DMX REFERENCE

# Robin ColorStrobe IP

Robe Lighting




| | |
|---|---|
| **Manufacturer** | Robe Lighting |
| **GDTF file** | Robe_Lighting_Robin_ColorStrobe_IP_44031.gdtf |
| **GDTF revision** | 2023-07-24 3D models revision Geometry revision DMX defaults revision Tilt revision |
| **Generated** | 2026-11-24 |

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# 1 About this manual

This document describes the Robin ColorStrobe IP by Robe Lighting. It was compiled from the GDTF file Robe_Lighting_Robin_ColorStrobe_IP_44031.gdtf from the GDTF-Share library.

File revision: “2023-07-24 3D models revision Geometry revision DMX defaults revision Tilt 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 | 440 W |
| Weight | 15.3 kg |

### DMX modes

| Mode | Channels | Units in one universe | First start addresses |
|---|---|---|---|
| Mode 1 - RGBW | 9 | 56 | 1, 10, 19, 28, ... |
| Mode 2 - Full RGBW | 14 | 36 | 1, 15, 29, 43, ... |
| Mode 3 - Zone effect | 18 | 28 | 1, 19, 37, 55, ... |
| Mode 4 - Three zones | 21 | 24 | 1, 22, 43, 64, ... |
| Mode 5 - Six zone mode | 42 | 12 | 1, 43, 85, 127, ... |
| Mode 6 - Simple RGBW | 4 | 128 | 1, 5, 9, 13, ... |

### No light? Check these channels

- Mode 1 - RGBW: CH 7 Dimmer above 0; CH 9 Strobe Speed at 0–5 “No flash”
- Mode 2 - Full RGBW: CH 11 Dimmer above 0; CH 14 Strobe Speed at 0–5 “No flash”
- Mode 3 - Zone effect: CH 7 Dimmer 1 above 0; CH 10 Shutter Effects at 0–1 “No function”; CH 16 Dimmer 2 above 0
- Mode 4 - Three 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”
- Mode 5 - Six zone mode: 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”; CH 33 Dimmer 5 above 0; CH 35 Strobe Speed 5 at 0–5 “No flash”; CH 40 Dimmer 6 above 0; CH 42 Strobe Speed 6 at 0–5 “No flash”


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**

“Powerful strobe in color for outdoor exposures. Add color into your outdoor blinding strobing sequences with the ColorStrobe IP 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: 15.3 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.

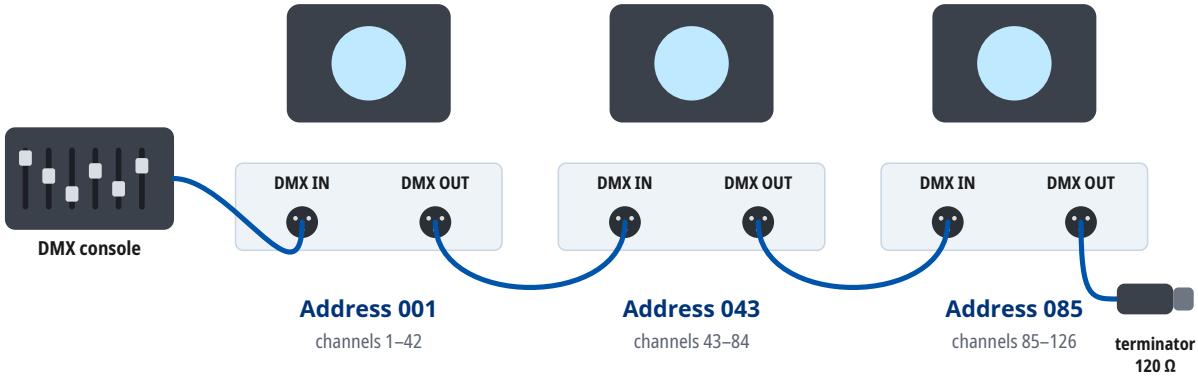
# 6 Connections

- 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 - Six zone mode: every unit occupies 42 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 - Six zone mode”: 42.
- 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 - Six zone mode”, you can use, for example, the start addresses 1, 43, 85, 127.
- 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.

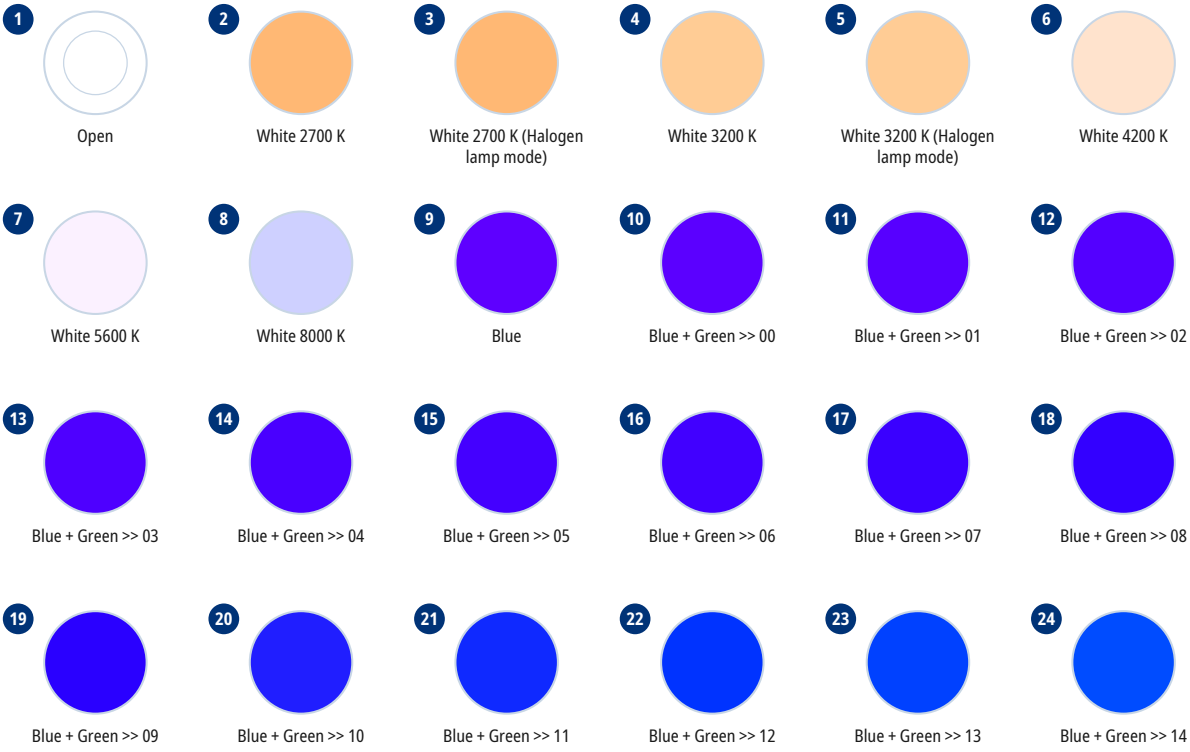
# 8 Functions at a glance

## Functions in each DMX mode

| | Mode 1 - RGBW<br>9 channels | Mode 2 - Full RGBW<br>14 channels | Mode 3 - Zone effect<br>18 channels | Mode 4 - Three zones<br>21 channels | Mode 5 - Six zone mode<br>42 channels | Mode 6 - Simple RGBW<br>4 channels |
|---|---|---|---|---|---|---|
| Pan / Tilt | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Dimmer | **7** | **11** | **7, 16** | **5, 12, 19** | **6× (5–40)** | ✓ |
| Dimmer resolution | 8 bit | 16 bit | 8 bit | 8 bit | 8 bit | |
| Shutter / strobe | **8, 9** | **13, 14** | **8–10** | **6, 7, 13, 14, 20, 21** | **12 channels (6–42)** | |
| Color mixing | **1–4 *** | **4× (1–7) *** | **1–4, 12–15 *** | **1–4, 8–11, 15–18** | **24 channels (1–39)** | **1–4** |
| Color temperature | **5** | **9** | **5** | | | |
| Effects / macros | **6** | **10** | **6, 17, 18** | | | |

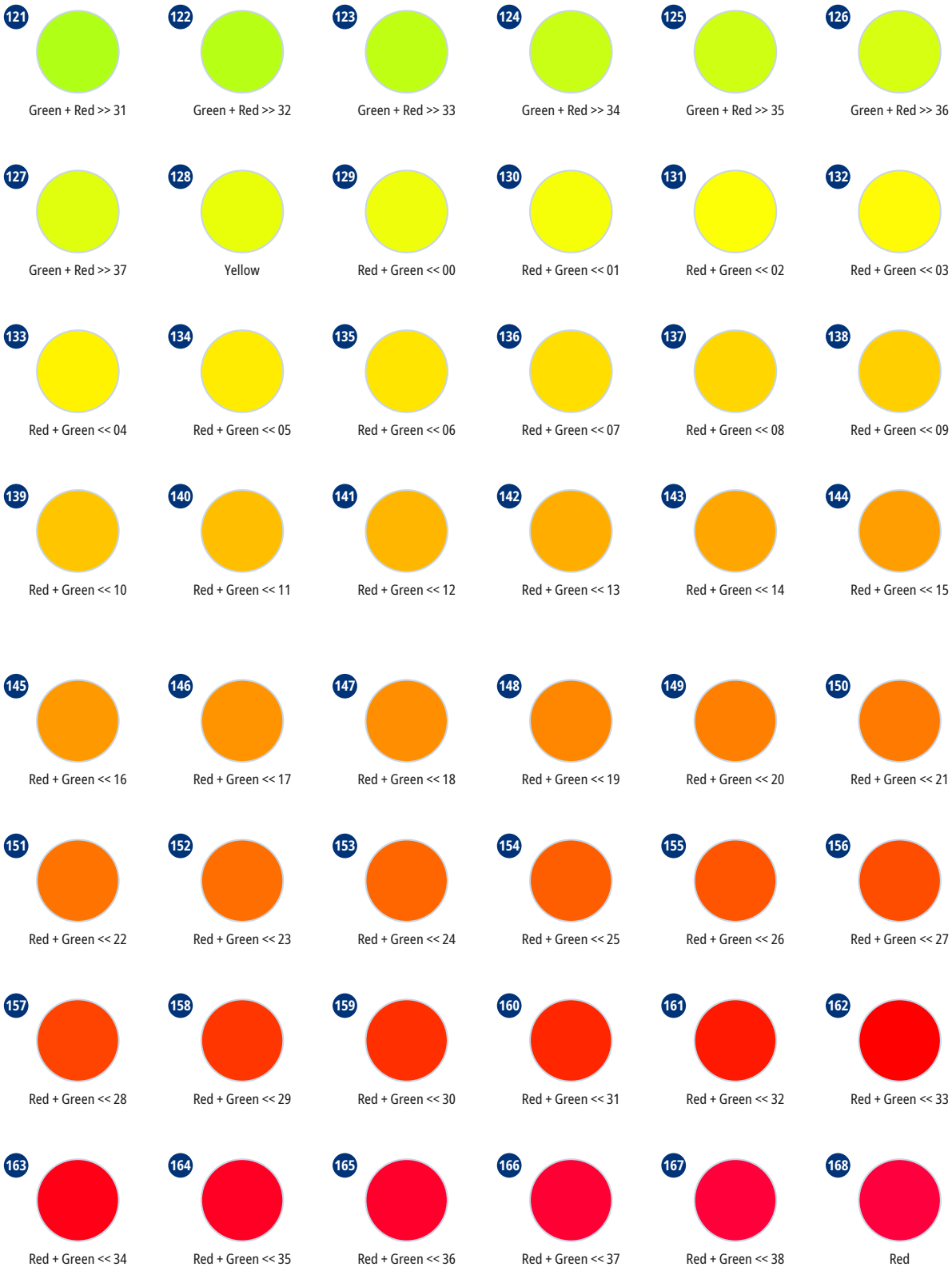
* The function works only when another channel switches it on; see the DMX table.

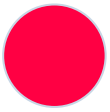
## Color wheel

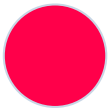


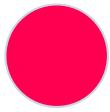
25 Blue + Green >> 15
26 Blue + Green >> 16
27 Blue + Green >> 17
28 Blue + Green >> 18
29 Blue + Green >> 19
30 Blue + Green >> 20
31 Blue + Green >> 21
32 Blue + Green >> 22
33 Blue + Green >> 23
34 Blue + Green >> 24
35 Blue + Green >> 25
36 Blue + Green >> 26
37 Blue + Green >> 27
38 Blue + Green >> 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
66 Green + Blue << 16
67 Green + Blue << 17
68 Green + Blue << 18
69 Green + Blue << 19
70 Green + Blue << 20
71 Green + Blue << 21
72 Green + Blue << 22


73 Green + Blue << 23
74 Green + Blue << 24
75 Green + Blue << 25
76 Green + Blue << 26
77 Green + Blue << 27
78 Green + Blue << 28
79 Green + Blue << 29
80 Green + Blue << 30
81 Green + Blue << 31
82 Green + Blue << 32
83 Green + Blue << 33
84 Green + Blue << 34
85 Green + Blue << 35
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
96 Green + Red >> 06
97 Green + Red >> 07
98 Green + Red >> 08
99 Green + Red >> 09
100 Green + Red >> 10
101 Green + Red >> 11
102 Green + Red >> 12
103 Green + Red >> 13
104 Green + Red >> 14
105 Green + Red >> 15
106 Green + Red >> 16
107 Green + Red >> 17
108 Green + Red >> 18
109 Green + Red >> 19
110 Green + Red >> 20
111 Green + Red >> 21
112 Green + Red >> 22
113 Green + Red >> 23
114 Green + Red >> 24
115 Green + Red >> 25
116 Green + Red >> 26
117 Green + Red >> 27
118 Green + Red >> 28
119 Green + Red >> 29
120 Green + Red >> 30


121 Green + Red >> 31
122 Green + Red >> 32
123 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
133 Red + Green << 04
134 Red + Green << 05
135 Red + Green << 06
136 Red + Green << 07
137 Red + Green << 08
138 Red + Green << 09
139 Red + Green << 10
140 Red + Green << 11
141 Red + Green << 12
142 Red + Green << 13
143 Red + Green << 14
144 Red + Green << 15
145 Red + Green << 16
146 Red + Green << 17
147 Red + Green << 18
148 Red + Green << 19
149 Red + Green << 20
150 Red + Green << 21
151 Red + Green << 22
152 Red + Green << 23
153 Red + Green << 24
154 Red + Green << 25
155 Red + Green << 26
156 Red + Green << 27
157 Red + Green << 28
158 Red + Green << 29
159 Red + Green << 30
160 Red + Green << 31
161 Red + Green << 32
162 Red + Green << 33
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

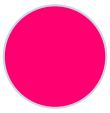
171  Red + Blue >> 02

172  Red + Blue >> 03

173  Red + Blue >> 04

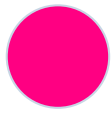
174  Red + Blue >> 05

175  Red + Blue >> 06

176  Red + Blue >> 07

177  Red + Blue >> 08

178  Red + Blue >> 09

179  Red + Blue >> 10

180  Red + Blue >> 11

181  Red + Blue >> 12

182  Red + Blue >> 13

183  Red + Blue >> 14

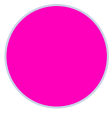
184  Red + Blue >> 15

185  Red + Blue >> 16

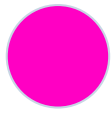
186  Red + Blue >> 17

187  Red + Blue >> 18

188  Red + Blue >> 19

189  Red + Blue >> 20

190  Red + Blue >> 21

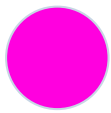
191  Red + Blue >> 22

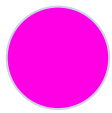
192  Red + Blue >> 23

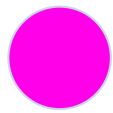
193  Red + Blue >> 24

194  Red + Blue >> 25

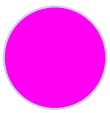
195  Red + Blue >> 26

196  Red + Blue >> 27

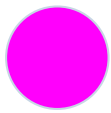
197  Red + Blue >> 28

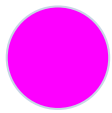
198  Red + Blue >> 29

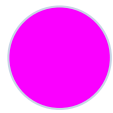
199  Red + Blue >> 30

200  Red + Blue >> 31

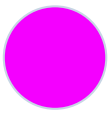
201  Red + Blue >> 32

202  Red + Blue >> 33

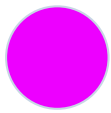
203  Red + Blue >> 34

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

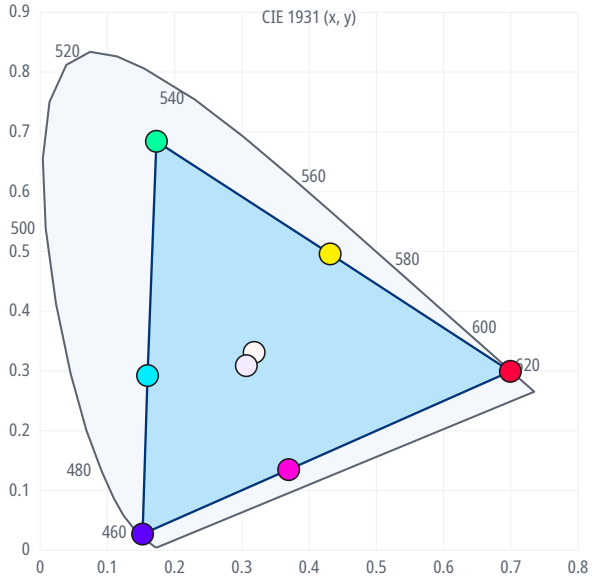
214  Blue + Red << 05

215  Blue + Red << 06

216  Blue + Red << 07



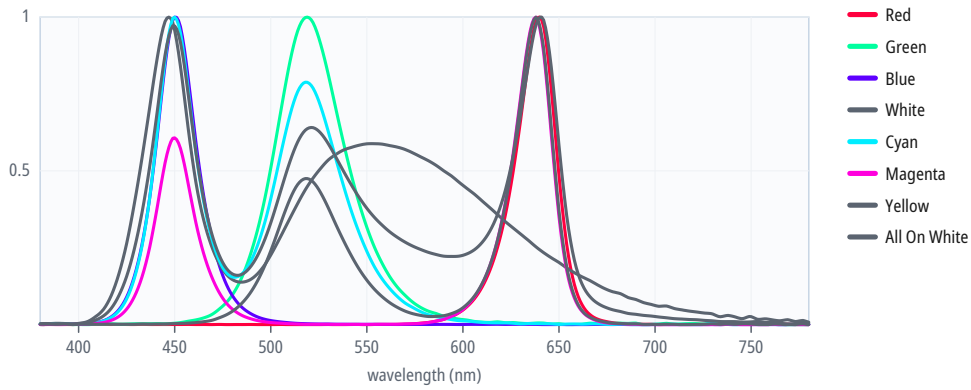

## LED colors and the colors they mix




| LED | x | y | nm |
|---|---|---|---|
| Red | 0.699 | 0.299 | 625 |
| Green | 0.173 | 0.684 | 524 |
| Blue | 0.152 | 0.027 | 456 |
| White | 0.318 | 0.331 | |
| Cyan | 0.160 | 0.292 | 488 |
| Magenta | 0.369 | 0.135 | -544 |
| Yellow | 0.431 | 0.496 | 572 |
| All On White | 0.307 | 0.309 | |

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.

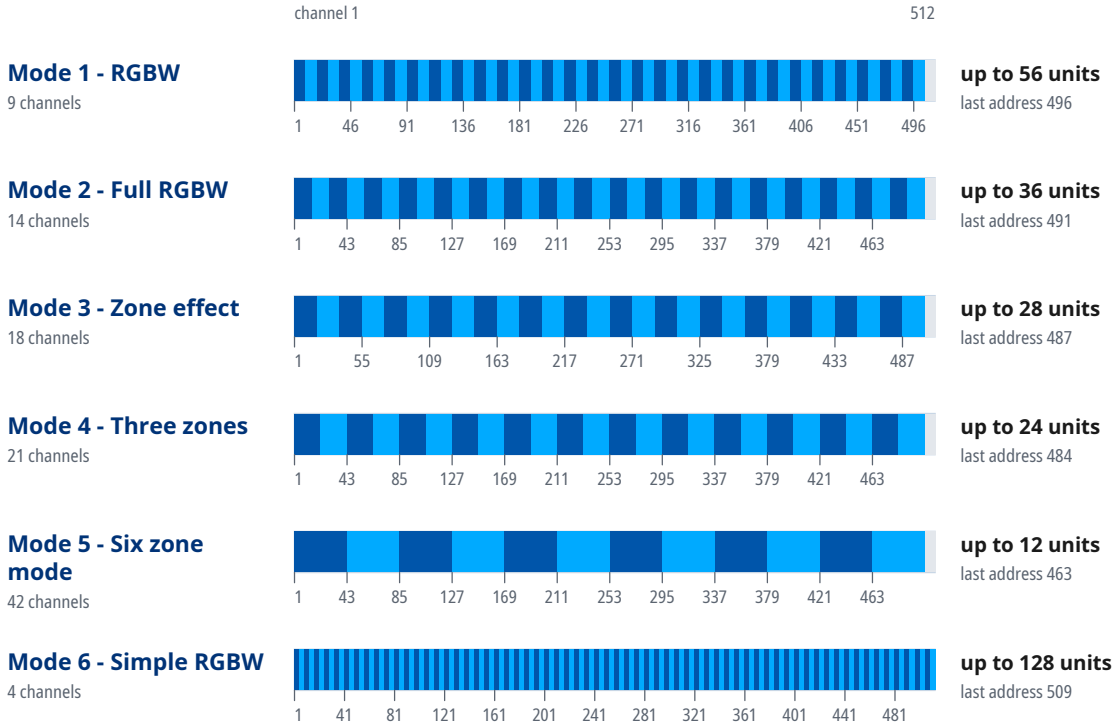
## Cells (pixels)




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

# 9 DMX channels

### Units in one DMX universe




### Start addresses of 20 units in the mode “Mode 5 - Six zone mode”

| Unit | Start address | Unit | Start address | Unit | Start address | Unit | Start address |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 6 | 211 | 11 | 421 | 16 | U2 · 127 |
| 2 | 43 | 7 | 253 | 12 | 463 | 17 | U2 · 169 |
| 3 | 85 | 8 | 295 | 13 | U2 · 1 | 18 | U2 · 211 |
| 4 | 127 | 9 | 337 | 14 | U2 · 43 | 19 | U2 · 253 |
| 5 | 169 | 10 | 379 | 15 | U2 · 85 | 20 | U2 · 295 |

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 | 9 | 1 |
| Mode 2 - Full RGBW | 14 | 2 |
| Mode 3 - Zone effect | 18 | 3 |
| Mode 4 - Three zones | 21 | 4 |
| Mode 5 - Six zone mode | 42 | 5 |
| Mode 6 - Simple RGBW | 4 | – |

## Mode 1 - RGBW

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 |
| | | 16 | Blue |

| CH | Function | DMX | Description |
|---|---|---|---|
| **6** | Color Macro (continued) | 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 - Full RGBW

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 |
| | | | When CH 10 is 1–255: |

| CH | Function | DMX | Description |
|---|---|---|---|
| **5** | Blue (continued) | 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” (p. 15) |
| **10** | Color Macro | | Same as CH 6 in the mode “Mode 1 - RGBW” (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” (p. 16) |

## Mode 3 - Zone effect

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: |
| | | 0–255 | |
| **4** | White 1 | | When CH 6 is 0: |
| | | 0 | Min |
| | | 1–254 | Min ... Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **4** | White 1 (continued) | 255 | Max |
| | | | When CH 6 is 1–255: |
| | | 0–255 | |
| **5** | CTO | | Same as CH 5 in the mode “Mode 1 - RGBW” (p. 15) |
| **6** | Color Macro | | Same as CH 6 in the mode “Mode 1 - RGBW” (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 |
| | | 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 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **9** | Strobe Speed (continued) | 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 | No function |
| | | 1–19 | 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: |
| | | 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 | |

| CH | Function | DMX | Description |
|---|---|---|---|
| **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 |
| | | 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 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **17** | Effects (continued) | 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 - Three 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”. 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 | 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 |
| | | 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 | 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 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **8** | Red 2 (continued) | 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 | 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 |
| | | 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 |

| CH | Function | DMX | Description |
|---|---|---|---|
| **20** | Strobe Duration 3 (continued) | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **21** | Strobe Speed 3 | 0–5 | No flash |
| | | 6–255 | Flash frequency from min to max (0.289–25 Hz) |

## Mode 5 - Six zone mode

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”; CH 33 Dimmer 5 above 0; CH 35 Strobe Speed 5 at 0–5 “No flash”; CH 40 Dimmer 6 above 0; CH 42 Strobe Speed 6 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 29 Red 5 255, CH 30 Green 5 255, CH 31 Blue 5 255, CH 32 White 5 255, CH 33 Dimmer 5 255, CH 34 Strobe Duration 5 128, CH 36 Red 6 255, CH 37 Green 6 255, CH 38 Blue 6 255, CH 39 White 6 255, CH 40 Dimmer 6 255, CH 41 Strobe Duration 6 128.

| 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 | | Same as CH 7 in the mode “Mode 4 - Three zones” (p. 21) |
| **8** | Red 2 | | Red Zone |
| | | 0 | Min |

| CH | Function | DMX | Description |
|---|---|---|---|
| **8** | Red 2 (continued) | 1–254 | Min ... Max |
| | | 255 | Max |
| **9** | Green 2 | | Green Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **10** | Blue 2 | | Blue Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **11** | White 2 | | White Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **12** | Dimmer 2 | | Dimmer Pixel |
| | | 0 | Closed |
| | | 1–254 | Closed ... Open |
| | | 255 | Open |
| **13** | Strobe Duration 2 | | Strobe Duration Pixel |
| | | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **14** | Strobe Speed 2 | | Same as CH 14 in the mode “Mode 4 - Three zones” (p. 22) |
| **15** | Red 3 | | Red Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **16** | Green 3 | | Green Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **17** | Blue 3 | | Blue Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **18** | White 3 | | White Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **19** | Dimmer 3 | | Dimmer Pixel |
| | | 0 | Closed |
| | | 1–254 | Closed ... Open |
| | | 255 | Open |
| **20** | Strobe Duration 3 | | Strobe Duration Pixel |

| CH | Function | DMX | Description |
|---|---|---|---|
| **20** | Strobe Duration 3 (continued) | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **21** | Strobe Speed 3 | | Same as CH 21 in the mode “Mode 4 - Three zones” (p. 23) |
| **22** | Red 4 | | Red Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **23** | Green 4 | | Green Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **24** | Blue 4 | | Blue Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **25** | White 4 | | White Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **26** | Dimmer 4 | | Dimmer Pixel |
| | | 0 | Closed |
| | | 1–254 | Closed ... Open |
| | | 255 | Open |
| **27** | Strobe Duration 4 | | Strobe Duration Pixel |
| | | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **28** | Strobe Speed 4 | 0–5 | No flash |
| | | 6–255 | Flash frequency from min to max (0.289–25 Hz) |
| **29** | Red 5 | | Red Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **30** | Green 5 | | Green Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **31** | Blue 5 | | Blue Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **32** | White 5 | | White Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **33** | Dimmer 5 | | Dimmer Pixel |
| | | 0 | Closed |
| | | 1–254 | Closed ... Open |
| | | 255 | Open |
| **34** | Strobe Duration 5 | | Strobe Duration Pixel |
| | | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **35** | Strobe Speed 5 | 0–5 | No flash |
| | | 6–255 | Flash frequency from min to max (0.289–25 Hz) |
| **36** | Red 6 | | Red Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **37** | Green 6 | | Green Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **38** | Blue 6 | | Blue Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **39** | White 6 | | White Zone |
| | | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **40** | Dimmer 6 | | Dimmer Pixel |
| | | 0 | Closed |
| | | 1–254 | Closed ... Open |
| | | 255 | Open |
| **41** | Strobe Duration 6 | | Strobe Duration Pixel |
| | | 0–255 | Light time duration from min to max (0.013–0.862 s) |
| **42** | Strobe Speed 6 | 0–5 | No flash |
| | | 6–255 | Flash frequency from min to max (0.289–25 Hz) |

## Mode 6 - Simple RGBW

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 | Function | DMX | Description |
|---|---|---|---|
| **1** | Red | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **2** | Green | 0 | Min |
| | | 1–254 | Min ... Max |

| CH | Function | DMX | Description |
|---|---|---|---|
| **2** | Green (continued) | 255 | Max |
| **3** | Blue | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |
| **4** | White | 0 | Min |
| | | 1–254 | Min ... Max |
| | | 255 | Max |

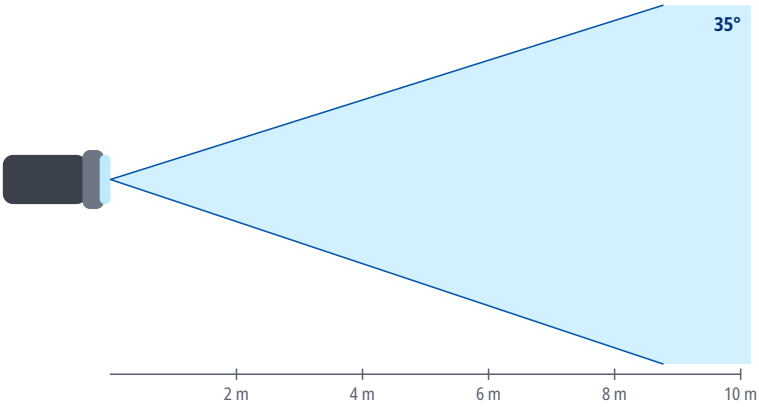
# 10 Technical specifications

| 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 | 440 W |
| Power connectors | powerCON TRUE1 IN |
| **Dimensions and construction** | |
| Weight | 15.3 kg |
| **Operating environment** | |
| Operating temperature | -20 to 40 °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.