DMX REFERENCE

Robin Footsie2 RGBW

Robe Lighting



Manufacturer	Robe Lighting
GDTF file	Robe_Lighting_Robin_Footsie2_RGBW_111315.gdtf
GDTF revision	2025-09-19 Control channel update
Generated	2026-11-24

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1 About this manual

This document describes the Robin Footsie2™ RGBW by Robe Lighting. It was compiled from the GDTF file Robe_Lighting_Robin_Footsie2_RGBW_111315.gdtf from the GDTF-Share library.

File revision: “2025-09-19 Control channel update”.

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	85 W
Weight	21.2 kg
Ingress protection	IP65

DMX modes

Mode	Channels	Units in one universe	First start addresses
Mode 1 Simple	5	102	1, 6, 11, 16, ...
Mode 2 Standard 16 bit	36	14	1, 37, 73, 109, ...
Mode 3 Standard 16 bit + PIP	49	10	1, 50, 99, 148, ...

No light? Check these channels

- Mode 1 Simple: CH 5 Dimmer above 0
- Mode 2 Standard 16 bit: CH 18 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 19 Dimmer 2 above 0
- Mode 3 Standard 16 bit + PIP: CH 18 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 19 Dimmer 2 above 0



Read the manual before use



Risk of electric shock



Do not stare into the light

3 Safety instructions



Read the manual before use



Risk of electric shock



Do not stare into the light

⚠ 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.

⚠ CAUTION

- The device is rated IP65 and may be used outdoors within the limits of this rating.
- This protection is effective only when all connectors are mated or closed with their protective caps and all seals are intact. Use cables and connectors with the same or a higher protection rating.
- Do not open the housing; opening it breaks the seals and the protection rating can no longer be guaranteed.
- Install the device so that water cannot collect around connectors and cable glands, and inspect seals and cables regularly.

⚠ **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.

4 Product description

Description in the GDTF file

“Robe’s revolutionary IP65-rated FOOTSIE fixture redefines the concept of traditional ‘footlights’ and effectively removes the visual barrier between audience and performers. The IP65-rated FOOTSIE delivers dynamic LED foot lighting, whatever the production, environment or weather! This highly innovative new product is currently available in two standard lengths, FOOTSIE1™ (600mm) & FOOTSIE2™ (1200mm), with a choice of warm or tuneable white LEDs or RGBW high power single chip LEDs. The classic warm white LEDs offer a CRI greater than 90 – fantastic for key lighting of faces, and the tuneable white ranges from 2.700K – 6.500K. The RGBW version facilitates all colours, including those infamous up-lit horror looks, so great for all relevant themed theatrical shows and the darker metal genres of music! The FOOTSIE’s cool low laying 52 mm high design allows a full view of the performer keeping the stage and sightlines clear and clean, while an integral self-contained cable tray can be used to neatly run any loose laying audio, power or data cables and their associated trip hazards! For flexibility in a run of fixtures, FOOTSIE1TM has two individually controlled zones within its 600 mm length, while FOOTSIE2TM, being longer at 1.200 mm, has four zones. BluMark™ allows a low-level blue LED indication of the stage edges without affecting the lighting states. An Integrated Shield that covers a direct line-of-sight view between the LED sources from the audience side, protecting them from unintentional glare / flare, can either be folded inside the fixture housing or released and installed in position. Fixtures can be joined together swiftly and easily with a fast connection system, and corner pieces of various angles are available, making the fixture ideal for outlining sets and stages or creating other bespoke shapes. The convection-cooled FOOTSIE is perfect for theatres, concert stages, fashion show catwalks and all types of corporate and industrial events.”

5 Installation

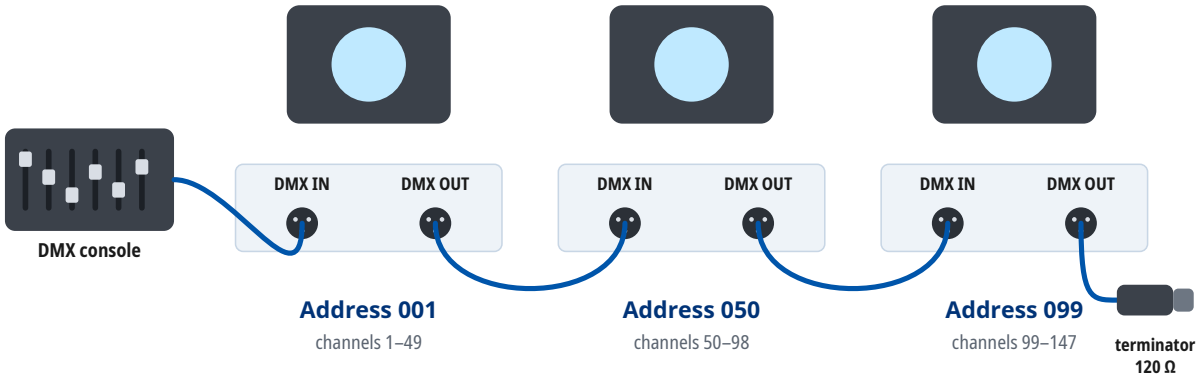
⚠ **WARNING**

- 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: 21.2 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 3 Standard 16 bit + PIP: every unit occupies 49 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 3 Standard 16 bit + PIP”: 49.
- 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 3 Standard 16 bit + PIP”, you can use, for example, the start addresses 1, 50, 99, 148.
- 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 Simple 5 channels	Mode 2 Standard 16 bit 36 channels	Mode 3 Standard 16 bit + PIP 49 channels
Dimmer	5	17, 19	17, 19, 49
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe		17, 18	17, 18, 49
Color mixing	1–4	20 channels (5–36)	20 channels (5–36)
Color temperature		13	13
Color wheel	✓	4	4, 37–48
Zoom	✓	✓	✓
Pixel control	✓	✓	12 cells

Color wheel 1

1

No function
DMX 0–14

2

Wheel Slot 2

3

Wheel Slot 249

4

Wheel Slot 3

5

Wheel Slot 4

6

Wheel Slot 5

7

Wheel Slot 6

8

Wheel Slot 7

9

Wheel Slot 8

10

Wheel Slot 9

11

Wheel Slot 10

12

Wheel Slot 11

13

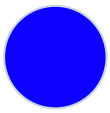
Wheel Slot 12

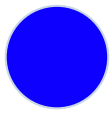
14

Wheel Slot 13

15

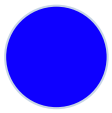
Wheel Slot 14

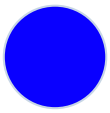
16

Blue
DMX 15

17

Blue + Green >>
DMX 16

18

Blue + Green >> 1...38
DMX 17

19

Blue + Green >> 2
DMX 18

20

Blue + Green >> 3
DMX 19

21

Blue + Green >> 4
DMX 20

22

Blue + Green >> 5
DMX 21

23

Blue + Green >> 6
DMX 22

24

Blue + Green >> 7
DMX 23

25

Blue + Green >> 8
DMX 24

26

Blue + Green >> 9
DMX 25

27

Blue + Green >> 10
DMX 26

28

Blue + Green >> 11
DMX 27

29

Blue + Green >> 12
DMX 28

30

Blue + Green >> 13
DMX 29

31

Blue + Green >> 14
DMX 30

32

Blue + Green >> 15
DMX 31

33

Blue + Green >> 16
DMX 32

34

Blue + Green >> 17
DMX 33

35

Blue + Green >> 18
DMX 34

36

Blue + Green >> 19
DMX 35

37

Blue + Green >> 20
DMX 36

38

Blue + Green >> 21
DMX 37

39

Blue + Green >> 22
DMX 38

40

Blue + Green >> 23
DMX 39

41

Blue + Green >> 24
DMX 40

42

Blue + Green >> 25
DMX 41

43

Blue + Green >> 26
DMX 42

44

Blue + Green >> 27
DMX 43

45

Blue + Green >> 28
DMX 44

46

Blue + Green >> 29
DMX 45

47

Blue + Green >> 30
DMX 46

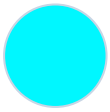
48

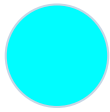
Blue + Green >> 31
DMX 47

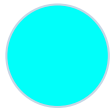
49 
Blue + Green >> 32
DMX 48

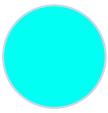
50 
Blue + Green >> 33
DMX 49

51 
Blue + Green >> 34
DMX 50

52 
Blue + Green >> 35
DMX 51

53 
Blue + Green >> 36
DMX 52

54 
Blue + Green >> 37
DMX 53

55 
Blue + Green >> 38
DMX 54

56
Light Blue
DMX 55

57
Green + Blue <<
DMX 56

58
Green + Blue << 1...38
DMX 57

59
Green + Blue << 2
DMX 58

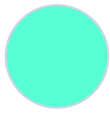
60
Green + Blue << 3
DMX 59

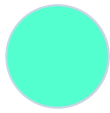
61
Green + Blue << 4
DMX 60

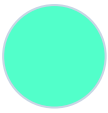
62
Green + Blue << 5
DMX 61

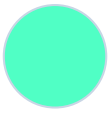
63
Green + Blue << 6
DMX 62

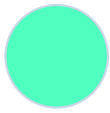
64
Green + Blue << 7
DMX 63

65 
Green + Blue << 8
DMX 64

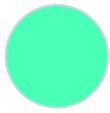
66 
Green + Blue << 9
DMX 65

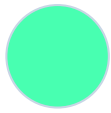
67 
Green + Blue << 10
DMX 66

68 
Green + Blue << 11
DMX 67

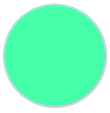
69 
Green + Blue << 12
DMX 68

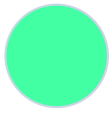
70 
Green + Blue << 13
DMX 69

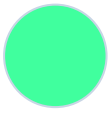
71 
Green + Blue << 14
DMX 70

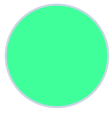
72 
Green + Blue << 15
DMX 71

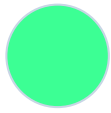
73 
Green + Blue << 16
DMX 72

74 
Green + Blue << 17
DMX 73

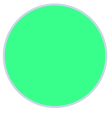
75 
Green + Blue << 18
DMX 74

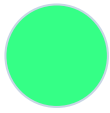
76 
Green + Blue << 19
DMX 75

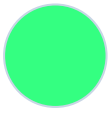
77 
Green + Blue << 20
DMX 76

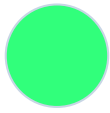
78 
Green + Blue << 21
DMX 77

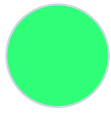
79 
Green + Blue << 22
DMX 78

80 
Green + Blue << 23
DMX 79

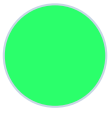
81 
Green + Blue << 24
DMX 80

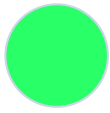
82 
Green + Blue << 25
DMX 81

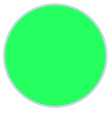
83 
Green + Blue << 26
DMX 82

84 
Green + Blue << 27
DMX 83

85 
Green + Blue << 28
DMX 84

86 
Green + Blue << 29
DMX 85

87 
Green + Blue << 30
DMX 86

88 
Green + Blue << 31
DMX 87

89
Green + Blue << 32
DMX 88

90
Green + Blue << 33
DMX 89

91
Green + Blue << 34
DMX 90

92
Green + Blue << 35
DMX 91

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DMX 92

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DMX 93

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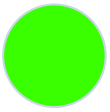
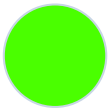
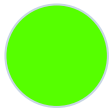
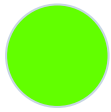
Green + Blue << 38
DMX 94

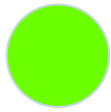
96
Green
DMX 95

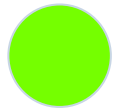
97 
Green + Red >>
DMX 96

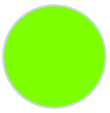
98 
Green + Red >> 1...38
DMX 97

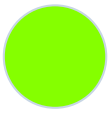
99 
Green + Red >> 2
DMX 98

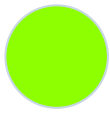
100 
Green + Red >> 3
DMX 99

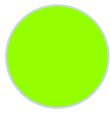
101 
Green + Red >> 4
DMX 100

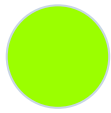
102 
Green + Red >> 5
DMX 101

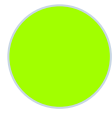
103 
Green + Red >> 6
DMX 102

104 
Green + Red >> 7
DMX 103

105 
Green + Red >> 8
DMX 104

106 
Green + Red >> 9
DMX 105

107 
Green + Red >> 10
DMX 106

108 
Green + Red >> 11
DMX 107

109
Green + Red >> 12
DMX 108

110
Green + Red >> 13
DMX 109

111
Green + Red >> 14
DMX 110

112
Green + Red >> 15
DMX 111

113
Green + Red >> 16
DMX 112

114
Green + Red >> 17
DMX 113

115
Green + Red >> 18
DMX 114

116
Green + Red >> 19
DMX 115

117
Green + Red >> 20
DMX 116

118
Green + Red >> 21
DMX 117

119
Green + Red >> 22
DMX 118

120
Green + Red >> 23
DMX 119

121
Green + Red >> 24
DMX 120

122
Green + Red >> 25
DMX 121

123
Green + Red >> 26
DMX 122

124
Green + Red >> 27
DMX 123

125
Green + Red >> 28
DMX 124

126
Green + Red >> 29
DMX 125

127
Green + Red >> 30
DMX 126

128
Green + Red >> 31
DMX 127

129
Green + Red >> 32
DMX 128

130
Green + Red >> 33
DMX 129

131
Green + Red >> 34
DMX 130

132
Green + Red >> 35
DMX 131

133
Green + Red >> 36
DMX 132

134
Green + Red >> 37
DMX 133

135
Green + Red >> 38
DMX 134

136
Yellow
DMX 135

137
Red + Green <<
DMX 136

138
Red + Green << 1...38
DMX 137

139
Red + Green << 2
DMX 138

140
Red + Green << 3
DMX 139

141
Red + Green << 4
DMX 140

142
Red + Green << 5
DMX 141

143
Red + Green << 6
DMX 142

144
Red + Green << 7
DMX 143

145 
Red + Green << 8
DMX 144

146 
Red + Green << 9
DMX 145

147 
Red + Green << 10
DMX 146

148 
Red + Green << 11
DMX 147

149 
Red + Green << 12
DMX 148

150 
Red + Green << 13
DMX 149

151 
Red + Green << 14
DMX 150

152 
Red + Green << 15
DMX 151

153 
Red + Green << 16
DMX 152

154 
Red + Green << 17
DMX 153

155 
Red + Green << 18
DMX 154

156 
Red + Green << 19
DMX 155

157 
Red + Green << 20
DMX 156

158 
Red + Green << 21
DMX 157

159 
Red + Green << 22
DMX 158

160 
Red + Green << 23
DMX 159

161 
Red + Green << 24
DMX 160

162 
Red + Green << 25
DMX 161

163 
Red + Green << 26
DMX 162

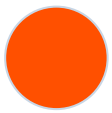
164 
Red + Green << 27
DMX 163

165 
Red + Green << 28
DMX 164

166 
Red + Green << 29
DMX 165

167 
Red + Green << 30
DMX 166

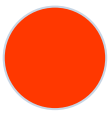
168 
Red + Green << 31
DMX 167

169 
Red + Green << 32
DMX 168

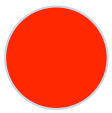
170 
Red + Green << 33
DMX 169

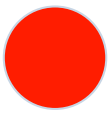
171 
Red + Green << 34
DMX 170

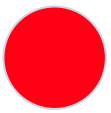
172 
Red + Green << 35
DMX 171

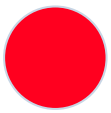
173 
Red + Green << 36
DMX 172

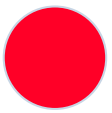
174 
Red + Green << 37
DMX 173

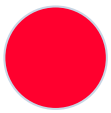
175 
Red + Green << 38
DMX 174

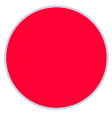
176 
Red
DMX 175

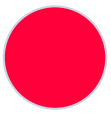
177 
Red + Blue >>
DMX 176

178 
Red + Blue >> 1...38
DMX 177

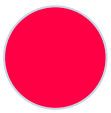
179 
Red + Blue >> 2
DMX 178

180 
Red + Blue >> 3
DMX 179

181 
Red + Blue >> 4
DMX 180

182 
Red + Blue >> 5
DMX 181

183 
Red + Blue >> 6
DMX 182

184 
Red + Blue >> 7
DMX 183

185
Red + Blue >> 8
DMX 184

186
Red + Blue >> 9
DMX 185

187
Red + Blue >> 10
DMX 186

188
Red + Blue >> 11
DMX 187

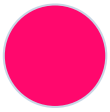
189
Red + Blue >> 12
DMX 188

190
Red + Blue >> 13
DMX 189

191
Red + Blue >> 14
DMX 190

192
Red + Blue >> 15
DMX 191

193 
Red + Blue >> 16
DMX 192

194 
Red + Blue >> 17
DMX 193

195 
Red + Blue >> 18
DMX 194

196 
Red + Blue >> 19
DMX 195

197 
Red + Blue >> 20
DMX 196

198 
Red + Blue >> 21
DMX 197

199 
Red + Blue >> 22
DMX 198

200 
Red + Blue >> 23
DMX 199

201 
Red + Blue >> 24
DMX 200

202 
Red + Blue >> 25
DMX 201

203 
Red + Blue >> 26
DMX 202

204 
Red + Blue >> 27
DMX 203

205 
Red + Blue >> 28
DMX 204

206 
Red + Blue >> 29
DMX 205

207 
Red + Blue >> 30
DMX 206

208 
Red + Blue >> 31
DMX 207

209 
Red + Blue >> 32
DMX 208

210 
Red + Blue >> 33
DMX 209

211 
Red + Blue >> 34
DMX 210

212 
Red + Blue >> 35
DMX 211

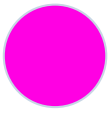
213 
Red + Blue >> 36
DMX 212

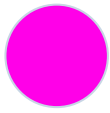
214 
Red + Blue >> 37
DMX 213

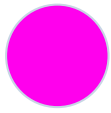
215 
Red + Blue >> 38
DMX 214

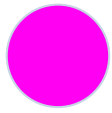
216 
Magenta
DMX 215

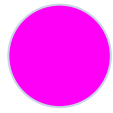
217 
Blue + Red <<
DMX 216

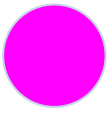
218 
Blue + Red << 1...38
DMX 217

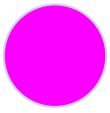
219 
Blue + Red << 2
DMX 218

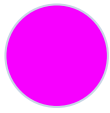
220 
Blue + Red << 3
DMX 219

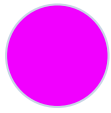
221 
Blue + Red << 4
DMX 220

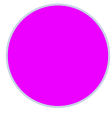
222 
Blue + Red << 5
DMX 221

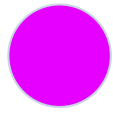
223 
Blue + Red << 6
DMX 222

224 
Blue + Red << 7
DMX 223

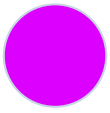
225 
Blue + Red << 8
DMX 224

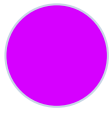
226 
Blue + Red << 9
DMX 225

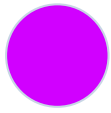
227 
Blue + Red << 10
DMX 226

228 
Blue + Red << 11
DMX 227

229 
Blue + Red << 12
DMX 228

230 
Blue + Red << 13
DMX 229

231 
Blue + Red << 14
DMX 230

232 
Blue + Red << 15
DMX 231

233
Blue + Red << 16
DMX 232

234
Blue + Red << 17
DMX 233

235
Blue + Red << 18
DMX 234

236
Blue + Red << 19
DMX 235

237
Blue + Red << 20
DMX 236

238
Blue + Red << 21
DMX 237

239
Blue + Red << 22
DMX 238

240
Blue + Red << 23
DMX 239

241 Blue + Red << 24
DMX 240

242 Blue + Red << 25
DMX 241

243 Blue + Red << 26
DMX 242

244 Blue + Red << 27
DMX 243

245 Blue + Red << 28
DMX 244

246 Blue + Red << 29
DMX 245

247 Blue + Red << 30
DMX 246

248 Blue + Red << 31
DMX 247

249 Blue + Red << 32
DMX 248

250 Blue + Red << 33
DMX 249

251 Blue + Red << 34
DMX 250

252 Blue + Red << 35
DMX 251

253 Blue + Red << 36
DMX 252

254 Blue + Red << 37
DMX 253

255 Blue + Red << 38
DMX 254

256 Blue 1
DMX 255

Color wheel 2

1 No function
DMX 0

2 Filter 4 (Medium Bastard Amber)
DMX 1–2

3 Filter 25 (Sunset Red)
DMX 3–4

4 Filter 19 (Fire)
DMX 5–6

5 Filter 26 (Bright Red)
DMX 7–8

6 Filter 58 (Lavender)
DMX 9–10

7 Filter 68 (Sky Blue)
DMX 11–12

8 Filter 36 (Medium Pink)
DMX 13–14

9 Filter 89 (Moss Green)
DMX 15–16

10 Filter 88 (Lime Green)
DMX 17–18

11 Filter 90 (Dark Yellow Green)
DMX 19–20

12 Filter 49 (Medium Purple)
DMX 21–22

13 Filter 52 (Light Lavender)
DMX 23–24

14 Filter 102 (Light Amber)
DMX 25–26

15 Filter 103 (Straw)
DMX 27–28

16 Filter 140 (Summer Blue)
DMX 29–30

17 Filter 124 (Dark Green)
DMX 31–32

18 Filter 106 (Primary Red)
DMX 33–34

19 Filter 111 (Dark Pink)
DMX 35–36

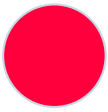
20 Filter 115 (Peacock Blue)
DMX 37–38

21 Filter 126 (Mauve)
DMX 39–40

22 Filter 117 (Steel Blue)
DMX 41–42

23 Filter 118 (Light Blue)
DMX 43–44

24 Filter 122 (Fern Green)
DMX 45–46

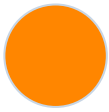
25 
Filter 182 (Light Red)
DMX 47–48

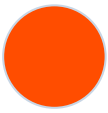
26
Filter 121 (Filter Green)
DMX 49–50

27 
Filter 128 (Bright Pink)
DMX 51–52

28
Filter 131 (Marine Blue)
DMX 53–54

29 
Filter 132 (Medium Blue)
DMX 55–56

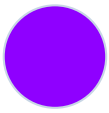
30 
Filter 134 (Golden Amber)
DMX 57–58

31 
Filter 135 (Deep Golden Amber)
DMX 59–60

32
Filter 136 (Pale Lavender)
DMX 61–62

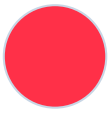
33 
Filter 137 (Special Lavender)
DMX 63–64

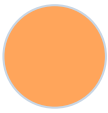
34
Filter 138 (Pale Green)
DMX 65–66

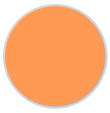
35 
Filter 798 (Chrysalis Pink)
DMX 67–68

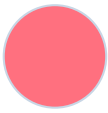
36 
Filter 141 (Bright Blue)
DMX 69–70

37 
Filter 147 (Apricot)
DMX 71–72

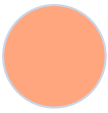
38 
Filter 148 (Bright Rose)
DMX 73–74

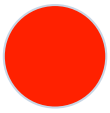
39 
Filter 152 (Pale Gold)
DMX 75–76

40 
Filter 154 (Pale Rose)
DMX 77–78

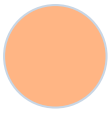
41 
Filter 157 (Pink)
DMX 79–80

42 
Filter 143 (Pale Navy Blue)
DMX 81–82

43 
Filter 162 (Bastard Amber)
DMX 83–84

44 
Filter 164 (Flame Red)
DMX 85–86

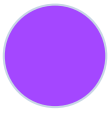
45 
Filter 165 (Daylight Blue)
DMX 87–88

46 
Filter 169 (Lilac Tint)
DMX 89–90

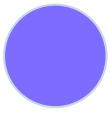
47 
Filter 170 (Deep Lavender)
DMX 91–92

48 
Filter 172 (Lagoon Blue)
DMX 93–94

49
Filter 194 (Surprise Pink)
DMX 95–96

50 
Filter 180 (Dark Lavender)
DMX 97–98

51 
Filter 181 (Congo Blue)
DMX 99–100

52 
Filter 197 (Alice Blue)
DMX 101–102

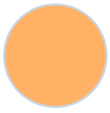
53
Filter 201 (Full CT Blue)
DMX 103–104

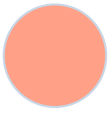
54
Filter 202 (Half CT Blue)
DMX 105–106

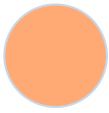
55
Filter 203 (Quarter CT Blue)
DMX 107–108

56 
Filter 204 (Full CT Orange)
DMX 109–110

57
Filter 219 (Fluorescent Green)
DMX 111–112

58 
Filter 206 (Quarter CT Orange)
DMX 113–114

59 
Filter 247 (Filter Minus Green)
DMX 115–116

60 
Filter 248 (Half Minus Green)
DMX 117–118

61 
Filter 281 (Three Quarter CT Blue)
DMX 119–120

62 
Filter 285 (Three Quarter CT Orange)
DMX 121–122

63 
Filter 352 (Glacier Blue)
DMX 123–124

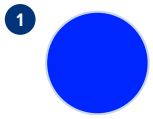
64 
Filter 353 (Lighter Blue)
DMX 125–126

65
Filter 507 (Madge)
DMX 127–128

66
Filter 778 (Millennium Gold)
DMX 129–130

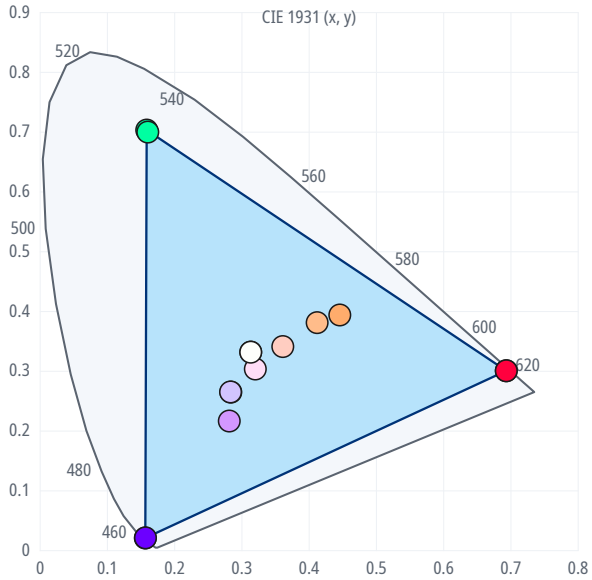
67
Filter 793 (Vanity Fair)
DMX 131–132

Color wheel 3



BluemarkLED
DMX 0–255

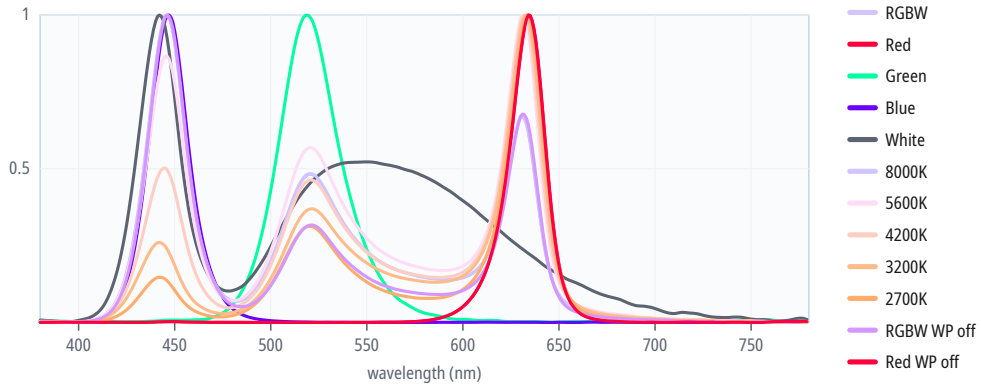
LED colors and the colors they mix



LED	x	y	nm
RGBW	0.284	0.265	468
Red	0.693	0.301	624
Green	0.158	0.704	523
Blue	0.156	0.021	451
White	0.313	0.332	
8000K	0.283	0.265	
5600K	0.320	0.304	
4200K	0.361	0.341	
3200K	0.412	0.381	
2700K	0.446	0.394	
RGBW WP off	0.281	0.217	-569
Red WP off	0.693	0.301	624

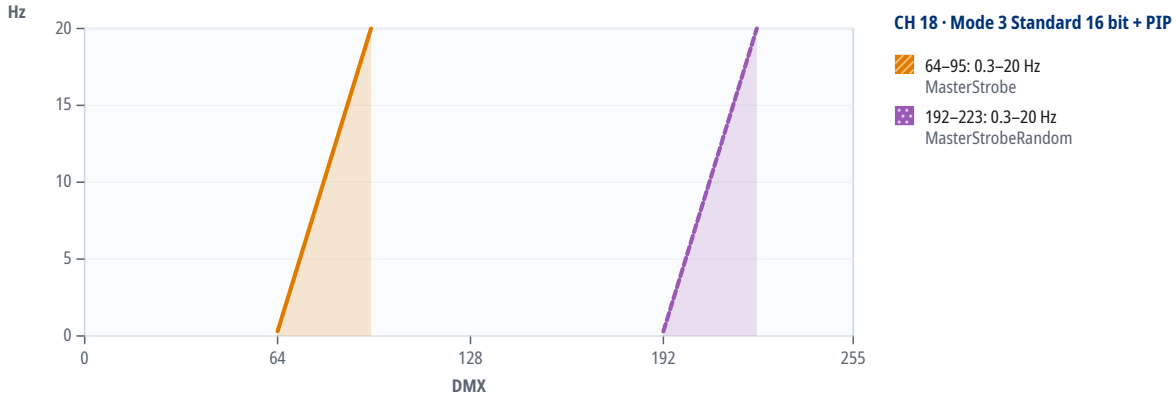
The shaded area holds the colors the LEDs can mix; the dots are the LED colors the GDTF file states.

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.

Strobe rate



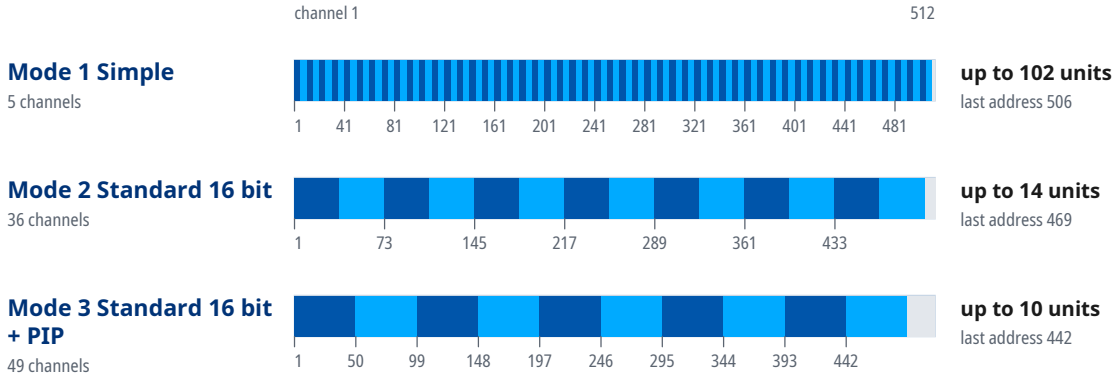
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12
CH 37	CH 38	CH 39	CH 40	CH 41	CH 42	CH 43	CH 44	CH 45	CH 46	CH 47	CH 48

12 cells where the GDTF file places them (seen from above), numbered by their first DMX channel (CH) in the mode “Mode 3 Standard 16 bit + PIP”.

9 DMX channels

Units in one DMX universe



Start addresses of 20 units in the mode “Mode 3 Standard 16 bit + PIP”

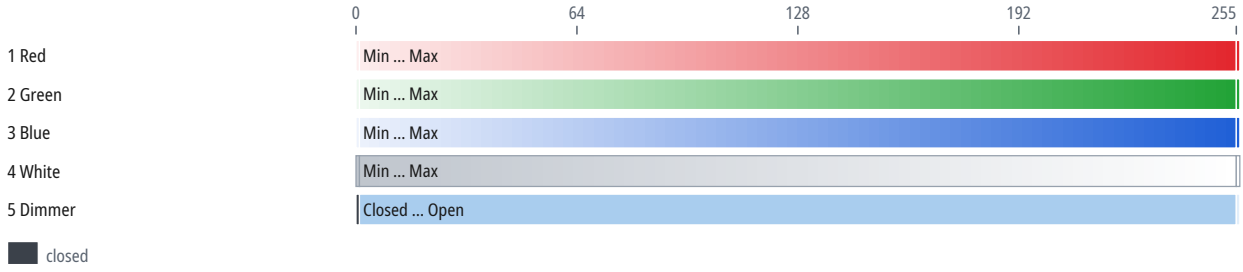
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	246	11	U2 · 1	16	U2 · 246
2	50	7	295	12	U2 · 50	17	U2 · 295
3	99	8	344	13	U2 · 99	18	U2 · 344
4	148	9	393	14	U2 · 148	19	U2 · 393
5	197	10	442	15	U2 · 197	20	U2 · 442

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.

Mode 1 Simple

If the device receives DMX in this mode but gives no light, check these channels: CH 5 Dimmer above 0. 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 5 Dimmer 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Red	0	Min
		1–254	Min ... Max
		255	Max
2	Green	0	Min
		1–254	Min ... Max
		255	Max

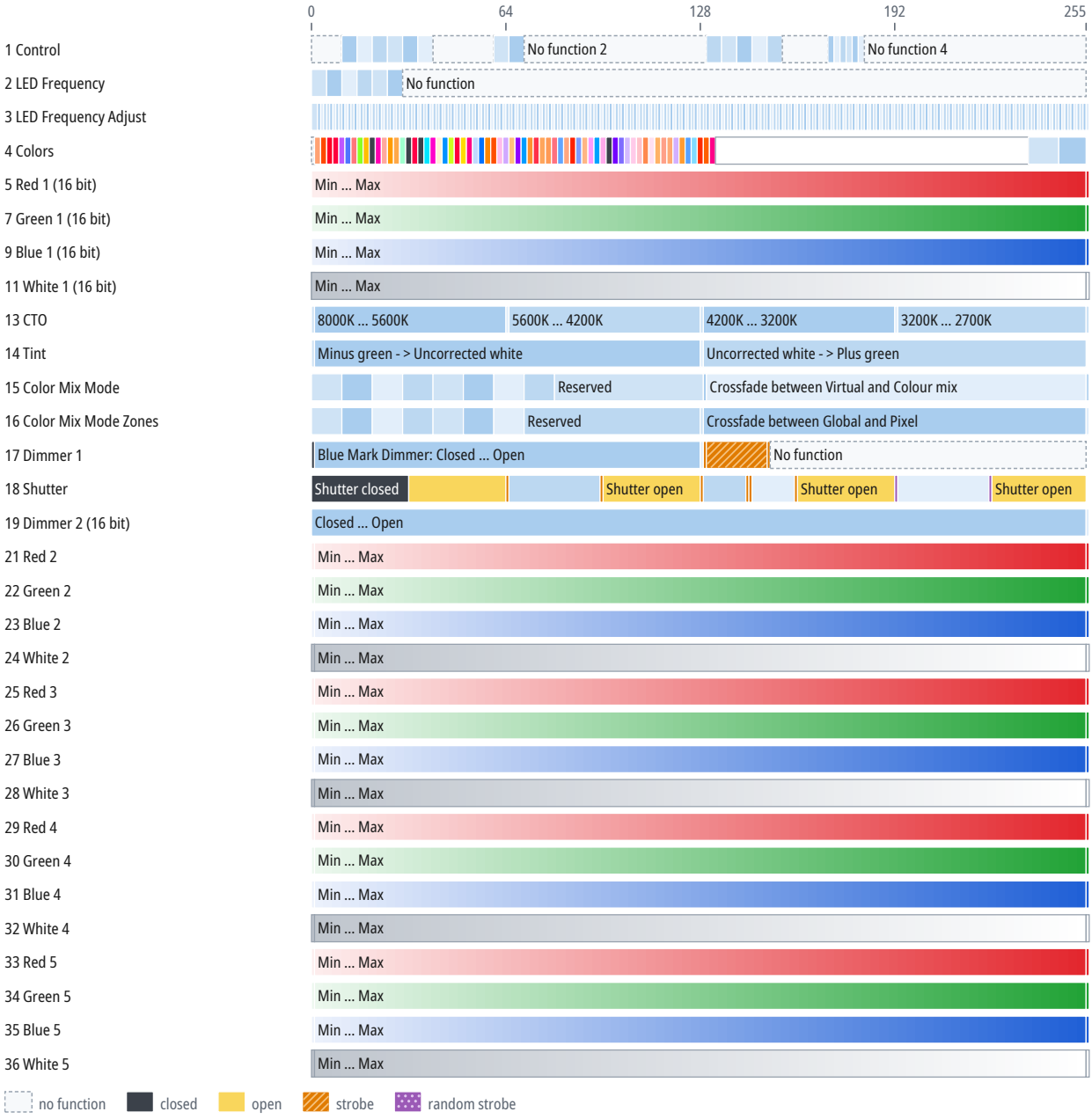
CH	Function	DMX	Description
3	Blue	0	Min
		1–254	Min … Max
		255	Max
4	White	0	Min
		1–254	Min … Max
		255	Max
5	Dimmer	0	Closed
		1–254	Closed … Open
		255	Open

Mode 2 Standard 16 bit

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 18 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 19 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Colors 0, CH 5 Red 1 255, CH 7 Green 1 255, CH 9 Blue 1 255, CH 11 White 1 255, CH 13 CTO 0, CH 18 Shutter 32, CH 19 Dimmer 2 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Control	0–9	No function
		10–14	Wired DMX
		15–19	Wireless DMX
		20–24	RGBW colour mixing mode

CH	Function	DMX	Description
1	Control (continued)	25–29	CMY colour mixing mode
		30–34	White point 8000K On
		35–39	White point 8000K Off
		40–59	No function 1
		60–64	Dimmer curve Square law
		65–69	Dimmer curve Linear
		70–129	No function 2
		130–134	Save current DMX values
		135–139	Show saved DMX values
		140–144	Reset DMX to default
		145–149	Positional light ON
		150–154	Positional light OFF
		155–169	No function
		170–171	Tungsten effect simulation 750W
		172–173	Tungsten effect simulation 1000W
		174–175	Tungsten effect simulation 1200W
		176–177	Tungsten effect simulation 2000W
		178–179	Tungsten effect simulation 2500W
		180–181	Tungsten effect simulation Off
		182–255	No function 4
2	LED Frequency	0–4	PWM frequency from Display menu
		5–9	300 Hz
		10–14	600 Hz
		15–19	1200 Hz
		20–24	2400 Hz
		25–29	LEDFrequency: High
		30–255	No function
3	LED Frequency Adjust	0–1	Selected LED frequency
		2–127	LED Frequency (step -126...-1)
		128	Selected LED Frequency
		129–254	LED Frequency (step 1...126)
		255	Selected LED Frequency
4	Colors	0	No function
		1–2	Filter 4 (Medium Bastard Amber)
		3–4	Filter 25 (Sunset Red)
		5–6	Filter 19 (Fire)
		7–8	Filter 26 (Bright Red)
		9–10	Filter 58 (Lavender)
		11–12	Filter 68 (Sky Blue)
		13–14	Filter 36 (Medium Pink)
		15–16	Filter 89 (Moss Green)
		17–18	Filter 88 (Lime Green)

CH	Function	DMX	Description
4	Colors (continued)	19–20	Filter 90 (Dark Yellow Green)
		21–22	Filter 49 (Medium Purple)
		23–24	Filter 52 (Light Lavender)
		25–26	Filter 102 (Light Amber)
		27–28	Filter 103 (Straw)
		29–30	Filter 140 (Summer Blue)
		31–32	Filter 124 (Dark Green)
		33–34	Filter 106 (Primary Red)
		35–36	Filter 111 (Dark Pink)
		37–38	Filter 115 (Peacock Blue)
		39–40	Filter 126 (Mauve)
		41–42	Filter 117 (Steel Blue)
		43–44	Filter 118 (Light Blue)
		45–46	Filter 122 (Fern Green)
		47–48	Filter 182 (Light Red)
		49–50	Filter 121 (Filter Green)
		51–52	Filter 128 (Bright Pink)
		53–54	Filter 131 (Marine Blue)
		55–56	Filter 132 (Medium Blue)
		57–58	Filter 134 (Golden Amber)
		59–60	Filter 135 (Deep Golden Amber)
		61–62	Filter 136 (Pale Lavender)
		63–64	Filter 137 (Special Lavender)
		65–66	Filter 138 (Pale Green)
		67–68	Filter 798 (Chrysalis Pink)
		69–70	Filter 141 (Bright Blue)
		71–72	Filter 147 (Apricot)
		73–74	Filter 148 (Bright Rose)
		75–76	Filter 152 (Pale Gold)
		77–78	Filter 154 (Pale Rose)
		79–80	Filter 157 (Pink)
		81–82	Filter 143 (Pale Navy Blue)
		83–84	Filter 162 (Bastard Amber)
		85–86	Filter 164 (Flame Red)
		87–88	Filter 165 (Daylight Blue)
		89–90	Filter 169 (Lilac Tint)
		91–92	Filter 170 (Deep Lavender)
		93–94	Filter 172 (Lagoon Blue)
		95–96	Filter 194 (Surprise Pink)
		97–98	Filter 180 (Dark Lavender)
		99–100	Filter 181 (Congo Blue)
		101–102	Filter 197 (Alice Blue)

CH	Function	DMX	Description
4	Colors (continued)	103–104	Filter 201 (Full CT Blue)
		105–106	Filter 202 (Half CT Blue)
		107–108	Filter 203 (Quarter CT Blue)
		109–110	Filter 204 (Full CT Orange)
		111–112	Filter 219 (Fluorescent Green)
		113–114	Filter 206 (Quarter CT Orange)
		115–116	Filter 247 (Filter Minus Green)
		117–118	Filter 248 (Half Minus Green)
		119–120	Filter 281 (Three Quarter CT Blue)
		121–122	Filter 285 (Three Quarter CT Orange)
		123–124	Filter 352 (Glacier Blue)
		125–126	Filter 353 (Lighter Blue)
		127–128	Filter 507 (Madge)
		129–130	Filter 778 (Millennium Gold)
		131–132	Filter 793 (Vanity Fair)
		133–235	Raw DMX
		236–245	Rainbow effect (with fade time) slow - > fast
		246–255	Rainbow effect (without fade time) slow - > fast
5	Red 1	0–255	Min ... Max
		255	Max
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1	0–255	Min ... Max
		255	Max
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1	0–255	Min ... Max
		255	Max
10	Blue 1 Fine	0–255	Fine adjustment of CH 9
11	White 1	0–255	Min ... Max
		255	Max
12	White 1 Fine	0–255	Fine adjustment of CH 11
13	CTO	0	8000K
		1–63	8000K ... 5600K (7980–5620 K)
		64	5600K
		65–127	5600K ... 4200K (5580–4220 K)
		128	4200K
		129–191	4200K ... 3200K (4180–3220 K)
		192	3200K
		193–254	3200K ... 2700K (3180–2720 K)
		255	2700K
14	Tint	0	Uncorrected white
		1–127	Minus green - > Uncorrected white
		128	Uncorrected white

CH	Function	DMX	Description
14	Tint (continued)	129–255	Uncorrected white - > Plus green
15	Color Mix Mode	0–9	Virtual colours (Virtual has priority)
		10–19	Maximum mode (highest values have priority)
		20–29	Minimum mode (lowest values have priority)
		30–39	Multiply mode (multiply Virtual and Colour mix)
		40–49	Addition mode (Virtual + Colour mix)
		50–59	Subtraction mode (Virtual - Colour mix)
		60–69	Inverted Subtraction mode (Colour mix - Virtual)
		70–79	White Point Off
		80–128	Reserved
		129	Crossfade Virtual only
		130–254	Crossfade between Virtual and Colour mix
		255	Crossfade Color mix only
16	Color Mix Mode Zones	0–9	Global Colours (global has priority)
		10–19	Maximum mode (highest values have priority)
		20–29	Minimum mode (lowest values have priority)
		30–39	Multiply mode (multiply Global and Pixel)
		40–49	Addition mode (Global + Pixel)
		50–59	Subtraction mode (Global - Pixel)
		60–69	Inverted Subtraction mode (Pixel - Global)
		70–127	Reserved
		128	Global colours only (Global has priority)
		129–254	Crossfade between Global and Pixel
		255	Zone colours (Pixel has priority)
17	Dimmer 1	0	Blue Mark Dimmer: Closed
		1–127	Blue Mark Dimmer: Closed ... Open
		128	Blue Mark Dimmer: Open
		129	Pulsing Slow
		130–149	Pulsing Slow to Fast (0.6–2.9 Hz)
		150	Pulsing Fast
		151–255	No function
18	Shutter	0–31	Shutter closed
		32–63	Open/Close: Shutter open
		64	Master Strobe: Slow
		65–94	Master Strobe: Slow ... Fast
		95	Master Strobe: Fast
		96–127	Shutter open
		128	Opening pulse slow
		129–142	Opening pulse slow ... Opening pulse fast
		143	Opening pulse fast
		144	Closing pulse fast
		145–158	Closing pulse fast ... Closing pulse slow

CH	Function	DMX	Description
18	Shutter (continued)	159	Closing pulse slow
		160–191	Shutter open
		192	Random strobe slow
		193–222	Random strobe slow ... Random strobe fast
		223	Random strobe fast
		224–255	Shutter open
19	Dimmer 2	0–255	Closed ... Open
		255	Open
20	Dimmer 2 Fine	0–255	Fine adjustment of CH 19
21	Red 2	0	Min
		1–254	Min ... Max
		255	Max
22	Green 2	0	Min
		1–254	Min ... Max
		255	Max
23	Blue 2	0	Min
		1–254	Min ... Max
		255	Max
24	White 2	0	Min
		1–254	Min ... Max
		255	Max
25	Red 3	0	Min
		1–254	Min ... Max
		255	Max
26	Green 3	0	Min
		1–254	Min ... Max
		255	Max
27	Blue 3	0	Min
		1–254	Min ... Max
		255	Max
28	White 3	0	Min
		1–254	Min ... Max
		255	Max
29	Red 4	0	Min
		1–254	Min ... Max
		255	Max
30	Green 4	0	Min
		1–254	Min ... Max
		255	Max
31	Blue 4	0	Min
		1–254	Min ... Max
		255	Max

CH	Function	DMX	Description
32	White 4	0	Min
		1–254	Min … Max
		255	Max
33	Red 5	0	Min
		1–254	Min … Max
		255	Max
34	Green 5	0	Min
		1–254	Min … Max
		255	Max
35	Blue 5	0	Min
		1–254	Min … Max
		255	Max
36	White 5	0	Min
		1–254	Min … Max
		255	Max

Mode 3 Standard 16 bit + PIP

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 18 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 19 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Colors 0, CH 5 Red 1 255, CH 7 Green 1 255, CH 9 Blue 1 255, CH 11 White 1 255, CH 13 CTO 0, CH 18 Shutter 32, CH 19 Dimmer 2 255, CH 37 Colors 0 (the same in each of the 12 cells), CH 49 Dimmer 3 255.

Channel functions at a glance



CH	Function	DMX	Description
1	Control		Same as CH 1 in the mode “Mode 2 Standard 16 bit” (p. 19)
2	LED Frequency		Same as CH 2 in the mode “Mode 2 Standard 16 bit” (p. 20)
3	LED Frequency Adjust		Same as CH 3 in the mode “Mode 2 Standard 16 bit” (p. 20)
4	Colors		Same as CH 4 in the mode “Mode 2 Standard 16 bit” (p. 20)
5	Red 1		Same as CH 5 in the mode “Mode 2 Standard 16 bit” (p. 22)
6	Red 1 Fine	0–255	Fine adjustment of CH 5
7	Green 1		Same as CH 7 in the mode “Mode 2 Standard 16 bit” (p. 22)
8	Green 1 Fine	0–255	Fine adjustment of CH 7
9	Blue 1		Same as CH 9 in the mode “Mode 2 Standard 16 bit” (p. 22)
10	Blue 1 Fine	0–255	Fine adjustment of CH 9
11	White 1		Same as CH 11 in the mode “Mode 2 Standard 16 bit” (p. 22)
12	White 1 Fine	0–255	Fine adjustment of CH 11
13	CTO		Same as CH 13 in the mode “Mode 2 Standard 16 bit” (p. 22)
14	Tint		Same as CH 14 in the mode “Mode 2 Standard 16 bit” (p. 22)
15	Color Mix Mode		Same as CH 15 in the mode “Mode 2 Standard 16 bit” (p. 23)
16	Color Mix Mode Zones		Same as CH 16 in the mode “Mode 2 Standard 16 bit” (p. 23)
17	Dimmer 1	0	Blue Mark Dimmer: Closed
		1–127	Blue Mark Dimmer: Closed … Open
		128	Blue Mark Dimmer: Open
		129	Pulsing Slow (0.119–0.119 Hz)
		130–149	Pulsing Slow to Fast (0.2–0.48 Hz)
		150	Pulsing Fast
		151–255	No function
18	Shutter	0–31	Shutter closed
		32–63	Open/Close: Shutter open
		64	Strobe min
		65–94	Strobe min … Strobe max
		95	Strobe max
		96–127	Shutter open
		128	Opening pulse slow
		129–142	Opening pulse slow … Opening pulse fast
		143	Opening pulse fast
		144	Closing pulse fast
		145–158	Closing pulse fast … Closing pulse slow
		159	Closing pulse slow
		160–191	Shutter open
		192	Random strobe slow
		193–222	Random strobe slow … Random strobe fast
		223	Random strobe fast
		224–255	Shutter open

CH	Function	DMX	Description
19	Dimmer 2		Same as CH 19 in the mode “Mode 2 Standard 16 bit” (p. 24)
20	Dimmer 2 Fine	0–255	Fine adjustment of CH 19
21	Red 2		Same as CH 21 in the mode “Mode 2 Standard 16 bit” (p. 24)
22	Green 2		Same as CH 22 in the mode “Mode 2 Standard 16 bit” (p. 24)
23	Blue 2		Same as CH 23 in the mode “Mode 2 Standard 16 bit” (p. 24)
24	White 2		Same as CH 24 in the mode “Mode 2 Standard 16 bit” (p. 24)
25	Red 3		Same as CH 25 in the mode “Mode 2 Standard 16 bit” (p. 24)
26	Green 3		Same as CH 26 in the mode “Mode 2 Standard 16 bit” (p. 24)
27	Blue 3		Same as CH 27 in the mode “Mode 2 Standard 16 bit” (p. 24)
28	White 3		Same as CH 28 in the mode “Mode 2 Standard 16 bit” (p. 24)
29	Red 4		Same as CH 29 in the mode “Mode 2 Standard 16 bit” (p. 24)
30	Green 4		Same as CH 30 in the mode “Mode 2 Standard 16 bit” (p. 24)
31	Blue 4		Same as CH 31 in the mode “Mode 2 Standard 16 bit” (p. 24)
32	White 4		Same as CH 32 in the mode “Mode 2 Standard 16 bit” (p. 25)
33	Red 5		Same as CH 33 in the mode “Mode 2 Standard 16 bit” (p. 25)
34	Green 5		Same as CH 34 in the mode “Mode 2 Standard 16 bit” (p. 25)
35	Blue 5		Same as CH 35 in the mode “Mode 2 Standard 16 bit” (p. 25)
36	White 5		Same as CH 36 in the mode “Mode 2 Standard 16 bit” (p. 25)
37	Colors 2 1	0–14	No function
		15	Blue
		16	Blue + Green >>
		17–54	Blue + Green >> 1...38
		55	Light Blue
		56	Green + Blue <<
		57–94	Green + Blue << 1...38
		95	Green
		96	Green + Red >>
		97–134	Green + Red >> 1...38
		135	Yellow
		136	Red + Green <<
		137–174	Red + Green << 1...38
		175	Red
		176	Red + Blue >>
		177–214	Red + Blue >> 1...38
		215	Magenta
		216	Blue + Red <<
		217–254	Blue + Red << 1...38
		255	Blue 1
49	Dimmer 3	0	Dimmer: Closed
		1–127	Dimmer: Closed ... Open
		128	Dimmer: Open

CH	Function	DMX	Description
49	Dimmer 3 (continued)	129	Pulsing Slow
		130–149	Pulsing Slow to Fast (0.2–1.8 Hz)
		150	Pulsing Fast
		151–255	No function

CH 37–48: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 37); the table below gives each cell's channel numbers.

Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors
1	37	2	38	3	39	4	40	5	41	6	42
7	43	8	44	9	45	10	46	11	47	12	48

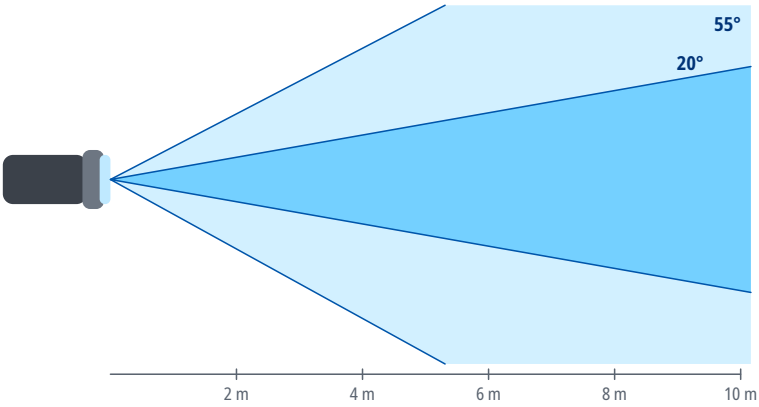
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x5253, device model ID 0x013A)
Electrical	
Power supply	100–240 V, 50/60 Hz
Power consumption	85 W
Power connectors	powerCON TRUE1 IN/OUT
Dimensions and construction	
Weight	21.2 kg
Operating environment	
Ingress protection	IP65
Meaning of the IP code (IEC 60529)	Dust-tight; protected against water jets
Operating temperature	-20 to 40 °C

Speeds and ranges

Parameter	Value
Color temperature range	2700–8000 K
Strobe frequency	0.3–20 Hz

Spot diameter



Distance	Ø 20°	Ø 55°
2 m	0.71 m	2.1 m
4 m	1.4 m	4.2 m
6 m	2.1 m	6.2 m
8 m	2.8 m	8.3 m
10 m	3.5 m	10.4 m
15 m	5.3 m	15.6 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.