DMX REFERENCE

Robin Footsie2 WW

Robe Lighting



Manufacturer	Robe Lighting
GDTF file	Robe_Lighting_Robin_Footsie2_WW_111319.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™ WW by Robe Lighting. It was compiled from the GDTF file Robe_Lighting_Robin_Footsie2_WW_111319.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	1	512	1, 2, 3, 4, ...
Mode 2 Standard 16 bit	13	39	1, 14, 27, 40, ...
Mode 3 Standard 16 bit + PIP	26	19	1, 27, 53, 79, ...

No light? Check these channels

- Mode 1 Simple: CH 1 Dimmer above 0
- Mode 2 Standard 16 bit: CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 8 Dimmer 2 above 0
- Mode 3 Standard 16 bit + PIP: CH 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 8 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

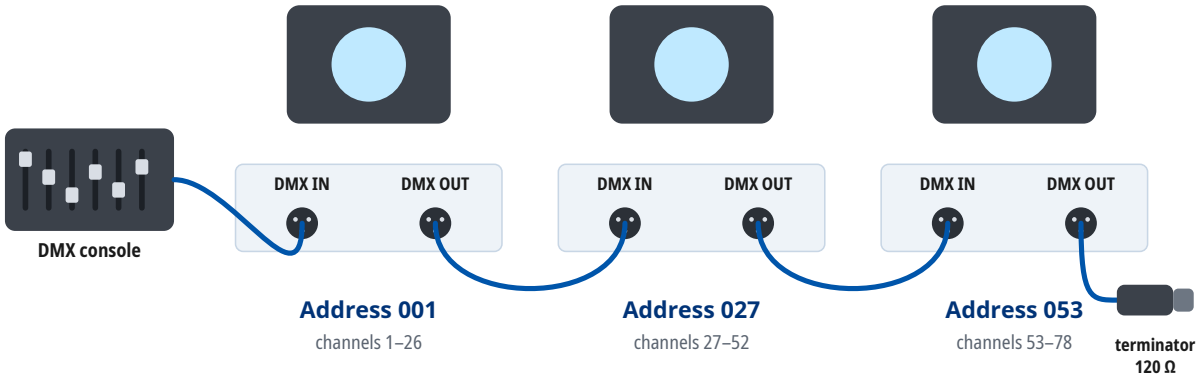
⚠ **WARNING**

- 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 26 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”: 26.
- 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, 27, 53, 79.
- 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 1 channel	Mode 2 Standard 16 bit 13 channels	Mode 3 Standard 16 bit + PIP 26 channels
Dimmer	1	6, 8	6, 8, 26
Dimmer resolution	8 bit	16 bit	16 bit
Shutter / strobe		6, 7	6, 7, 26
Color mixing		4, 10–13	4, 10–13
Color wheel	✓	✓	14–25
Zoom	✓	✓	✓
Pixel control		✓	12 cells

Color wheel

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

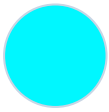
47 Blue + Green >> 30
DMX 46

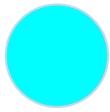
48 Blue + Green >> 31
DMX 47

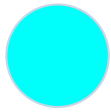
49 
Blue + Green >> 32
DMX 48

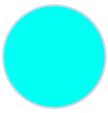
50 
Blue + Green >> 33
DMX 49

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

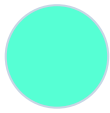
60
Green + Blue << 3
DMX 59

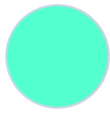
61
Green + Blue << 4
DMX 60

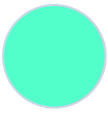
62
Green + Blue << 5
DMX 61

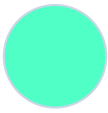
63
Green + Blue << 6
DMX 62

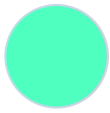
64
Green + Blue << 7
DMX 63

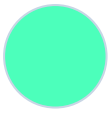
65 
Green + Blue << 8
DMX 64

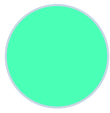
66 
Green + Blue << 9
DMX 65

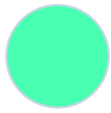
67 
Green + Blue << 10
DMX 66

68 
Green + Blue << 11
DMX 67

69 
Green + Blue << 12
DMX 68

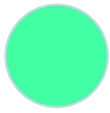
70 
Green + Blue << 13
DMX 69

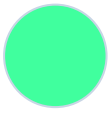
71 
Green + Blue << 14
DMX 70

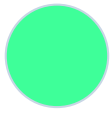
72 
Green + Blue << 15
DMX 71

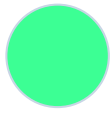
73 
Green + Blue << 16
DMX 72

74 
Green + Blue << 17
DMX 73

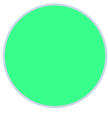
75 
Green + Blue << 18
DMX 74

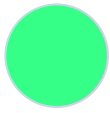
76 
Green + Blue << 19
DMX 75

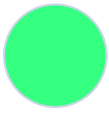
77 
Green + Blue << 20
DMX 76

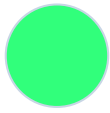
78 
Green + Blue << 21
DMX 77

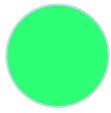
79 
Green + Blue << 22
DMX 78

80 
Green + Blue << 23
DMX 79

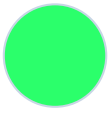
81 
Green + Blue << 24
DMX 80

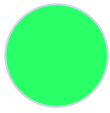
82 
Green + Blue << 25
DMX 81

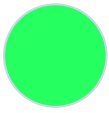
83 
Green + Blue << 26
DMX 82

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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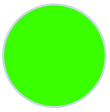
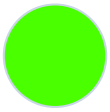
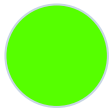
DMX 94

96
Green
DMX 95

97 
Green + Red >>
DMX 96

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

99 
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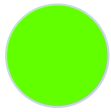
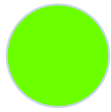
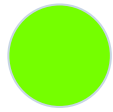
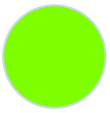
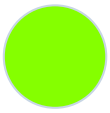
DMX 98

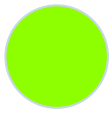
100 
Green + Red >> 3
DMX 99

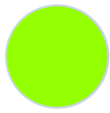
101 
Green + Red >> 4
DMX 100

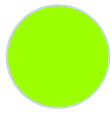
102 
Green + Red >> 5
DMX 101

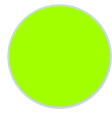
103 
Green + Red >> 6
DMX 102

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

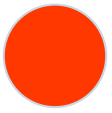
168 
Red + Green << 31
DMX 167

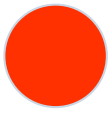
169 
Red + Green << 32
DMX 168

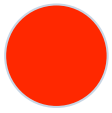
170 
Red + Green << 33
DMX 169

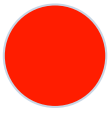
171 
Red + Green << 34
DMX 170

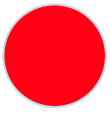
172 
Red + Green << 35
DMX 171

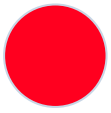
173 
Red + Green << 36
DMX 172

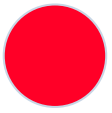
174 
Red + Green << 37
DMX 173

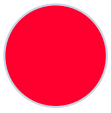
175 
Red + Green << 38
DMX 174

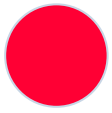
176 
Red
DMX 175

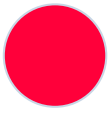
177 
Red + Blue >>
DMX 176

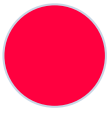
178 
Red + Blue >> 1...38
DMX 177

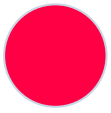
179 
Red + Blue >> 2
DMX 178

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

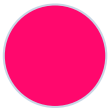
189
Red + Blue >> 12
DMX 188

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

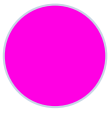
213 
Red + Blue >> 36
DMX 212

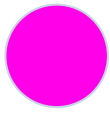
214 
Red + Blue >> 37
DMX 213

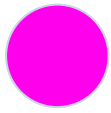
215 
Red + Blue >> 38
DMX 214

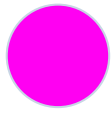
216 
Magenta
DMX 215

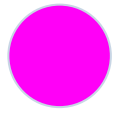
217 
Blue + Red <<
DMX 216

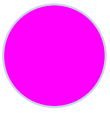
218 
Blue + Red << 1...38
DMX 217

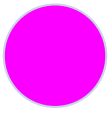
219 
Blue + Red << 2
DMX 218

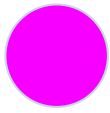
220 
Blue + Red << 3
DMX 219

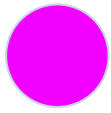
221 
Blue + Red << 4
DMX 220

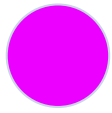
222 
Blue + Red << 5
DMX 221

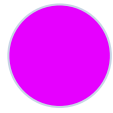
223 
Blue + Red << 6
DMX 222

224 
Blue + Red << 7
DMX 223

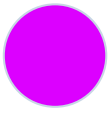
225 
Blue + Red << 8
DMX 224

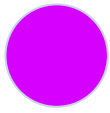
226 
Blue + Red << 9
DMX 225

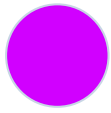
227 
Blue + Red << 10
DMX 226

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

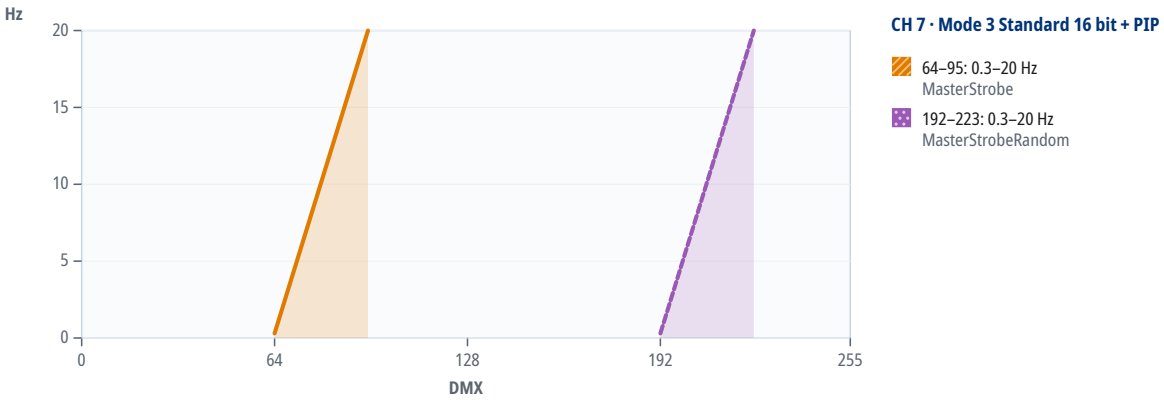
238
Blue + Red << 21
DMX 237

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

Strobe rate



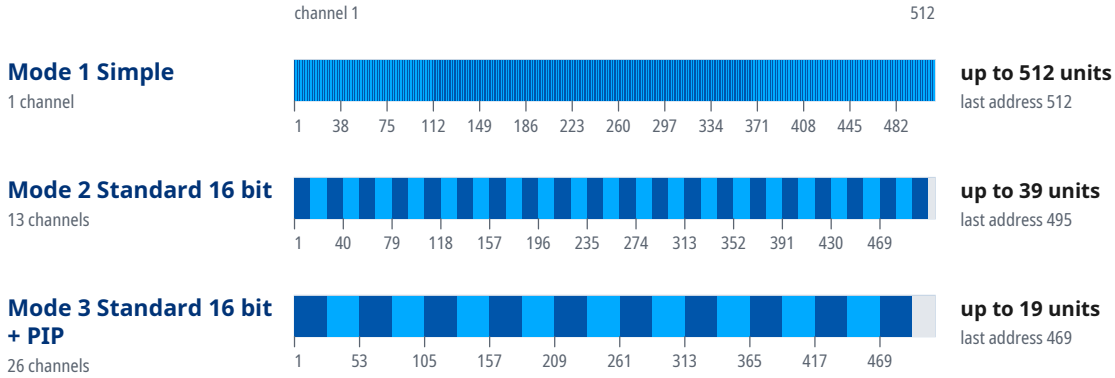
Cells (pixels)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48

48 cells in one row, left to right as the GDTF file places them (seen from above), wrapped after 16; the mode “Mode 3 Standard 16 bit + PIP” drives them together.

9 DMX channels

Units in one DMX universe



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

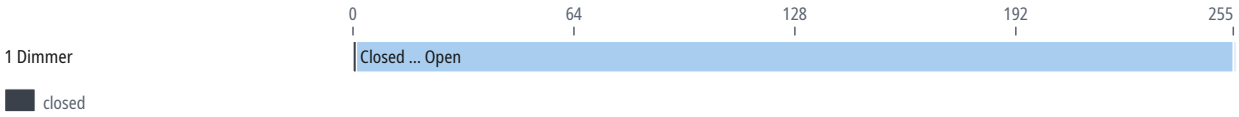
Unit	Start address	Unit	Start address	Unit	Start address	Unit	Start address
1	1	6	131	11	261	16	391
2	27	7	157	12	287	17	417
3	53	8	183	13	313	18	443
4	79	9	209	14	339	19	469
5	105	10	235	15	365	20	U2 · 1

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 1 Dimmer above 0. The GDTF file gives these values for a console's Highlight function: CH 1 Dimmer 255.

Channel functions at a glance



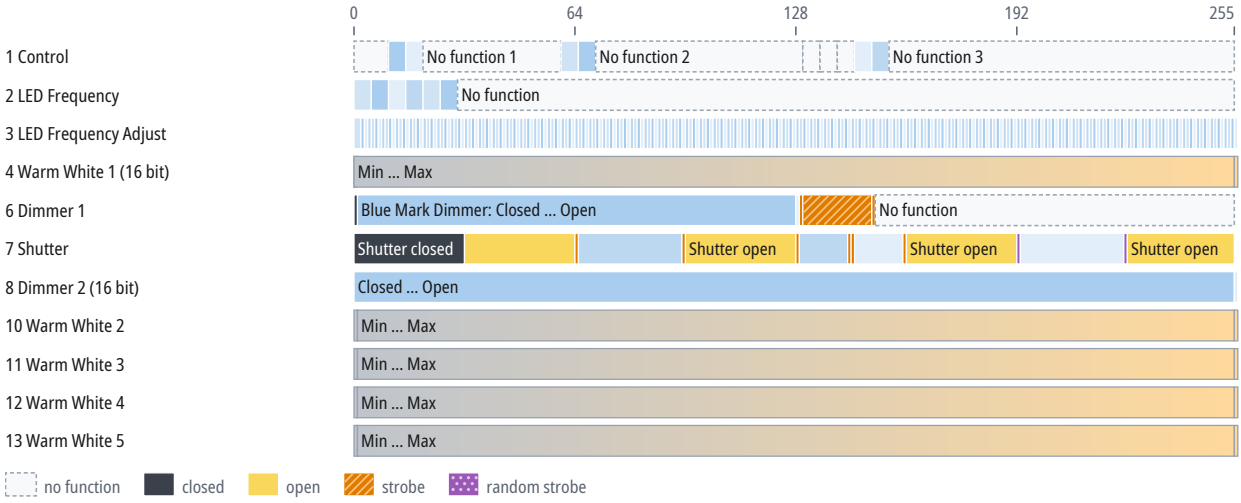
CH	Function	DMX	Description
1	Dimmer	0	Closed
		1–254	Closed ... Open
		255	Open

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 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 8 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Warm White 1 255, CH 7 Shutter 32, CH 8 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
		20–59	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
		155–255	No function 3
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)

CH	Function	DMX	Description
3	LED Frequency Adjust (continued)	128	Selected LED Frequency
		129–254	LED Frequency (step 1...126)
		255	Selected LED Frequency
4	Warm White 1	0–255	Min ... Max
		255	Max
5	Warm White 1 Fine	0–255	Fine adjustment of CH 4
6	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
7	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
8	Dimmer 2	0–255	Closed ... Open
		255	Open
9	Dimmer 2 Fine	0–255	Fine adjustment of CH 8
10	Warm White 2	0	Min
		1–254	Min ... Max
		255	Max
11	Warm White 3	0	Min
		1–254	Min ... Max
		255	Max
12	Warm White 4	0	Min
		1–254	Min ... Max
		255	Max

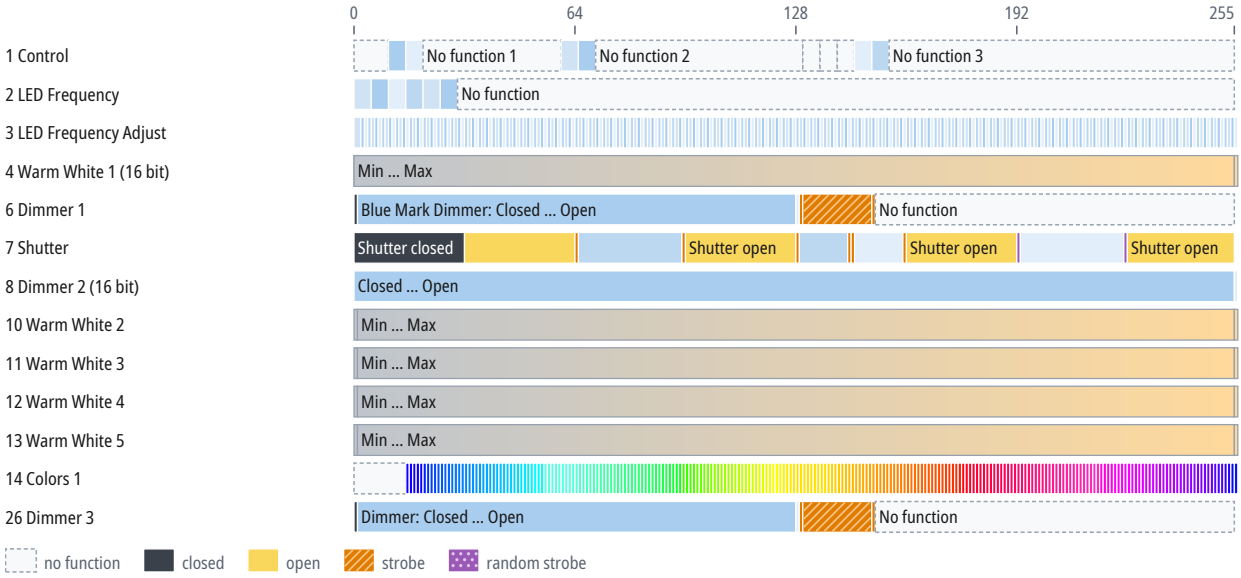
CH	Function	DMX	Description
13	Warm White 5	0	Min
		1–254	Min ... Max
		255	Max

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 7 Shutter at 32–63, 96–127, 160–191 or 224–255 “Shutter open”; CH 8 Dimmer 2 above 0. The GDTF file gives these values for a console's Highlight function: CH 4 Warm White 1 255, CH 7 Shutter 32, CH 8 Dimmer 2 255, CH 14 Colors 0 (the same in each of the 12 cells), CH 26 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. 15)
2	LED Frequency		Same as CH 2 in the mode “Mode 2 Standard 16 bit” (p. 15)
3	LED Frequency Adjust		Same as CH 3 in the mode “Mode 2 Standard 16 bit” (p. 15)
4	Warm White 1		Same as CH 4 in the mode “Mode 2 Standard 16 bit” (p. 16)
5	Warm White 1 Fine	0–255	Fine adjustment of CH 4
6	Dimmer 1		Same as CH 6 in the mode “Mode 2 Standard 16 bit” (p. 16)
7	Shutter		Same as CH 7 in the mode “Mode 2 Standard 16 bit” (p. 16)
8	Dimmer 2		Same as CH 8 in the mode “Mode 2 Standard 16 bit” (p. 16)
9	Dimmer 2 Fine	0–255	Fine adjustment of CH 8
10	Warm White 2		Same as CH 10 in the mode “Mode 2 Standard 16 bit” (p. 16)
11	Warm White 3		Same as CH 11 in the mode “Mode 2 Standard 16 bit” (p. 16)
12	Warm White 4		Same as CH 12 in the mode “Mode 2 Standard 16 bit” (p. 16)
13	Warm White 5		Same as CH 13 in the mode “Mode 2 Standard 16 bit” (p. 17)
14	Colors 1	0–14	No function
		15	Blue
		16	Blue + Green >>

CH	Function	DMX	Description
14	Colors 1 (continued)	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
26	Dimmer 3	0	Dimmer: Closed
		1–127	Dimmer: Closed ... Open
		128	Dimmer: Open
		129	Pulsing Slow
		130–149	Pulsing Slow to Fast (0.6–5.9 Hz)
		150	Pulsing Fast
		151–255	No function

CH 14–25: 12 cells of 1 channel each. Every cell works as cell 1 in the table above (CH 14); the table below gives each cell's channel numbers.

Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors	Cell	Colors
1	14	2	15	3	16	4	17	5	18	6	19
7	20	8	21	9	22	10	23	11	24	12	25

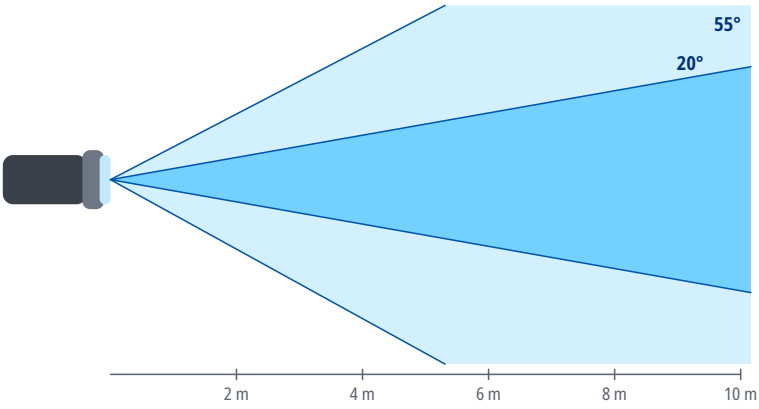
10 Technical specifications

Parameter	Value
Light	
Light source	LED
Control	
DMX connection	5-pin XLR IN/OUT
RDM	yes (manufacturer ID 0x5253, device model ID 0x0144)
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
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.