Control	
DMX connection	5-pin XLR IN/OUT, 3-pin XLR IN/OUT
RJ45 connectors	RJ45
RDM	yes (manufacturer ID 0x5253, device model ID 0x00E0)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	1,300 W
Power connectors	powerCON TRUE1 IN
Dimensions and construction	
Weight	16.8 kg
Operating environment	
Operating temperature	0 to 45 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.289–25 Hz
Strobe flash duration	0.013–2.48 s

Spot diameter



Distance	Ø 35°
2 m	1.3 m
4 m	2.5 m
6 m	3.8 m
8 m	5 m
10 m	6.3 m
15 m	9.5 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.

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.