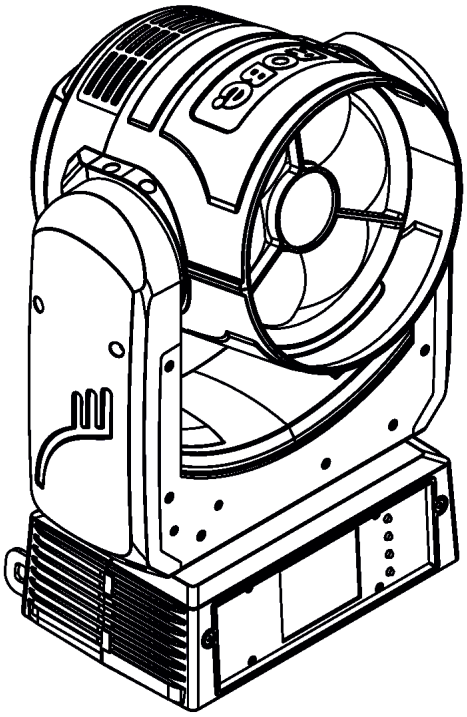
# ROBIN SVB1™



ROBIN®
Innovative Technology

QR code for user manual

## USER MANUAL

ROBE® lighting s.r.o. • Czech Republic • www.robe.cz

*Version 1.5*

# ROBIN SVB1

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**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE POWERING OR INSTALLING YOUR ROBIN SVB1 !**

**Save it for future reference.**

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

**The ROBIN SVB1 was designed for indoor use and it is intended for professional application only. It is not for household use.**

# 1. Safety instructions

**DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT!**

Make sure that the available voltage is not higher than stated on the rear panel of the fixture.
This fixture should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supplied, consult your authorized distributor or local power company.

Always disconnect the fixture from AC power before cleaning, removing or installing any part of the fixture.

The power plug has to be accessible after installing the fixture. Do not overload wall outlets and extension cords as this can result in fire or electric shock.

Do not allow anything to rest on the power cord. Do not locate this fixture where the cord may be damaged by persons walking on it.

Make sure that the power cord is never crimped or damaged by sharp edges. Check the fixture and the power cord from time to time.

Refer servicing to qualified service personnel.

**This fixture falls under protection class I. Therefore this fixture has to be connected to a mains socket outlet with a protective earthing connection.**

Do not connect this fixture to a dimmer pack.

**Warning! Risk Group 2 LED product according to EN 62471.**
**LED light emission. Risk of eye injury.**
**Do not look straight at the fixture´s LED source during operation. The intense light beam may damage your eyes. Sensitive persons may suffer an epileptic shock.**
**Provide advance notice that strobe lighting is in use.**

**Do not view the light output with optical instruments or any device that may concentrate the beam.**
**The light source contains blue LEDs.**

**Be carefull when the fixture performs fast pan and (or) tilt movement.**
**There is a danger of injury of your hands (especially fingers).**

If the fixture has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

Avoid brute force when installing or operating the fixture.

This fixture was designed for indoor use only, do not expose this unit to rain or use near water.

When choosing the installation spot, please make sure that the fixture is not exposed to extreme heat, moisture or dust.

**Do not block the lens array with any object when the fixture is under operation.**

The cooling openings in head and base of the fixture should never be covered with cloth or other materials, and never must be blocked.

This fixture should not be placed in a built-in installation unless proper ventilation is provided.

Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.

Always use a secondary safety wire for overhead installation of the fixture.

Make sure that the area below the installation place is blocked when rigging, derigging or servicing the fixture.

The fixture becomes hot during operation. Allow the fixture to cool approximately 15 minutes prior to manipulate with it.

Operate the fixture only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the fixture!

Please use the original packaging if the fixture is to be transported.

Please consider that unauthorized modifications on the fixture are forbidden due to safety reasons!

The product (covers and cables) must not be exposed to a high frequency electromagnetic field higher than 3V/m.

Immunity of the equipment is designed according to the standard EN 55035 Electromagnetic compatibility of multimedia equipment - Immunity requirements.
The installation company should check levels of possible interferences above levels given by this standard (e.g. transmitters in surrounding area) before installing the equipment.

Emission of the equipment complies with the standard EN55032 Electromagnetic compatibility of multimedia equipment – Emission Requirements according to class B.

Contains FCC ID: 2A6PL-DMXRDMRW001
Contains IC: 29573-DMXRDMRW001

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The [Device] wireless operation is safe and complies to RF Exposure requirements

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment

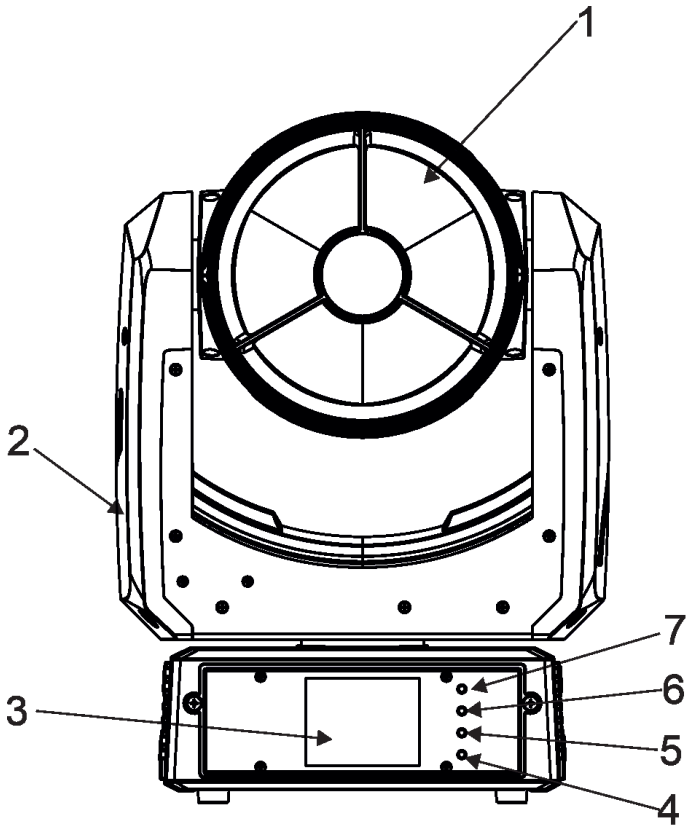
off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Potential foggy front lens array does not influence function of the fixture and does not subject to complaint.**

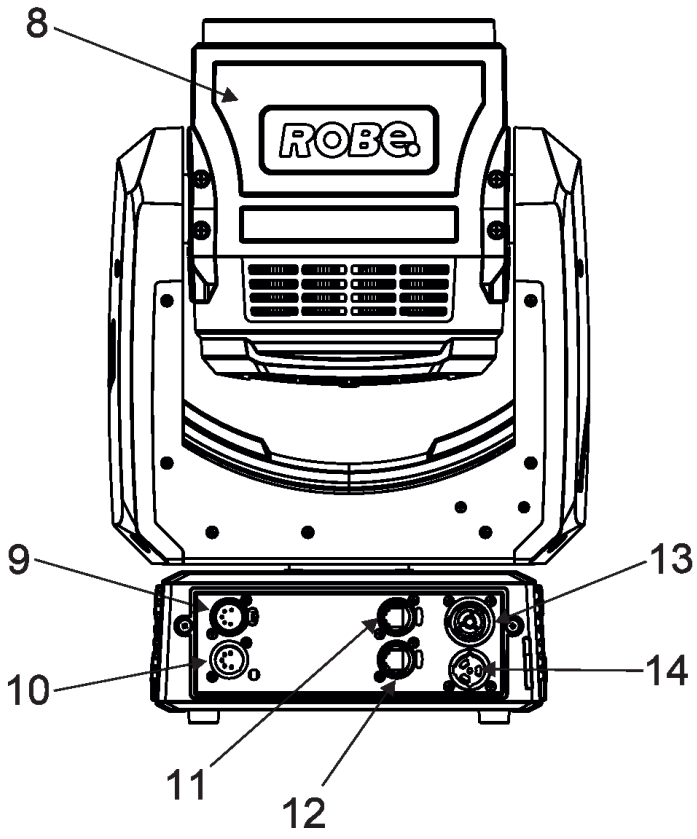
**To avoid damage of an internal optical system of the fixture, never let the sunlight (or other light source) lights directly to the lens array, even when the fixture is not working**

**Potential colour non-uniformity of the front lens array may occur, it does not influence colour output from the fixture and is not considered a fault.**

## 2. Fixture exterior view




**1** - Lens array
**2** - Arm
**3** - Touch screen
**4** - Enter button
**5** - Preview
**6** - Next button
**7** - Escape button




**8** - Moving head
**9** - DMX Out (5-pin XLR)
**10** - DMX In (5-pin XLR)
**11** - Ethernet OUT
**12** - Ethernet IN
**13** - Power OUT (PowerCon True 1)
**14** - Power IN (PowerCon True 1)

# 3. Installation

***Fixtures must be installed by a qualified electrician in accordance with all national and local electrical and construction codes and regulations.***

## 3.1 Connection to the mains

**For protection from electric shock, the fixture must be earthed!**

The ROBIN SVB1 is equipped with auto-switching power supply that automatically adjusts to any 50-60Hz AC power source from 100-240 Volts.

If you need to install a power plug on the power cable to allow connection to power outlets, install a grounding-type (earthed) plug following the plug manufacturer's instructions. If you have any doubts about proper installation, consult a qualified electrician.

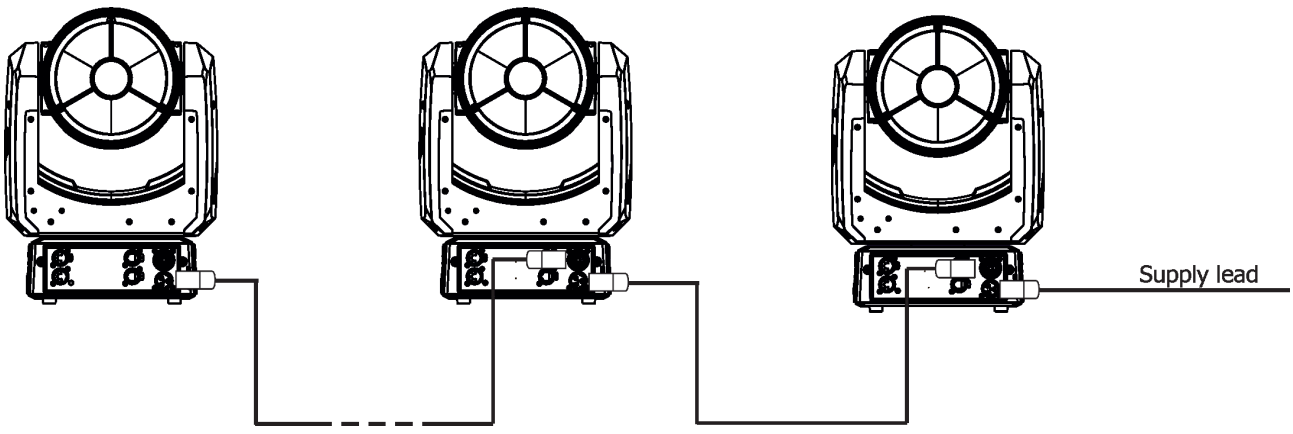
| Core (EU) | Core (US) | Connection | Plug Terminal Marking |
|---|---|---|---|
| Brown | Black | Live | L |
| Light blue | White | Neutral | N |
| Yellow/Green | Green | Earth | ⏚ |

**The device falls under class one and must be earthed (grounded)!**

Design of the LEDPointe allows you to connect several fixtures (9 fixtures at 230V/16A circuit breaker; 5 fixtures at 120V/16 A circuit breaker) to AC mains power in one interconnected daisy chain using power input and throughput connector. Needed daisy chain cords are stated in the chapter "Technical specifications "

Do not overload the supply line and connecting cables.

Wiring and connection work must be carried out by qualified staff!



## 3.2 Rigging the fixture

The installation of the fixture has to be built and constructed in a way that it can hold 10 times the weight for 1 hour without any harming deformation.

The installation must always be secured with a secondary safety attachment, e.g. an appropriate catch net. This secondary safety attachment must be constructed in a way that no part of the installation can fall down if the main attachment fails.

When rigging, derigging or servicing the fixture staying in the area below the installation place, on bridges, under high working places and other endangered areas is forbidden.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert before taking into operation for the first time and after changes before taking into operation another time.

The operator has to make sure that safety-relating and machine-technical installations are approved by an expert after every four year in the course of an acceptance test.

The operator has to make sure that safety-relating and machine-technical installations are approved by a skilled person once a year.

The fixture should be installed outside areas where persons may walk by or be seated.

IMPORTANT! OVERHEAD RIGGING REQUIRES EXTENSIVE EXPERIENCE, including (but not limited to) calculating working load limits, installation material being used, and periodic safety inspection of all installation material and the projector. If you lack these qualifications, do not attempt the installation yourself, but instead use a professional structural rigger. Improper installation can result in bodily injury or damage to property.
The fixture has to be installed out of the reach of people.

If the fixture shall be lowered from the ceiling or high joists, professional trussing systems have to be used. The fixture must never be fixed swinging freely in the room.

**Caution:** Fixture may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the moving head!

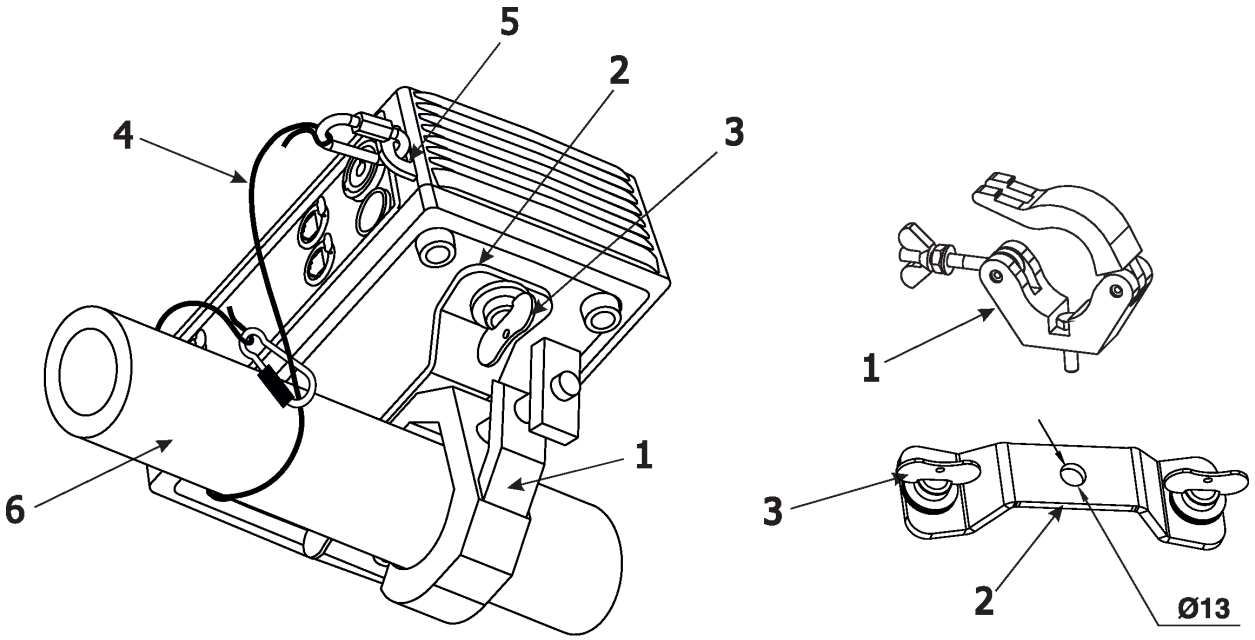
Before rigging make sure that the installation area can hold a minimum point load of 10 times the fixture's weight.

**When installing the device, make sure there is no highly inflammable material (decoration articles, etc.) in a distance of min. 0.4 m.**

**CAUTION!**
**Use an appropriate clamp to rig the fixture on the truss.**
**Follow the instructions mentioned at the bottom of the base.**
**Make sure that the device is fixed properly! Ensure that the structure (truss) to which you are attaching the fixtures is secure.**

The fixture can be placed directly on the stage floor or rigged in any orientation on a truss without altering its operation characteristics .
For securing the fixture to the truss, install a safety wire which can hold at least 10 times the weight of the fixture. Use only the safety wire with a snap hook with screw lock gate.

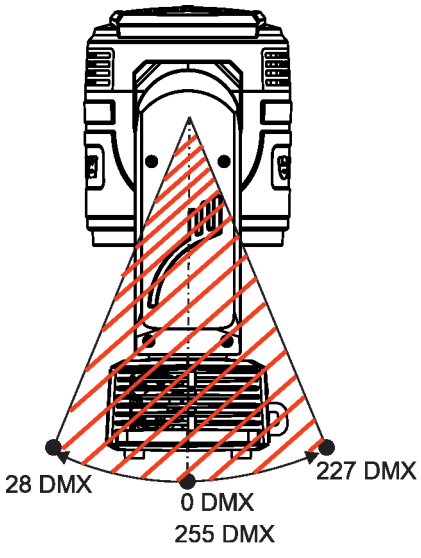
**Truss installation**




1. Bolt a clamp (1) to the omega holder (2) with M12 bolt and lock nut through the hole in the holder.
2. Fasten the omega holder to the bottom of the base by inserting both quick-lock fasteners (3) into the holes of the base and tighten them fully clockwise.
3. Clamp the fixture on a truss (6) and tighten the rigging clamp.
4. Wrap a safety wire (4) around the truss (6) as shown on the picture above and fasten a snap hook in the attachment point (5). Use only the safety wire with a snap hooks with screw lock gates. Length of the safety wire should ensure that maximum fall of the fixture will be 20 cm.

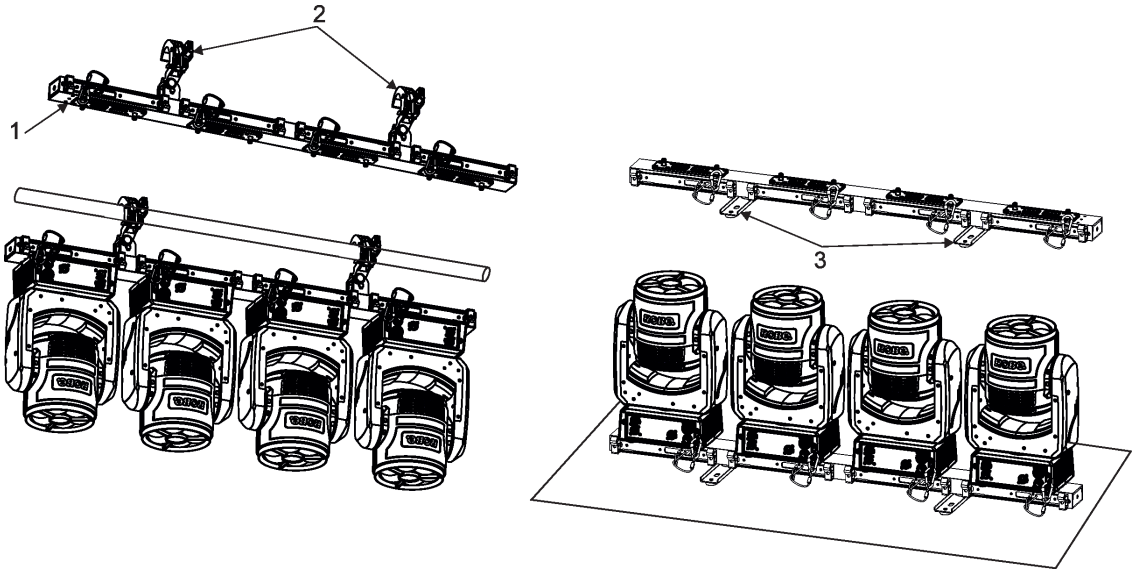
**When installing fixtures side-by-side, avoid illuminating one fixture with another!**

**Do not light on the plastic covers of the fixture! If the tilt is in the positions 0-28 DMX and 227-255 DMX and dimmer is open, there is a risk of damage of covers!**

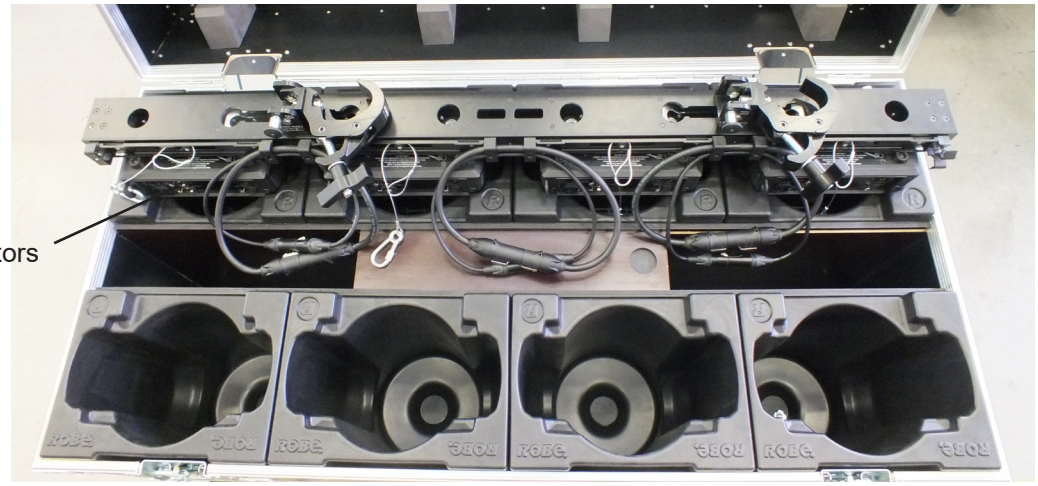


## 3.3 SVB1 4Bar installation

The SVB1 4Bar (1) is used to fix 4 SVB1 fixtures on it and in this way simplifies handling with them.
Design of the SVB14Bar allows it to be hung on a truss using two clamps (2) or stand on the floor using two legs (3).
The clamps are installed on the SVB1 4Bar as a default configuration and two legs are included to the SVB1 4Bar.




As the Robe SVB1 does not have pan/tilt locks, we recommend to carry out the SVB1 4Bar installation in the quad top loader case. Fixtures must be inserted in the case in this way that fixtures´panel connectors are oriented toward the centre of the case - see picture below.




**<u>Installation the Robe SVB1 moving heads on the SVB1 4Bar with clamps</u>**

1. Move both clamps (2) of the SVB1 4Bar to the upright position -pull the lock (4) towards you and move the clamp (2) to the upright position.
   Note. By loosening the screw (11) with internal hexagonal head (use Allen key size 8) you can move the clamp (2) to desired position. After moving clamps to desired position, the clamp screws have to be properly tightened.

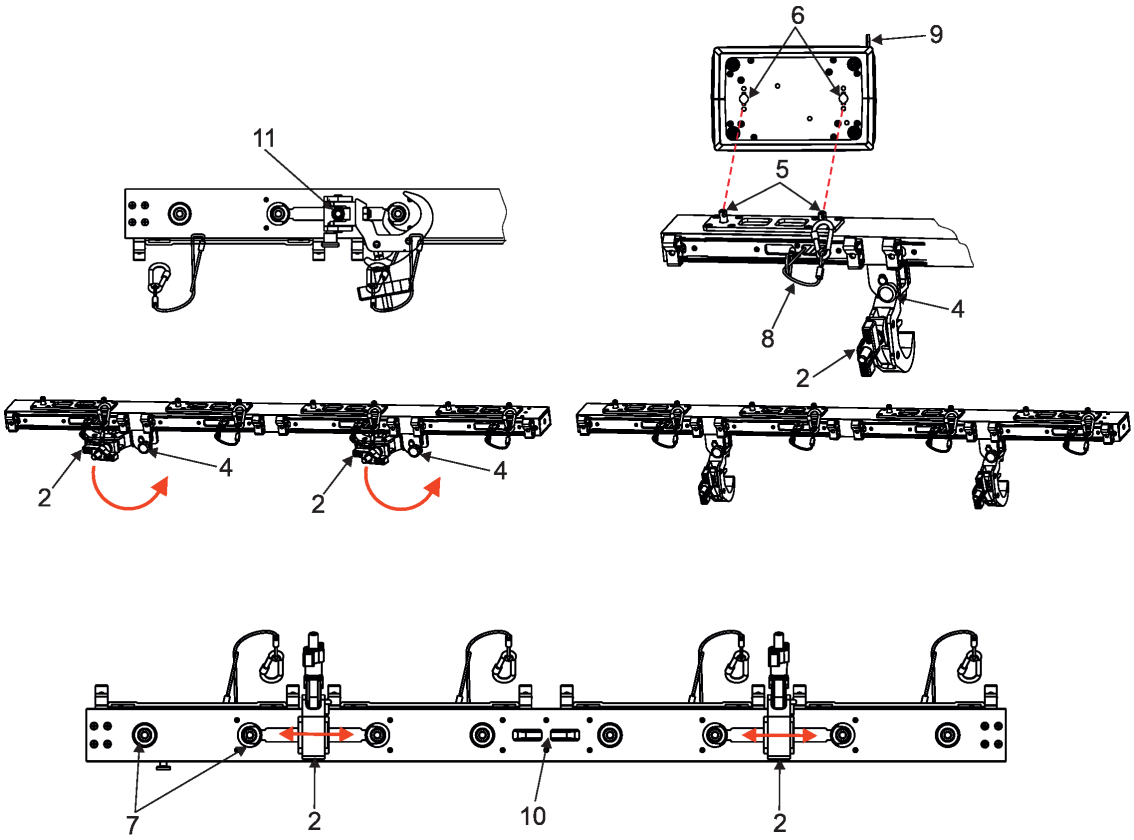
2. Insert the SVB1 4Bar on the SVB1 bases in this way, that pins (5) enter the fastening holes (6) in the SVB1 bases. Cables of the SVB1 4Bar have to be on the same side as the panel connectors of the SVB1 bases.

3. Tighten all screws with internal hexagonal head (7) which hold fixtures on the 4Bar fully clockwise (use Allen key size 8). Check, that all screws are properly tightened.

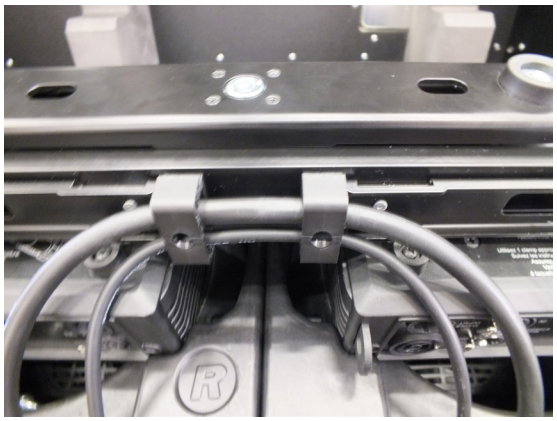
4. Fasten the safety wires (8) to the safety eyes of SVB1 bases.

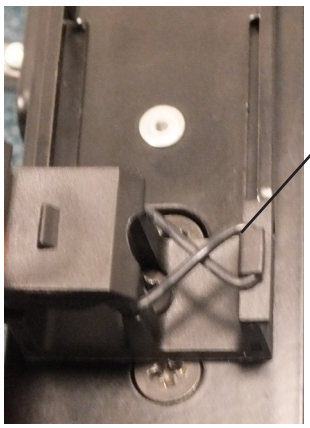
5.Connect SVB1 4Bar power and DMX cables with SVB1 bases.

6. After installing the SVB1 4Bar with moving heads on the truss, secure the SVB1 4Bar to the truss by means of the safety wire. Pull the safety wire around the truss and lock the snap hook of the safety wire in the attachment point (10). Use the safety wire of a suitable length that maximum fall of the SVB1 4Bar will be 20 cm.




Plastic holders on the SVB1 4Bar are used to fix cables.



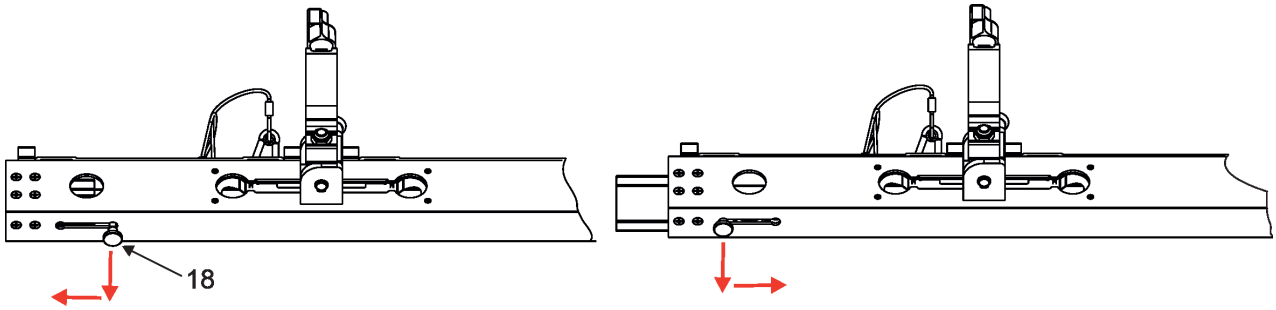


Do not remove rubber bands from plastic holders, cabels should lie on them.

The side lock (18) allows you to align SVB1 4Bars in a row when SVB1 4Bars are installed side-by-side.

Unlock position

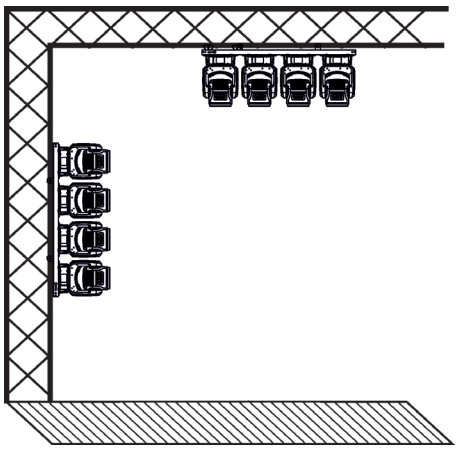
Locked position




Do not forget to unlock side locks before dismantling the row of aligned SVB1 4Bars on the truss or floor.
The side lock (18) has to be in unlocked position before inserting the SVB1 4Bar to the Quad top loader case.

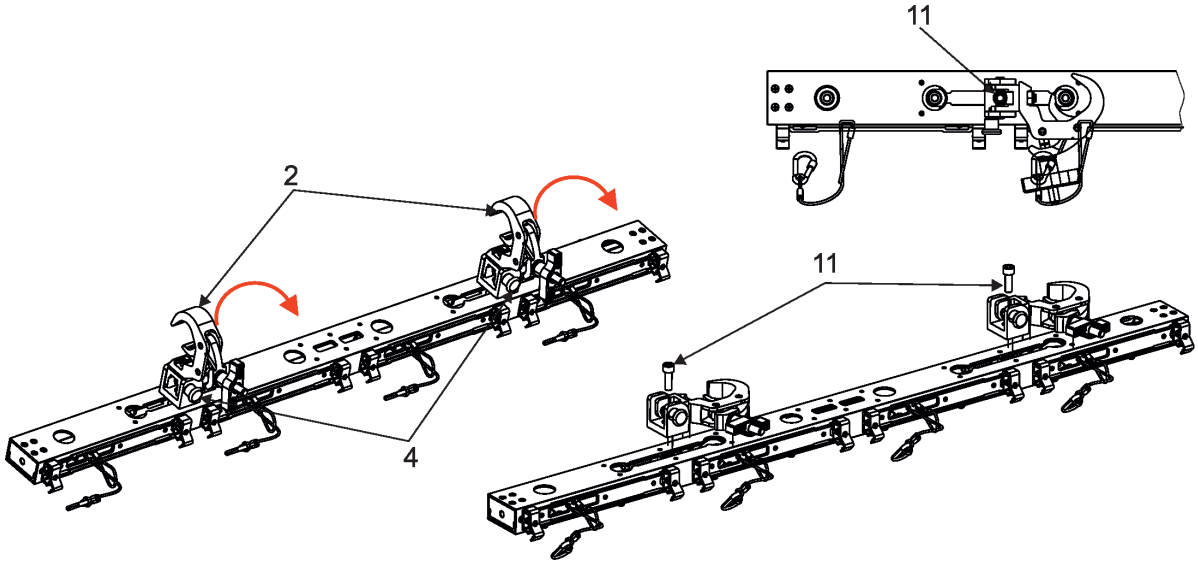
**Allowed installation positions of the SVB1 4Bar on the truss**

SVB1 4 Bar must be secured to the truss by means of safety wire!

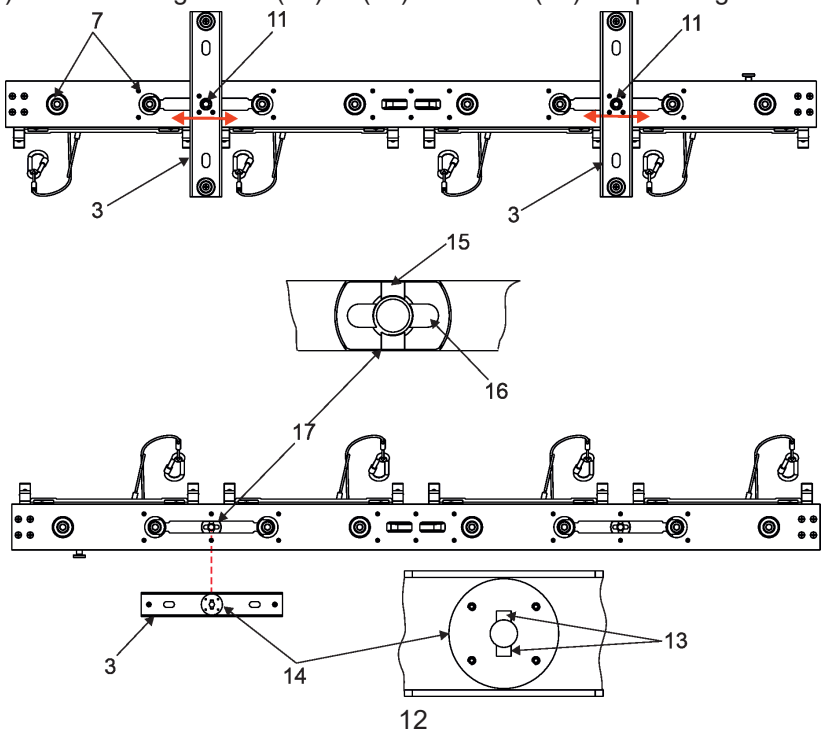


**<u>Installation the Robe SVB1 moving heads on the SVB1 4Bar with legs</u>**

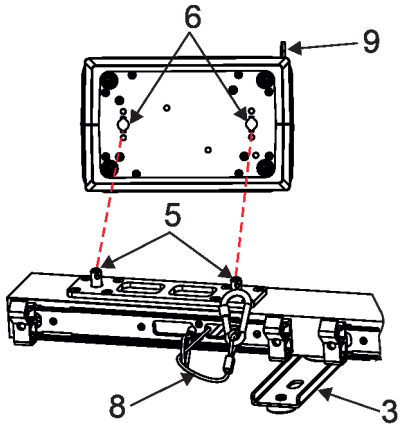
1. Remove both clamps from SVB1 4Bar - pull the lock (4) towards you and tilt the clamp (2) to the horizontal position.
   Unscrew screws (11) with internal hexagonal head (use Allen key size 8) and remove both clamps (2).




2. Screw two legs (3) on the SVB1 4Bar by means of two screws (11). The protrusions (13) in the bottom part (14) of leg (3) have to fit to grooves (15) or (16) in the nut (17) - depending on orientation of legs.



2. Insert the SVB1 4Bar on the SVB1 bases in this way, that pins (5) enter the fastening holes (6) in the SVB1 bases.
   Cables of the SVB1 4Bar have to be on the same side as the panel connectors of the SVB1 bases.

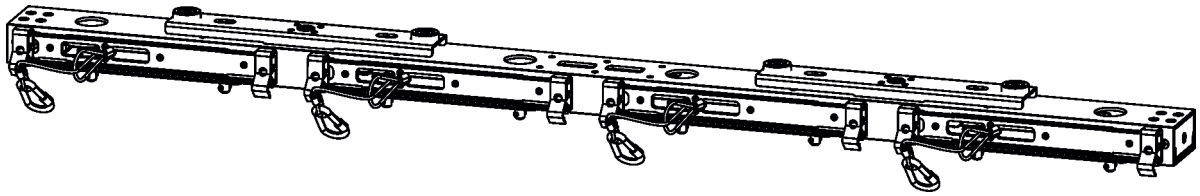



3. Tighten all screws with internal hexagonal head (7) which hold fixtures on the 4Bar fully clockwise (use Allen key size 8). Check, that all screws are properly tightened.

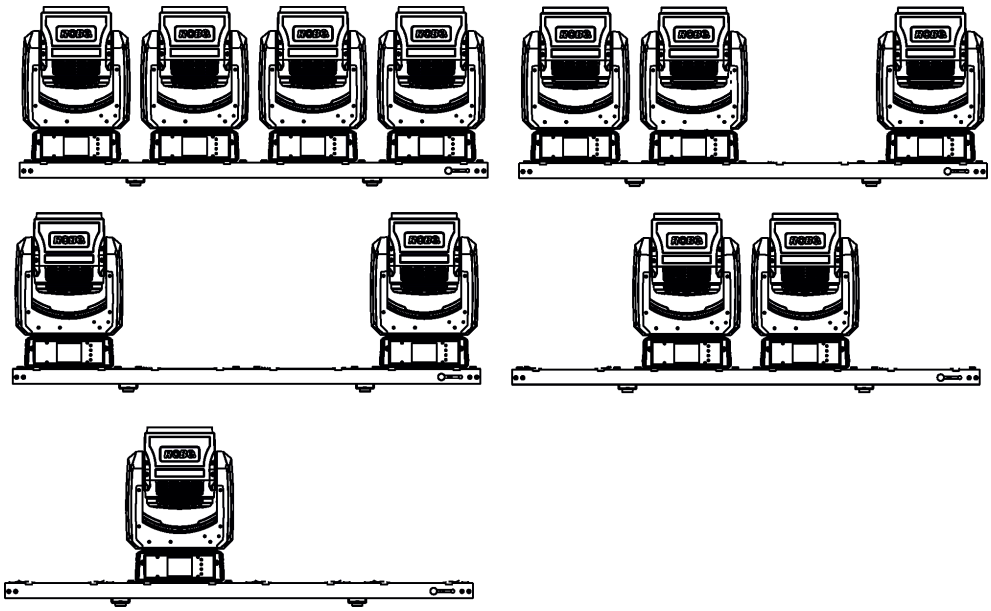
4. Fasten the safety wires (8) to the safety eyes of SVB1 bases.

5.Connect SVB1 4Bar power and DMX cables with SVB1 bases.

Note. By loosening the screws (11) (use Allen key size 8) you can turn the legs (3) parallelly with SVB1 4Bar. Legs have to be in this position before inserting the SVB1 4Bar to case.

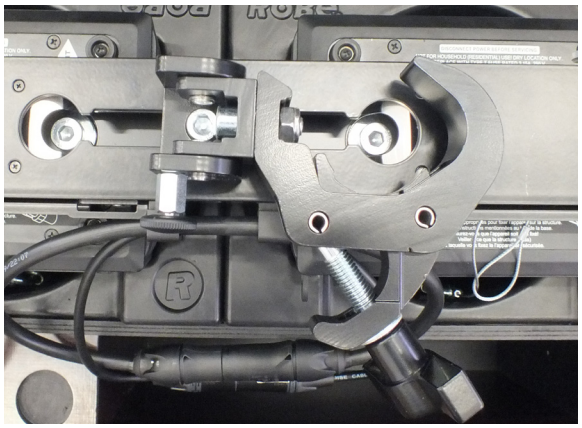


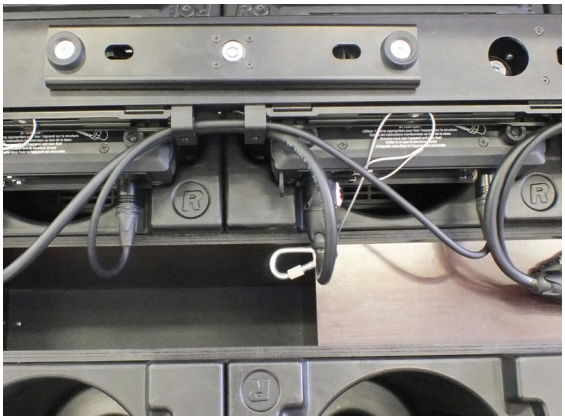
**Allowed positions of Robins SVB1 on the SVB1 4Bar with legs**



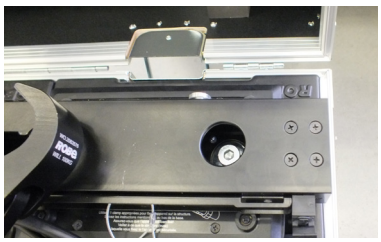
**Inserting the SVB1 4Bar with installed SVB1 fixtures into quad top loader case.**

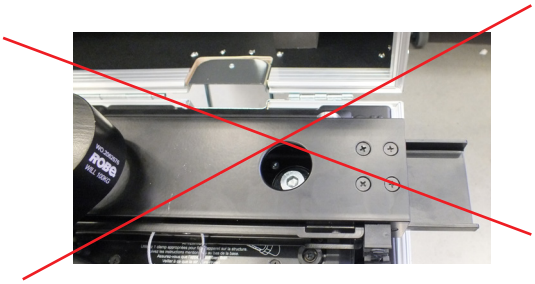
Before inserting the SVB1 4Bar with installed SVB1 fixtures into case, please check the following.
1. Clamps are tilted and legs turned parallelly with SVB1 4Bar.



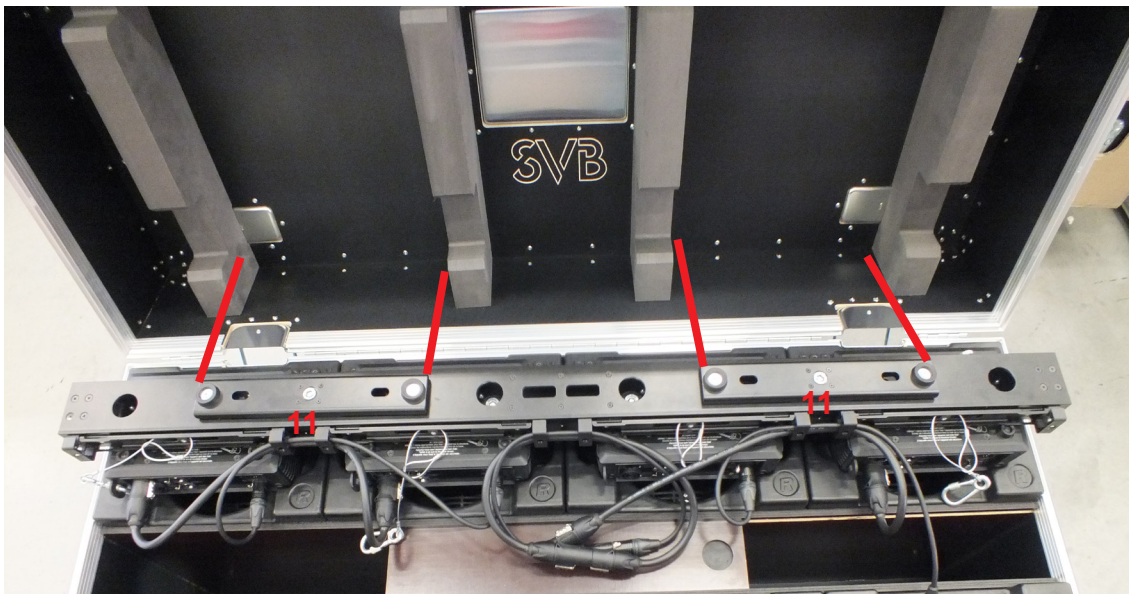


2. Part which does aligning of SVB1 4Bars is slided into SVB1 4Bar.

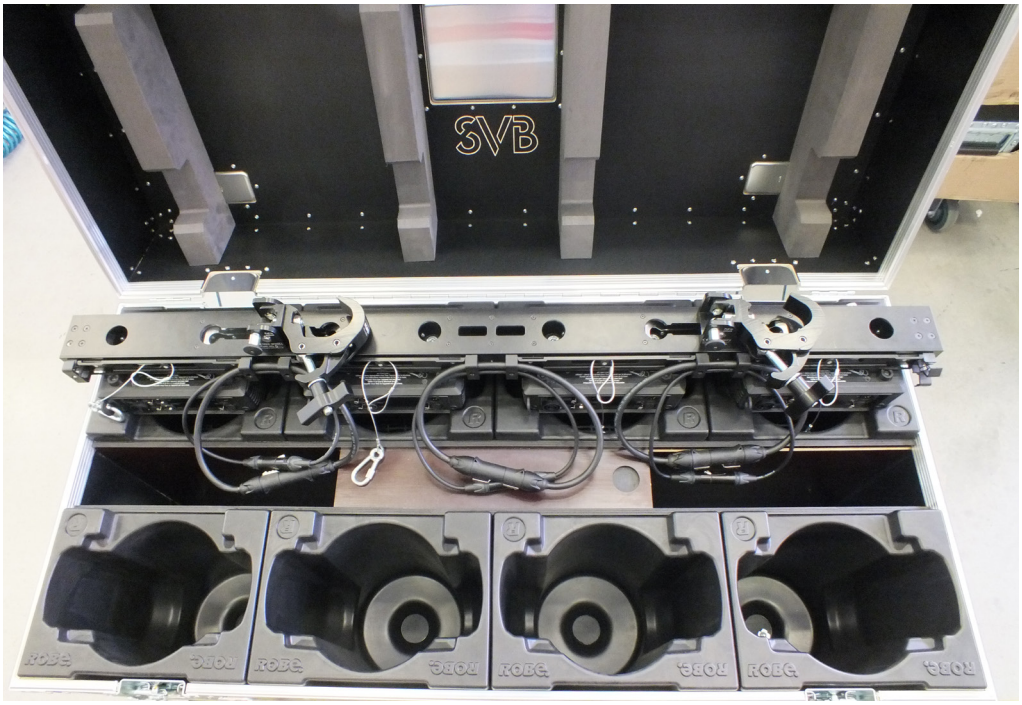




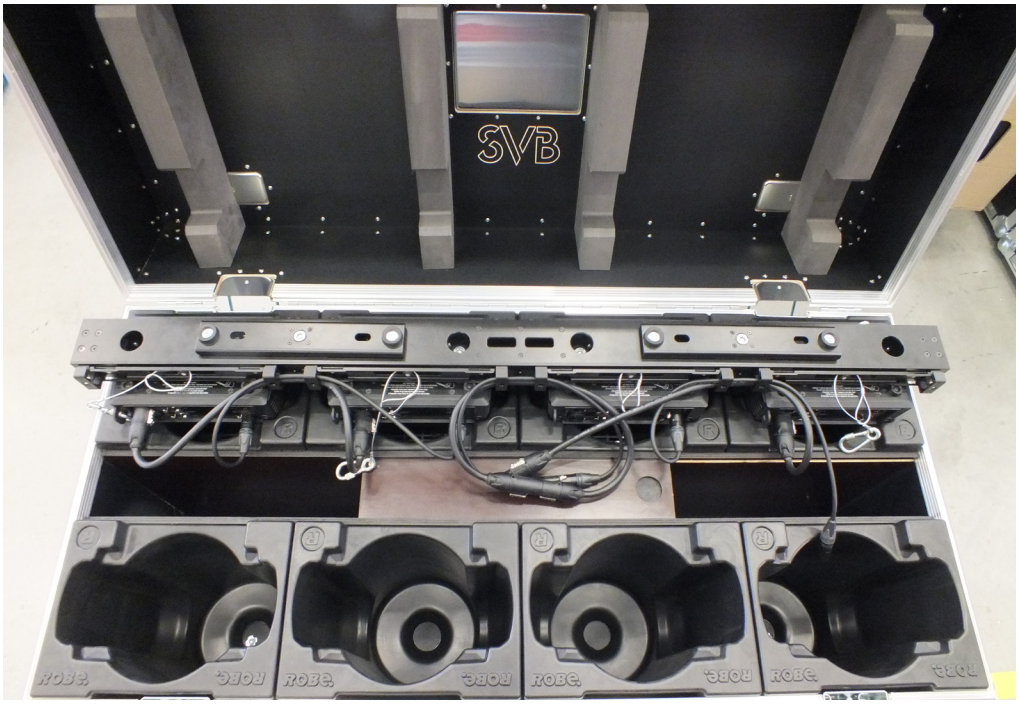
3. In case of SVB1 4Bars with legs, the leg must lie between the foam supports, if not, loose the screw (11) and move the leg to suitable position.



SVB1 4Bar with clamps in the quad top loader case.



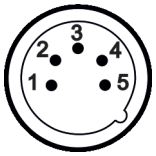

SVB1 4Bar with legs in the quad top loader case.



## 3.4 DMX-512 connection

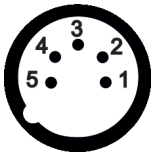
The fixture is equipped with 5-pin XLR sockets for DMX input and output. Only use a shielded twisted-pair cable designed for RS-485 and 5-pin XLR plugs and connectors in order to connect the controller with the fixture or one fixture with another.

**DMX output**
**XLR socket (female)**




**1** - Shield
**2** - Signal (-)
**3** - Signal (+)
**4** - Not connected
**5** - Not connected

**DMX input**
**XLR socket (male)**

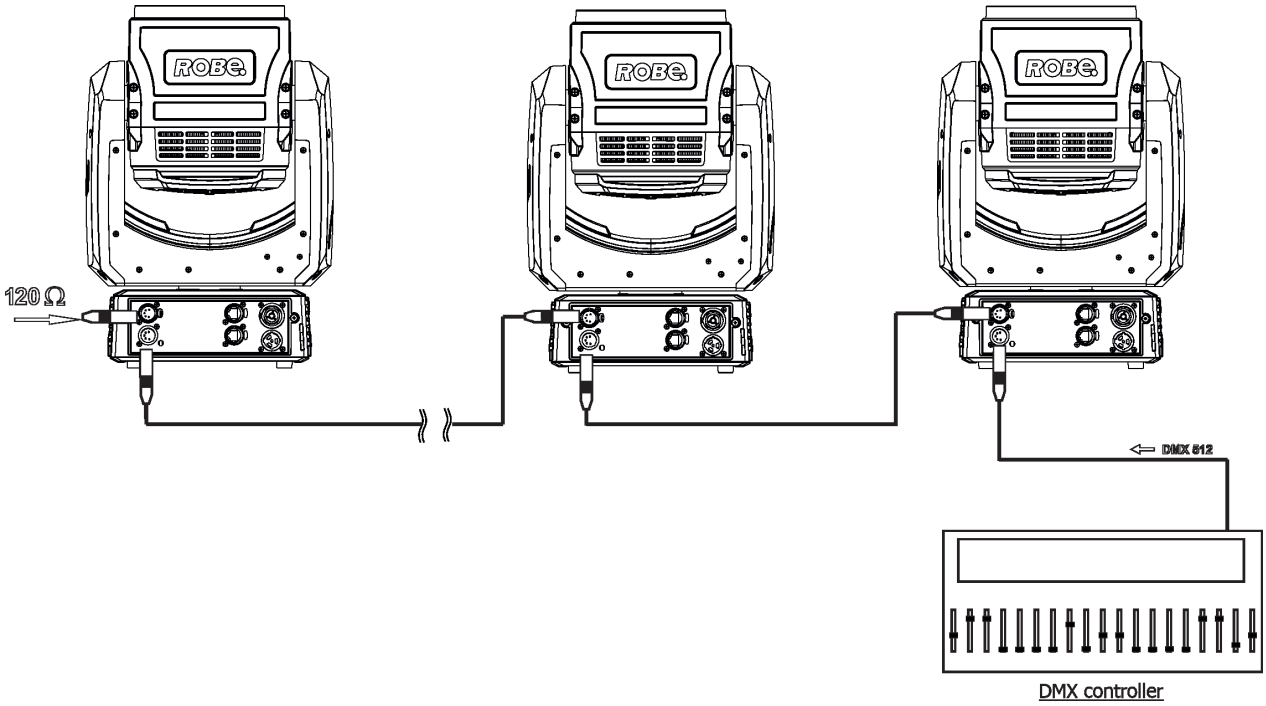



**1** - Shield
**2** - Signal (-)
**3** - Signal (+)
**4** - Not connected
**5** - Not connected

If you are using the standard DMX controllers, you can connect the DMX output of the controller directly with the DMX input of the first fixture in the DMX chain. If you wish to connect DMX controllers with other XLR outputs, you need to use adaptor cables.

**Building a serial DMX chain:**
Connect the DMX output of the first fixture in the DMX chain with the DMX input of the next fixture. Always connect one output with the input of the next fixture until all fixtures are connected. Up to 32 fixtures can be interconnected.
**Caution:** At the last fixture, the DMX cable has to be terminated with a terminator. Solder a 120 Ω resistor between Signal (–) and Signal (+) into a 5-pin XLR plug and plug it in the DMX output of the last fixture.

Example of connection:



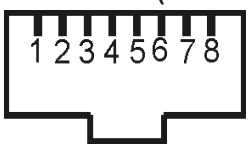
## 3.5 Ethernet connection (EP version only)

The fixtures on a data link are connected to the Ethernet with appropriate communication protocol (e.g. ArtNet). The control software running on your PC (or light console) has to support this communication protocol.
Art-Net communication protocol is a 10 Base T Ethernet protocol based on the TCP/IP.Its purpose is to allow transfer of large amounts of DMX 512 data over a wide area using standard network technology.

**The IP address** is the Internet protocol address.The IP uniquely identifies any node (fixture) on a network.
**The Universe** is a single DMX 512 frame of 512 channels.

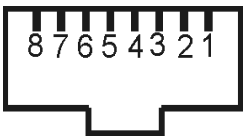
The Robin SVB1 EP is equipped with 8-pin RJ- 45 sockets for Ethernet connection.Use a network cable category 5 (with four “twisted” wire pairs) and standard RJ-45 plugs in order to connect the fixture to the network.

**RJ-45 socket (front view):**




1- TD+
2- TD-
3- RX+
4- Not connected
5- Not connected
6- RX-
7- Not connected
8- Not connected

**RJ-45 plug (front view):**




Patch cables that connect fixtures to the hubs or LAN sockets are wired 1:1,that is,pins with the same numbers are connected together:

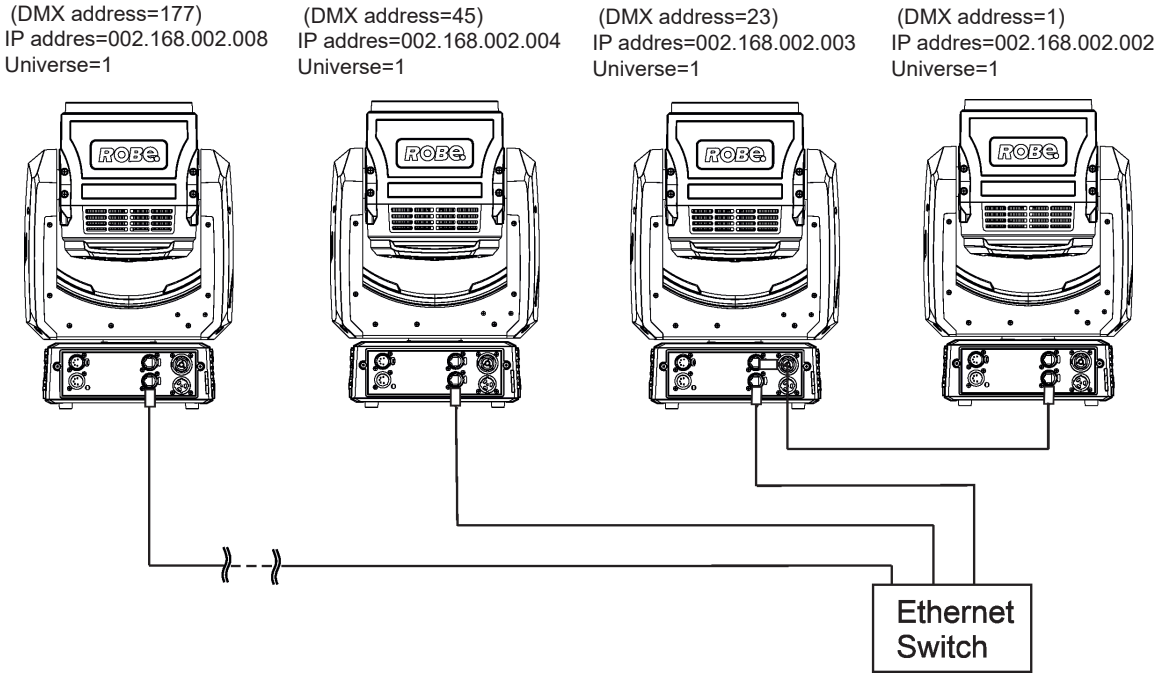
1-1 2-2 3-3 4-4 5-5 6-6 7-7 8-8

If only the fixture and the computer are to be interconnected,no hubs or other active components are needed.A cross-cable has to be used:

1-3 2-6 3-1 4-8 5-7 6-2 7-5 8-4

Connect the Ethernet inputs of all fixtures to the Ethernet network. Set their IP addresses and Net Masks Correct communication protocol (e.g. “ArtNet") has to be selected from the menu “Eth Mode” in the fixtures (Pers-->Ethernet -->Eth Mode). Set Universe(s) according to communication protocol.

Example of connection:



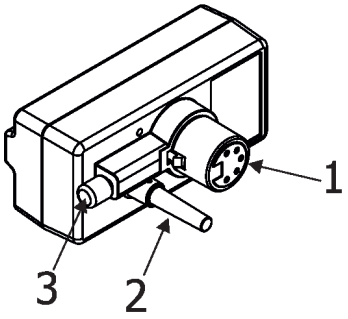

An advised PC setting: IP address: 002.xxx.xxx.xxx (Different from fixtures IP addresses)
NET mask: 255.0.0.0

The EP version of the fixture is equipped with Ethernet Pass Through Switch which sustains Ethernet integrity, when the fixture has no power, it automatically maintains network connectivity.
If you use the Ethernet IN-OUT way for the Ethernet connection, max. 8 fixtures can be connected in the IN-OUT line.

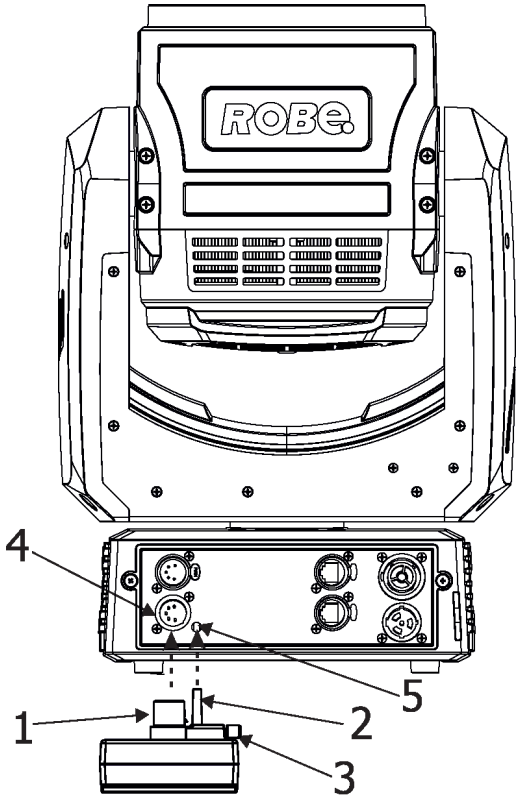
## 3.6 Wireless DMX operation

The external ROBE Wireless CRMX Dongle for compact ROBIN fixtures allows receiving wireless DMX. This module is equipped with the Lumen Radio CRMX module and antenna for receiving DMX signal. CRMX module operates on the 2.4 GHz band.

ROBE Wireless CRMX Dongle




1 - 5-pin XLR (female)
2 - Locating pin
3 - Lock




Push in the 5-pin XLR plug (1) into 5-pin XLR sockit (4) and simultaneously locating pin (2) into hole (5) in the fixture. In this way the wireless DMX module is connected with the fixture.
NOTE: when you disconnect the DMX wireless module from fixture, press and hold lock (5) during getting the wireless module out.

To link the fixture with DMX transmitter.
The fixture can be only linked with the transmitter by running the link procedure at DMX transmitter .
After linking, the level of DMX signal ( 0-100 %) is displayed in the menu item “Wireless State“ (tab Information -->Wireless State).

To unlink the fixture from DMX transmitter.
The fixture can be unlinked from transmitter via the menu item “ Unlink Wireless Adapter“ (tab Information--> Wireless State --> Unlink Wireless Adapter).

# 4. Remotely controllable functions

### Virtual Colour wheel
The virtual colour contains 66 preset colours, rainbow effect in both directions with variable speed.

### CTO (colour temperature correction)
The CTO channel allows to change colour temperature of white in range of 2700K-8000K.

### Colour Mix control
The Colour Mix control channel defines relation between colour channels (R,G,B,W, virtual colour wheel and CTO), and individual RGB pixels:

Global = Global colours (RGBW, CTO, Virtual Colour Wheel)
Pixel = Pixel Colors (RGB individual pixels)

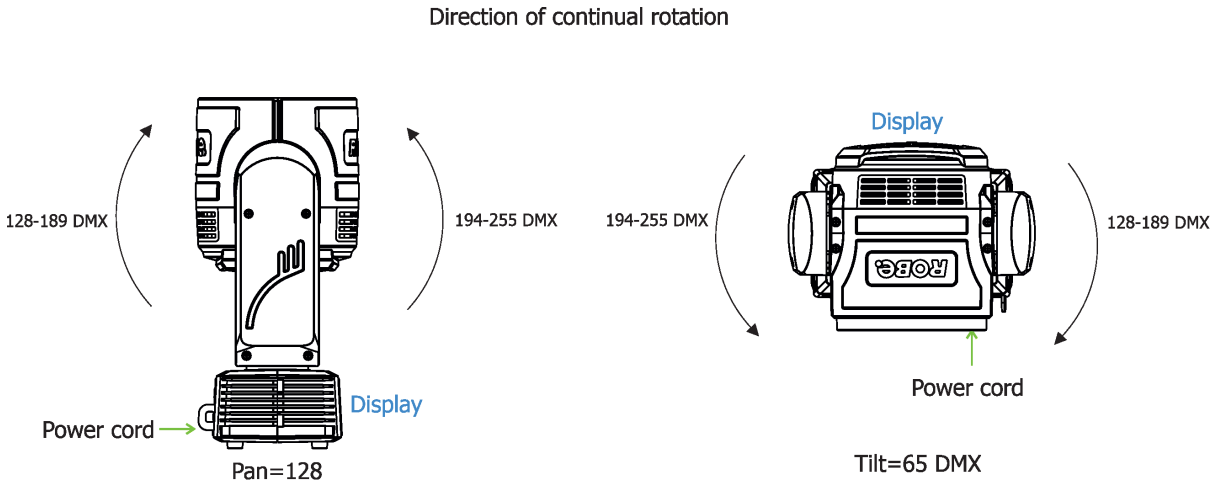
| DMX value | Function |
|---|---|
| 0-9 | Global colours (Global has priority) |
| 10-19 | Maximum mode (highest values have priority) |
| 20-29 | Minimum mode (lowest values have priority) |
| 30-39 | Multiply mode (multiply Global and Pixel) |
| 40-49 | Addition mode (Global + Pixel) - default |
| 50-59 | Subtraction mode (Global – Pixel) |
| 60-69 | Inverted Subtraction mode (Pixel – Global) |
| 70-79 | Coloured background |
| 80-127 | Reserved |
| 128 | Global colours (Global has priority) |
| 129-254 | Crossfade (crossfade between Global and Pixel) |
| 255 | Pixel colours (Pixel has priority) |

E.g. If you wish to control RGBW channels, set the Colour Mix Control channel to 0 DMX, if you need to use pixel effects, set the Colour Mix Control channel to 255 DMX.

### Zoom
The motorized zoom module allows beam range of 3.8°- 50°.

### Dimmer/Shutter
Smooth 0 - 100 % dimming is provided by the electronic control unit. This unit is also used for strobe effects with variable speed.

### Pan/Tilt
Pan/tilt movement range: 540°/360°, continual pan/tilt rotation.

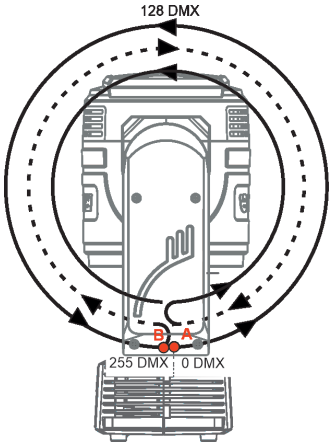


## Pan control/Tilt control channels

Pan control (Tilt control) channel = 0 DMX (default value) - if the pan (tilt) receives a value 255 DMX from a DMX controller and next received DMX value for the pan (tilt) will be 0 DMX, the pan (tilt) will move to the point 0 DMX around entire track 255-0 DMX.

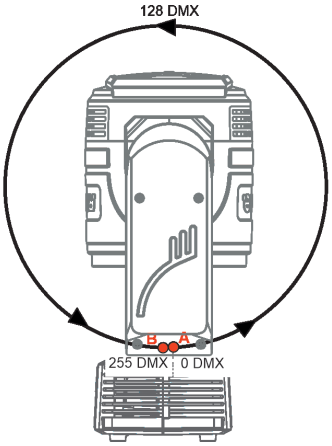
Pan control (Tilt control) channel = 1 DMX - if the pan (tilt) receives a value 255 DMX from a DMX controller and next received DMX value for the pan (tilt) will be 0 DMX, the pan (tilt) will move to the point 0 DMX directly without changing its direction of movement.
Examples for tilt movement:

Tilt control = 0 DMX (default)



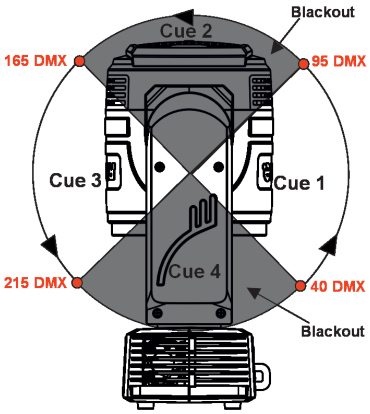

DMX controller sends tilt DMX values 0,1,2,....254,255,0,1... repeatedly.
The head moves from the point A (0 DMX) to the point B (255 DMX) and from the point B returns to the point A (0 DMX and continues in movement to the point B.

Tilt control = 1 DMX




DMX controller sends tilt DMX values 0,1,2,....254,255,0,1... repeatedly.
The head moves from the point A (0 DMX) to the point B (255 DMX) and continues in movement to the point A (0 DMX) in the same direction (without changing direction of its movement).

Tilt control = 1 DMX
Example of blackout
in certain positions of head



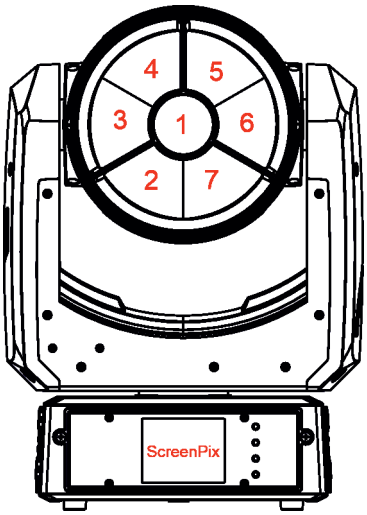

The four cues are repeated in the order: Cue 1, Cue 2, Cue 3, Cue 4, Cue 1.....
Tilt DMX values are changing in the cues as follows:
Cue 1: 40, 41...94,95.
Cue 2: 96, 97....164,165.
Cue 3: 166,167....214,215.
Cue 4: 216,217....38,39

The dimmer is closed in Cues 2 and 4.

## Pixel control

7 RGBW pixels allow you to create many visual effects.

RGBW pixels order:




Head position:
Pan=128 DMX
Tilt=226 DMX

**ScreenPix**

Highly intuitive macros transform every fixture display screen into a unique, dynamic twelve-sector colour effect source, unlocking a new realm of vibrant, captivating effects that bring your fixtures to life like never before

To activate ScreenPix function

1.Switch the SVB1 to DMX mode 4.

2. Switch on the ScreenPix function on the channel Power/Special functions (DMX range 58-59).

3. Use DMX channels 60-66 for control of the ScreenPix function.

4 To switch off the ScreenPix function, set DMX value (60-61DMX) on the channel Power/Special functions

# 5. Control menu map

## Default settings=Bold print

| Tab | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---|---|---|---|---|---|---|
| Addressing | Settings | DMX Address | 001-512 | | | |
|  | | DMX Preset | **Mode 1**, Mode 2, Mode 3, Mode 4 | | | |
| | | Ethernet Settings | Ethernet Mode | Disable | | |
| | | | | ArtNet | | |
| | | | | gMAI | | |
| | | | | gMA2 | | |
| | | | | sACN | | |
| | | | | | | |
| | | | Ethernet To DMX | **Off**, On | | |
| | | | IP Address/Net Mask | Default IP Address | | |
| | | | | Custom IP Address | | |
| | | | | Net Mask | | |
| | | | ArtNet Universe | 0-255 | | |
| | | | MANet settings | MANetI/II Universe | 01-256 | |
| | | | | MANet Session ID | 01-32 | |
| | | | sACN Settings | sACN Universe | 00001-32000 | |
| | | | | | | |
| Information | Fixture Times | Power On Time | Total Hours | | | |
|  | | | Resetable Hours | | | |
| | | Air Filters | Elapsed Time | | | |
| | | | Alert Period | 10-300 | | |
| | Fixture Temperatures | LEDs Temperature | Current | | | |
| | | | Maximum NonRes. | | | |
| | | | Maximum Res. | | | |
| | | Base Temperature | Current | | | |
| | | | Maximum NonRes. | | | |
| | | | Maximum Res. | | | |
| | DMX Values | Pan | | | | |
| | | : | | | | |
| | | White All Zones Fine | | | | |
| | Power Channel State | | | | | |
| | Software Versions | Display System | | | | |
| | | Module M | | | | |
| | | Module DR | | | | |
| | | Module L1 | | | | |
| | | Module L2 | | | | |
| | SW HW Versions | Display System | | | | |
| | | Module M | | | | |
| | | Module DR | | | | |
| | | Module L1 | | | | |
| | | Module L2 | | | | |
| | Product IDs | Mac Address | | | | |
| | | RDM UID | | | | |
| | | RDM Label | | | | |
| | View Logs | Fixture Errors | | | | |
| | | Fixture States | Power On | | | |
| | | | Power Off | | | |
| | | Fixture Position | | | | |
| | | Fixture Temperatures | LEDs Temperature | | | |
| | | | Base Temperature | | | |
| | | System Logs | | | | |

| Tab | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---|---|---|---|---|---|---|
| Personality | DMX Presets | Mode **1** | | | | |
|  | | Mode 2: | | | | |
| | | Mode 3 | | | | |
| | | Mode 4 | | | | |
| | | View Selected Preset | | | | |
| | Pan/Tilt Settings | Pan Reverse | **Off**, On | | | |
| | | Tilt Reverse | **Off**, On | | | |
| | | Pan/Tilt Feedback | Off, **On** | | | |
| | | Pan/Tilt mode | Time | | | |
| | | | **Speed** | | | |
| | Pixel Control | Pixel Index | 0-5 | | | |
| | | Pixel Mirror | **Off**, On | | | |
| | | Reset to Default | | | | |
| | Blackout Settings | Blackout During M.C. | **Off**, On | | | |
| | | Blackout while: | Pan/Tilt moving | **Off**, On | | |
| | Colour Mixing Mode | **RGBW** | | | | |
| | | CMY | | | | |
| | White Point 8000K | Off, **On** | | | | |
| | Tungsten Eff. Sim. | **Off** | | | | |
| | | 750W | | | | |
| | | 1000W | | | | |
| | | 1200W | | | | |
| | | 2000W | | | | |
| | | 2500W | | | | |
| | Dimmer Curve | Linear | | | | |
| | | **Square Law** | | | | |
| | | Super Square Law | | | | |
| | LEDS Output Frequency | 300Hz**, 600Hz,** 1200Hz, 2400Hz High | | | | |
| | LEDs Frequency Adjust | | | | | |
| | Init Effect Positions | Pan | 0-255 | | | |
| | | : | | | | |
| | | White All Zones Fine | 0-255 | | | |
| | Reset Init Efect Pos. | | | | | |
| | Screen Settings | Display Intensity | 1-**10** | | | |
| | | Screen Saver Delay | **Off**-10min. | | | |
| | | Touchscreen Lock | **Off**-10min. | | | |
| | | Display Orientation | Normal | | | |
| | | | Inverted | | | |
| | | | **Auto** | | | |
| | Temperature Unit | **°C**,°F | | | | |
| | Fan Settings | Fan Mode | **Auto** | | | |
| | | | High | | | |
| | | | Quiet | Fan Noise Level | | |
| | | Quiet-Blackout Fan Off | **Off**, On | | | |
| | Date & Time Settings | | | | | |
| | Default Settings | | | | | |
| | Memory Tools | SD card | SD State | | | |
| | | | Mount SD | | | |
| | | | Unmount SD | | | |
| | | | Format SD | | | |
| | Password Protection | | | | | |
| | Reset Web Password | | | | | |
| | | | | | | |

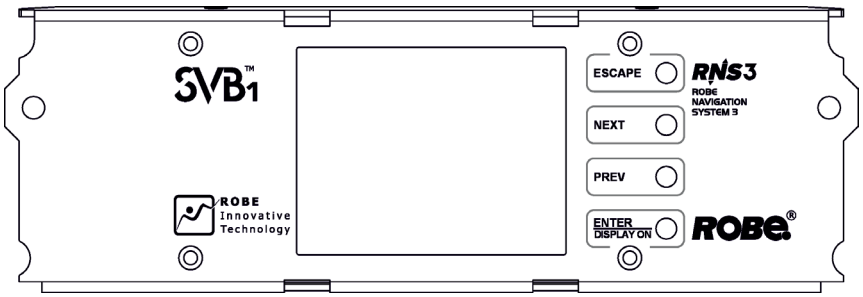
| Tab | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---|---|---|---|---|---|---|
| Manual Control | Reset Functions | Pan/Tilt reset | | | | |
|  | | Zoom Reset | | | | |
| | | Total System reset | | | | |
| | Manual Effect Control | Pan | 0-255 | | | |
| | | : | | | | |
| | | White All Zones Fine | 0-255 | | | |
| | | | | | | |
| Stand -Alone | Test Sequences | Dynamic Mode | | | | |
|  | | Static Mode | Pan | 0-255 | | |
| | | | Tilt | 0-255 | | |
| | | | Zoom | 0-255 | | |
| | Preset Playback | **None** | | | | |
| | | Test | | | | |
| | | Prog. 1 | | | | |
| | | Prog. 2 | | | | |
| | | Prog. 3 | | | | |
| | Play Program | Play Program 1 | | | | |
| | | Play Program 2 | | | | |
| | | Play Program 3 | | | | |
| | Edit Program | Edit Program 1 | Start Step | 1-100 | | |
| | | | End Step | 1-100 | | |
| | | | Edit Program Steps | Step 1 | Pan | 0-255 |
| | | | | : | : | |
| | | | | : | Dimmer Fine | 0-255 |
| | | | | : | Step Time | 0-25,5 sec. |
| | | | | Step 100 | Pan | 0-255 |
| | | | | | : | |
| | | | | | Dimmer Fine | 0-255 |
| | | | | | Step Time | 0-25,5 sec. |
| | | | | | | |
| Service | | | | | | |
|  | Adjust DMX Values | Pan | 0-255 | | | |
| | | : | | | | |
| | | White All Zones fine | 0-255 | | | |
| | Calibrations | Calibrate Effects | Pan | 0-255 | | |
| | | | Tilt: | 0-255 | | |
| | | | Zoom | 0-255 | | |
| | | Calibrate colours | Red | 0-255 | | |
| | | | Green | 0-255 | | |
| | | | Blue | 0-255 | | |
| | | | White | 0-255 | | |
| | | | Red Intensity | 0-255 | | |
| | | | Green Intensity | 0-255 | | |
| | | | Blue Intensity | 0-255 | | |
| | | | White intensity | 0-255 | | |
| | | CTO Calibrate | CTO 1800K Red | 0-255 | | |
| | | | CTO 1800K Green | 0-255 | | |
| | | | CTO 1800K Blue | 0-255 | | |
| | | | CTO 1800K White | 0-255 | | |
| | | | : | | | |
| | | | CTO 10000K Red | 0-255 | | |
| | | | CTO 10000K Green | 0-255 | | |
| | | | CTO 10000K Blue | 0-255 | | |
| | | | CTO 10000K White | 0-255 | | |

| Tab | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---|---|---|---|---|---|---|
| | | Pixel Correction | Red 1 | 0-255 | | |
| | | | Green 1 | 0-255 | | |
| | | | Blue 1 | 0-255 | | |
| | | | White 1 | 0-255 | | |
| | | | : | | | |
| | | | Red 7 | 0-255 | | |
| | | | Green 7 | 0-255 | | |
| | | | Blue 7 | 0-255 | | |
| | | | White 7 | 0-255 | | |
| | | Load Default Calibrations | | | | |

# 6. Control menu

The Robin SVB1 is equipped with the QVGA screen with battery backup and four control buttons which allow you to set the fixture´s behaviour according to your needs, obtain information on its operation, test its various parts and program it, if it has to be used in a stand-alone mode.

**Control buttons on the front panel**

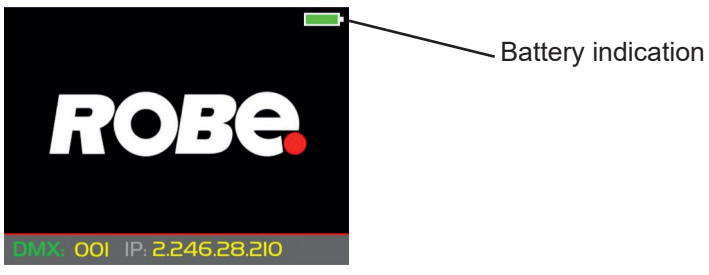



[ESCAPE] button used to leave the menu without saving changes.
[NEXT] , [PREV] buttons for moving between menu items and symbols, adjusting values.
[ENTER/Display On] button used to enter the selected menu (menu item) and to confirm adjusted value.
If the fixture is disconnected from mains, the button switches the screen on.

**Icons used in the screen menu:**

- [back arrow] used to move back to the previous screen (menu).
- [up arrow] used to move up on the previous page.
- [down arrow] used to move down on the next page.
- [confirm] used to save adjusted values, to leave menu or to perform desired action.
- [cancel] used to leave menu item without saving changes.
- [confirm+copy] used to save adjusted values and copy them to the next prog. step.
- [warning icon] used to indicate some error which has occurred in the fixture.
- [Ethernet] used to indicate Ethernet connected.
- [display turn] used to turn the display by 180°.
- [slider control] used to recall slider system for setting desired value.
- [keyboard control] used to recall keyboard system for setting desired value.
- [QR code] QR code for RDM UID of the fixture.

The menu page displays icons for each function that you can perform from the screen.
After switching the fixture on, the screen shows the screen with the ROBE logo:




Note: The green icon at the top right corner of the screen indicates the level of the display battery charging. If the whole icon is green, the battery is fully charged while the red icon indicates exhausted battery. The battery

charges during fixture operation, its charging lasts cca 6 hours.
We recommend that the fixture should be in operation at least 7 hours per week to keep the battery fully charged. If you switch the fixture on and this screen will not appear till 1 minute, switch the fixture off and on again. If the screen lights, the battery is exhausted. In case the screen still does not light, the battery is faulty.
This is also indicated by an error message "Faulty battery" and if such an error message appears the battery should be replaced immediately. The lifetime of the battery is highly dependent on ambient temperature (and consequently on base temperature). If the maximum ambient temperatures (as recorded and displayed in menu: Information -> Fixture Temperatures -> Ambient Temperature -> Maximum NonRes.) are kept within the specified limits, the battery should last for at least two years. Shell the ambient temperatures exceed the specified maximum temperature, the lifetime of the batteries could be considerably shortened even up to just one year or less and also result in physical damage (battery leakage) or unreliable fixture functions.
Damage caused by batteries failed due to exceeded maximum ambient temperature cannot be claimed under warranty terms.

Press the [ENTER/Display On] button to enter the " Address" menu.




Any item may be selected from a screen by pressing the [NEXT] or [PREV] buttons to scroll through list items. With each press, the next item is highlighted. Press [ENTER/Display On] to select the highlighted item.

**Before first fixture operation, set current date and time in the menu "Date &Time Settings" (menu path: Personality--> Date &Time Settings).**

## 6.1 Tab " Address"



**DMX Address** - Select the menu to set the DMX start address**.**
Blinking DMX address means that the fixture is either not receiving DMX data or that the set DMX address is higher then allowed, exceeding the DMX footprint of the set DMX mode.

**DMX Preset** - Use the menu to select desired channel mode.
**View Selected Preset** - Use the menu to display channels included in the selected mode.

**Ethernet Settings** - The menu allows all needed settings for the Ethernet operation

**Ethernet Mode**

**Disable** - The option disables Ethernet operation.
**Artnet** - Fixture receives Artnet protocol
**gMAI** - Fixture receives MANet I protocol
**gMA2** - Fixture receives MANet 2 protocol
**sACN** - Fixture receives sACN protocol

**Ethernet To DMX** - Fixture receives protocol from the Ethernet input and sends DMX data to its DMX output (fixture works as an "Ethernet/DMX converter", next fixture can be connected to its DMX output and you can build a standard DMX chain by connecting another fixtures.
Only one fixture has to be connected to the Ethernet.

**IP Address/Net Mask** - Select this menu to set IP address. IP address is the Internet protocol address. The IP uniquely identifies any node (fixture) on a network.
There cannot be 2 fixtures with the same IP address on the network!

**Default IP Address** -Preset IP address, you can set up only first byte of IP address (2 or 10) e.g. **002**.019.052.086.

**Custom IP Address** - The option enables to set up all bytes of IP address.
**Net Mask** - The option enables to set up all bytes of Net Mask.

**ArtNet Universe** - Use this item to set a Universe (0-255). The Universe is a single DMX 512 frame of 512 channels.

**MANet Settings** - Use this menu to set parameters for MANet operation.
**MANet Universe I/II** - The value of this item can be set in range 1-256.
**MANet Session ID** - The value of this item can be set in range 1-32.

**sACN Settings** - Use this menu to set parameters for sACN operation.
**sACN Universe** - The value of this item can be set in range 1-32000.

**Klingnet Settings** - Use this menu to enable or disable Klingnet protocol.

## 6.2 Tab "Information"



**Fixture Times** - The menu provides readouts of fixture operation hours and air filters using hours.
**Power On Time** - Select this menu to read the number of fixture operation hours.
**Total Hours** - The item shows the total number of the operation hours since the Robin SVB1 has been fabricated.
**Resettable Hours** - The item shows the number of the operation hours that the Robin SVB1 has been powered on since the counter was last reset.
In order to reset this counter to 0, touch the text box next to the item "Resettable Hours:"
**Air Filter** - Regular cleaning of the air filter in the fixture base is very important for the fixture´s life and performance.
Bild-up of dust, dirt and fog fluid residues reduces the fixture´s light output and cooling ability.
The two items of this menu help you to keep cleaning period of the air filter.
**Alert period** - Cleaning schedule for the fixture depends on the operating environment. It is therefore impossible to specify accurate cleaning interval. This item allows you to change the cleaning interval of the air filter. This "alert" value is 300 hours and it is set as default. Inspect the fixture within its 300 hours of operation to see whether cleaning is necessary. If cleaning is required, clean air filter and change the value in this menu on acceptable level. Min. level of alert period is 10 hours, max. is 300 hours.
**Elapsed Time** - The item allows you to read the time which remains to cleaning air filter. The time period is set in the menu mentioned above.
Expired time period is signalled by a a warning icon on the display.
Clean the filter and reset this menu item (by touching the text box next to the item "Elapsed Time").

**Fixture Temperatures** - The menu is used to view temperatures of the fixture´s inside.
**LED temperature** - The menu shows temperature on the LEDs PCB in the fixture head.
**Current** - A current temperature of the LEDs PCB.
**Maximum NonRes.** - A maximum temperature of the LEDs PCB since the fixture has been fabricated.
**Maximum Res.** - A maximum temperature of the LEDs PCB since the counter was last reset.
In order to reset some counter to 0, touch text box next to the item "Max.Res."
**Base Temperature** - The menu shows temperature in the fixture base.
**Current** - A current temperature in the fixture base.
**Maximum NonRes.** - A maximum temperature in the fixture base since the fixture has been fabricated.
**Maximum Res.** - A maximum temperature in the fixture base since the counter was last reset.
In order to reset this counter to 0, touch the text box next to the item "Maximum Res."

**DMX Values -** The menu is used to read DMX values of each channel received by the fixture.

**Power Channel State -** The menu item shows state of switches on the Power/Special functions.

**Software Versions** - Select this item to read software version of fixture PCBs:

**Display System** - A display processor on the display board in the fixture base
**Module M** - a pan/Tilt processors
**Module DR** - a LEDs driver
**Module L1** - LEDs + zooms control
**Module L2** - LEDs control

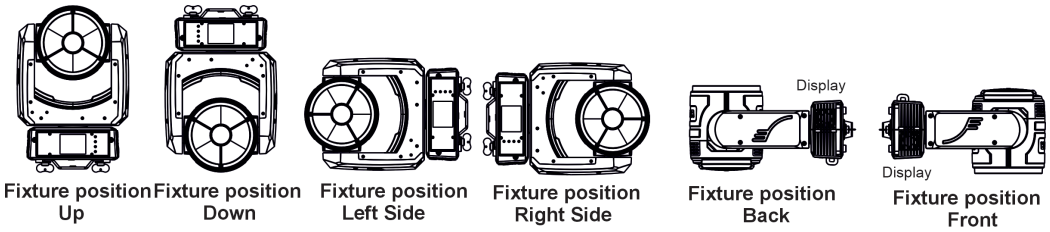
**SW HW Versions** - Select this item to read hardware versions of fixture PCBs and their software versions:

**Display System** - A display processor on the display board in the fixture base
**Module M** - a pan/Tilt processors
**Module DR** - a LEDs driver
**Module L1** - LEDs + zooms control
**Module L2** - LEDs control

**Product IDs -** The menu is used to read the MAC Address ,RDM UID and RDM Label.

**View Logs** - Use this menu to read fixture´s data which have been recorded during fixture operation. This collected data allows easier troubleshooting.

**Fixture Errors** - Use this menu to read fixture errors which have occurred during fixture operation.
**Fixture States** - Recorded following actions: Fixture On, Fixture Off.
**Fixture Positions** - In the menu are recorded installation positions of the fixture:




**Fixture Temperatures** - Recorded temperatures which have exceeded defined levels.

Note: The log buffer can contain 8000 records max. If the buffer is full, old data will be overwritten.

## 6.3 Tab "Personality"



**DMX Preset** - Use the menu to select desired channel mode.

**View Selected Preset** - Use the menu to display channels included in the selected mode.

**Pan/Tilt Settings** - Use the menu set behaviour of both pan and tilt movements.

**Pan Reverse** - The item allows to invert pan movement.
**Tilt Reverse** - The item allows to invert tilt movement.
**Pan/Tilt Feedback** - The item allows to return the mowing head to the required pan/tilt position after changing the position by an external force if this option is set on.
Note. Be careful, the Pan/Tilt Feedback should be permanently On, the option Off is not suitable for standard operation and the head of the fixture can be damaged!
**Pan/Tilt mode** - Use this menu to set the mode of the pan/tilt movement

**Time mode** – The pan and tilt will move with different speeds and they will come at the same time to the end point of their tracks (pan and tilt use their optimal speeds). Time of the pan/tilt movement (25.5 sec. max.) is set by the channel "Pan/Tilt speed, Pan/Tilt time".

**Speed Mode** - Both Pan and tilt will move with the same speed as adjusted at the channel "Pan/Tilt speed, Pan/Tilt time".

**Pixel Control** - Use the menu to index or mirror pixels.

**Pixel Index** - The item allows you to choose 6 positions of turned pixels.

**Pixel Mirror** - The item allows mirroring of pixels along a vertical axis.
Both functions you can also find on the channel Power/Special functions (157-166 DMX).
**Important:** If you use DMX commands to set values for both Pixel Index and Pixel Mirror functions, set values will be lost after switching the fixture off. In order to save the values to the fixture, go to DMX value 167 or 168 and stay in it for 3 sec. The set values will be saved to the fixture and will not be lost by switching the fixture off and on.
**Reset to default** - The item sets items "Pixel Index" and "Pixel Mirror" to default (factory) values.

**Blackout Settings** - Use the menu if you need to close the light output under certain conditions which are described below
**Blackout During MC** - Blackout during movement correction. Set this option On if you wish to close light output during the time when the head goes to its correct position, which has been changed by an external force.
**ABlackout While** - Use this menu if you wish to close the light output during effect changes.
**Pan/Tilt Moving** - The menu item enables to close light output while the pan or tilt moves.

**Colour Mixing Mode** - This item allows switching into RGBW or CMY mode. In the CMY mode, the white(8bit)/ white (16) bit channels are not active.

**White Point 8000K** - If the function is on, the CTO channel allows to set desired white in range of 8000K-2700K (0 DMX=8000K, 255 DMX=2700K). A ecessary condition is that RGBW channels have to be full or set at the same DMX values, e.g. 150.
If this function is off, the range of whites is not uniform and may be different for each fixture.

**Tungsten Effect Sim.** - This function simulates behaviour of a halogen lamp during dimming at calibrated whites 2700K, 3200K. You can select from various lamp wattage simulation: 750W, 1000W, 1200W, 2000W, 2500W.

**Dimmer Curve** - You can select desired dimmer curve: Linear, Square Law and Super Square Law.

**Frequency Setup** - The function allows you to set the PWM (Pulse Width Modulation) output frequency of LEDs to 300Hz, 600Hz, 1200Hz , 2400Hz or High.

**Frequency Adjust** - The menu item allows you fine adjustment of the LED frequency around selected frequency.

**Init Effect Positions** - Use the menu to set all effects to the desired positions at which they will stay after switching the fixture on without DMX signal connected.

**Reset Effect Position**s - Use the menu item to reset effects in the menu "Init Effect Positions" to default (factory) values.

**Screen Settings** - Use this menu to change the touch screen settings.
**Display Intensity** - The item allows to control the intensity of the screen (1-min., 10-max.).
**Screen saver Delay** - The item allows you to keep the screen on or to turn it off automatically after 1-10 minutes after last touch (or pressing any button on the control panel).
**Touchscreen Lock** - The item allows you to lock the screen after last touch (or pressing any button on the control panel). The time delay can be set in range of 1-10 minutes. To unlock the screen, press the [ENTER/Display On] button.
**Display Orientation** - The menu allows to change display orientation.
**Normal** - Standard display orientation if the fixture is placed horizontally (e.g. on the ground).
**Inverted** - This function rotates menu 180 degrees from current orientation.
**Auto** - The option activates a gravitation sensor for automatic screen orientation.
Note: **Auto** option is set as default. You change the display orientation by touching the icon on the display, an the option set in the "Display Orientation" menu is temporarily overridden.

**Temperature unit** - Use the menu item to change temperature unit from °C to °F.

**Fan Settings** - Use the menu to set fans operation mode.
**Fan Mode** - Use the menu to set the fixture fans to max. power mode (option "**High**") or to the auto-control mode (option "**Auto**"). The third option "**Quiet**" allows you to set desired fan noise by means of the item Fan Noise Level.
The light output of the fixture is reduced at low speeds of fans.
**Quiet Mode- Blackout Fan Off** - The menu item allows you to stop all fans in the fixture (option "**On**") when its light output is closed (shutter in range of 0-31 DMX, or dimmer in 0 DMX or all colours in 0 DMX).

**Date & Time Settings** - Use this menu to set current date and time for the fixture log system (menu "View Logs"). Set this menu item before first fixture operation.

**Default Settings** - The menu item allows to set all fixture parameters to default (factory) values.

**Memory Tools** - the menu item SD card allows you to allows you to do operations with SD card.
**SD card** - Internal SD card in the fixture base.
**SD State** - The menu item shows state of internal SD cardl
**Mount SD** - The menu item allows you to mount internal SD card to the system.
**Unmount SD** - The menu item allows you to unmount internal SD card from the system.
**Format SD** - The menu item allows you format internal SD card. The card has to be mounted to the system before formated it.

**Password Protection** - allows to enter password in order to prevent unauthorized person from changing setting of the fixture. Password is set to 7623 and cannot be changed.

**Reset Web Password** - The menu item allows you to reset a password for access to the REAP (default password: 2479, user: robe).

**Default Settings** - The menu item allows to set all fixture parameters to default (factory) values.

## 6.4 Tab "Manual Control"



**Reset Functions** - The menu allows to reset the fixture either per function modules or all modules together.
**Pan/Tilt Reset** - The item resets the pan and tilt movement.
**Zoom Reset** - The item resets the zoom module.
**Total System Reset** - The item resets all function modules.

**Manual Effect control** - Use the menu to control all fixture channels by means of the control panel.

## 6.5 Tab "Stand-alone"



**Test Sequences** -Use the menu to run a test/demo sequences without an external controller, which will show you some possibilities of using the Robin SVB1.
**Dynamic Mode** - This mode uses all Robin SVB1 functions including pan/tilt movement and therefore is good for a complete introduction of the fixture.
**Static Mode** - This mode is suitable for projections on the wall, ceiling or ground without any pan/tilt movement. Adjust the pan, tilt and zoom to desired positions and start test sequences by touching the green ▶ icon.

**Preset Playback** - This menu allows you to select the program which will be played in a loop after switching the fixture on (the option is commonly used in a stand-alone operation without an external controller).
**None** - The option disables “Presetting playback” function.
**Test** - The option starts the test sequences.
**Prog. 1** - The option starts user program number 1.
**Prog. 2** - The option starts user program number 2.
**Prog. 3** - The option starts user program number 3.

**Play program** - Use the menu to run desired user program in a loop.
**Play Program 1** - The option starts user program number 1.
**Play Program 2** - The option starts user program number 2.
**Play Program 3** - The option starts user program number 3.

**Edit Program** - Use the menu to create or to edit desired program. The Robin SVB1 offers 3 free programs, each up to 100 steps.

**Edit Program 1** - The option allows to edit user program number.1.
**Edit Program 2** - The option allows to edit user program number 2.
**Edit Program 3** - The option allows to edit user program number 3

To edit program:
1. Select the item which you want to edit (“Edit Program 1” - “Edit Program 3”).
2. By means of the items "Start Step" and "End Step" set first and last step of the program
3. Select the item "Edit Program Steps".
4. Select the item "Step 1".
5 From the list of effects select desired effect and set its value. Browse throw the list by pressing the [up arrow] and [down arrow] and set all desired effects.
An item "Step Time" (value of 0-25.5 sec.) is the time during which effects last in the current step
6. Save adjusted effects to the current step by the item ✔ .
If you stay on the item ✔ and simultaneously hold the ENTER button, the current program step will be copied to the next program step.
6. Repeat the steps 5 and 6 for next program steps.
7. After editing desired program steps, adjust the length of the program by means of the items "Start Step" and "End Step".

Note.
If you have made some changes in the program steps and you are leaving the programming menu, the following notice will appear: " Program Was Modified"
" Press OK For Save"

✘ - leaves program menu without saving values

## 6.5 Tab "Service"



**Adjust DMX Values** - The menu allows you to set all effects to desired positions before fine calibration of the effects .

**Calibrations** - This menu enables fine calibration of fixture effects and download default calibration values.
**Calibrate Effects** - The menu allows the fine adjustment of effects.
**Pan**- a pan position fine adjustment
**Tilt** - a tilt position fine adjustment
**Zoom** - a zoom position fine adjustment

*Calibration of pan/tilt via the control board of the fixture*
1. Disconnect DMX controller from the fixture and enter the "Calibrate Effects" menu.
2. Use the [up arrow] and [down arrow] to find "Pan" and touch it to enter the fine effect adjustment screen.
3. Set desired value and save it by touching the [confirm].
4. Repeat steps 2 and 3 for item "Tilt"
5. After calibrating both effects, touch the [confirm] to save all adjusted values and reset the fixture.

**Calibrate Colours** - The menu serves for adjusting of LEDs saturation to achieve uniform colours
The items **Red**,**Green**, **Blue** and **White** serve for information purposes only (during calibration in the factory).
The items **Red Intensity** ,**Green Intensity**, **Blue Intensity** and **White Intensity** serve for correction of intensity of red, green, blue and white colour on desired level (during calibration in the factory).

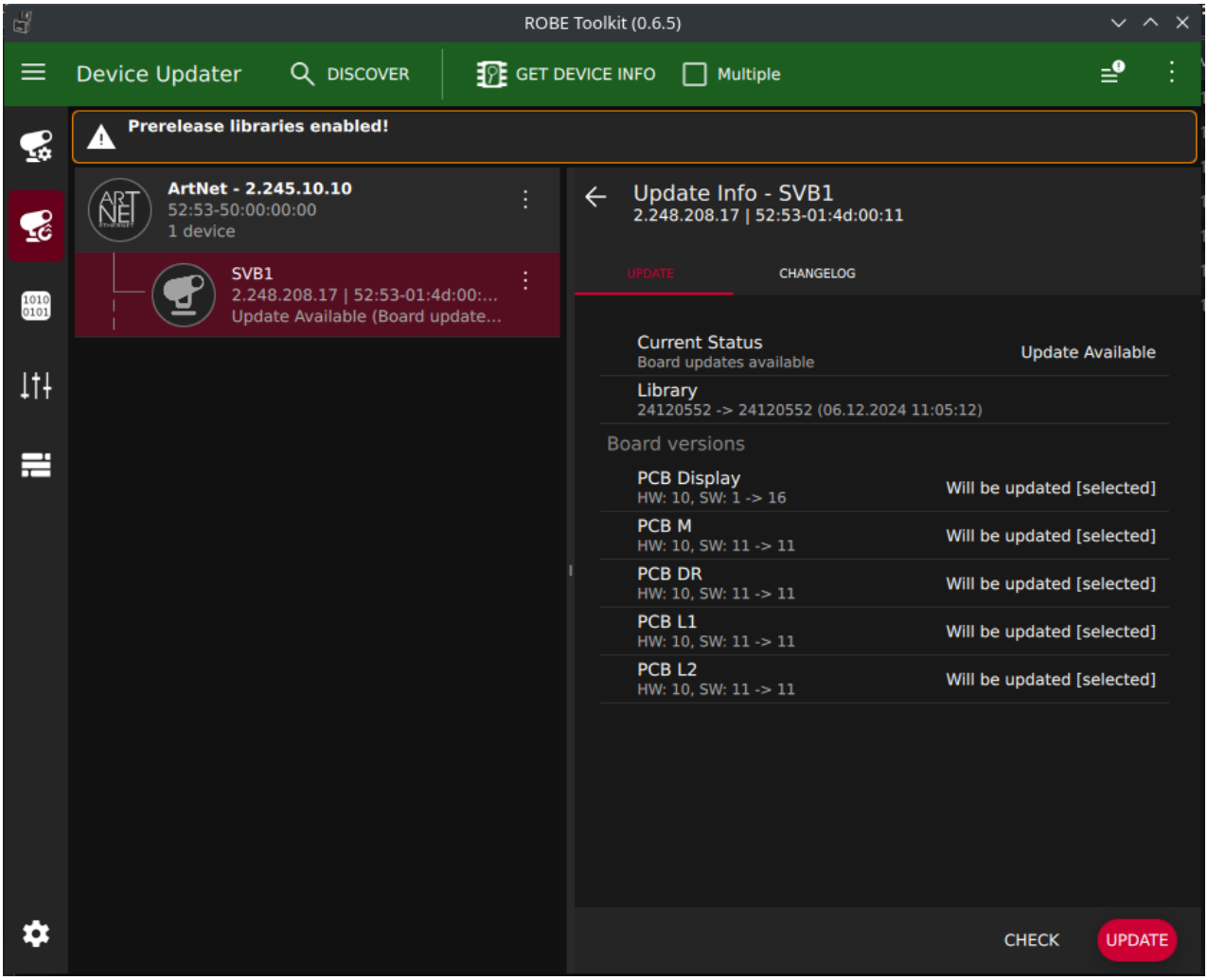
**CTO Calibrate** - The menu serves for setting RGBW colours in calibrated whites 18000K/2700K/3200K/4200K/5600K/8000K/10000K.

**Pixel Correction** - The menu serves for colour calibration of fixture pixels in order to get uniform colours all over pixels.

**Load Default Calibrations** - The item loads default (factory) calibration values.

# 7. Software update

For software update of the fixture serves Robe Toolkit. The Robe Toolkit is a universal tool for Robe fixtures which includes Device Updater, Library Manager, Device Manager and simple DMX controller.
Please see the Toolkit user manual for more details about fixture update.
Software update of the Robin SVB1 cannot be done by means of standard Robe Uploader software.



# 8. RDM

This fixture supports RDM operation. RDM (Remote Device Management) is a bi-directional communications protocol for use in DMX512 control systems, it is the new open standard for DMX512 device configuration and status monitoring.
The RDM protocol allows data packets to be inserted into a DMX512 data stream without adversely affecting existing non-RDM equipment. By using a special „Start Code," and by complying with the timing specifications for DMX512, the RDM protocol allows a console or dedicated RDM controller to send commands to and receive messages from specific moving lights.
RDM allows explicit commands to be sent to a device and responses to be received from it.
The list of commands for ROBIN SVB1 is the following.

| Parameter ID | Discovery command | SET command | GET command |
|---|---|---|---|
| DISC_UNIQUE_BRANCH | * | | |
| DISC_MUTE | * | | |
| DISC_UN_MUTE | * | | |
| DEVICE_INFO | | | * |
| SUPPORTED_PARAMETERS | | | * |
| SOFTWARE_VERSION_LABEL | | | * |
| DMX_START_ADDRESS | | * | * |
| IDENTIFY_DEVICE | | * | * |
| DEVICE_MODEL_DESCRIPTION | | | * |
| MANUFACTURER_LABEL | | | * |
| DEVICE_LABEL | | * | * |
| SENSOR_DEFINITION | | | * |
| SENSOR_VALUE | | | * |
| DISPLAY_INVERT | | * | * |
| DISPLAY_LEVEL | | * | * |
| PAN_INVERT | | * | * |
| TILT_INVERT | | * | * |
| DEVICE_RESET | | * | |
| DMX_PERSONALITY | | * | * |
| DMX_PERSONALITY_DESCRIPTION | | | * |
| STATUS_MESSAGES | | | * |
| STATUS_ID_DESCRIPTION | | | * |
| DEVICE_HOURS | | | * |
| PARAMETER_DESCRIPTION | | | * |
| ROBE_DMX_INPUT | | * | * |
| ROBE_WIRELESS_UNLINK | | * | |

RDM model ID for the Robin SVB1 is 0x014d.

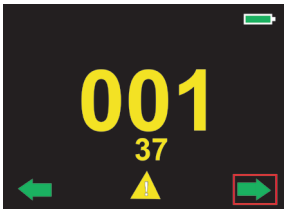
# 9. Robe Ethernet Access Portal (REAP)

The REAP allows you to display on your computer information about some fixture settings, operating conditions (e.g. temperature in the fixture) and error messages which were generated during fixture operation.
Your computer needs to be connected to the fixture(s) through the means of Ethernet wired network and a network switch.
The Ethernet network connection (Local LAN) typically needs to be set to 2.x.x.x address, assuming that no other computer on the network contains such an address while keeping all ROBE fixtures in default IP settings.

For more information about REAP options, computer and fixture settings please see the REAP user manual at https://www.robe.cz/res/downloads/user_manuals/User_manual_REAP.pdf.

# 10. Error and information messages

Error in the fixture is signalled by the yellow warning icon at the bottom line of the screen:




Touch the warning icon to display error messages.

**List of error and information messages:**

### Pan Error 1
Mechanical end of the pan track was not detected.

### Pan Error 2
Pan sensor error.

### Pan Error 3
Pan feedback error.

### P/T Blackout Active
Light output from the fixture was closed. This blackout was enforced by the following effect: pan or tilt.

### Pan Reset Active
Pan reset is in progress and has not been fished yet.

### Tilt Error 1
Mechanical end of the tilt track was not detected.

### Tilt Error 2
Tilt sensor error.

### Tilt Error 3
Tilt feedback error.

### Tilt Reset Active
Tilt reset is in progress and has not been fished yet.

### Zoom Error 1
Impact to the mechanical end of the zoom track was not detected.

### Zoom Error 4
Incorrect detection of a zoom track. Impact to a mechanical obstruction was detected within running of the zoom.

### F/Z Blackout Active
Light output from the fixture was closed. This blackout was enforced by the following effect: zoom.

### Zoom Reset Active
Zoom reset is in progress and has not been fished yet.

### Recharge The battery
The battery on the display board needs to be charged. Let the fixture on for cca 6 hrs.

### Clean Air Filter
The message informs that the item "Elapsed Time" in the "Fixture Information" menu is at 0 value. Clean air filter in the fixture base and reset this counter.

**Copy lib to backup failed.**
As long as there is no other update error with some of the processors (on the display or in the Robe Toolkit), the update went through OK, but after the update, a backup of the update file has failed.
To fix it, try to power cycle the fixture. If no help, check SD card state (tab Personality --> Memory Tools --> SD Card -> SD State). Repeat fixture update and try to power cycle the fixture.
As a last attempt , format the SD card and repeat fixture update.

**Backup actual lib failed**
An error while backing up the update file (.lib), check SD card state (tab Personality --> Memory Tools --> SD Card -> SD State), try to power cycle the fixture.

**Unpacking new lib failed**
Check the update file (lib), repeat fixture update.

**Open actual lib failed**
An error in the update file (.lib) saved on the SD card or SD card error. Check SD card state (tab Personality --> Memory Tools --> SD Card -> SD State), try to power cycle the fixture.

**Update lib failed**
An error while moving the update file (.lib) in folders on SD card, check SD card state (tab Personality --> Memory Tools --> SD Card -> SD State), try to power cycle the fixture.

**Display flashing failed**
An error occurred while updating the display. Try to power cycle the fixture and repeat update.

**New lib-wrong device model ID**
The update file is corrupted or does not match type of fixture. Check the update and repeat fixture update.

**Backup actual bin in ext. flash is invalid**
Backup of binary file in memory is corrupted. Try to power cycle the fixture, if that did not help, update the fixture on the latest version.

**Loaded backup from ext flash**
Software update failed, binary backup loaded from external storage. Try to power cycle the fixture, if that did not help, try to update the fixture again.

**Flashing failed**
Software update failed, check the library file (.lib), power cycle the fixture and try to software update again.

**Backup bin check failed**
Backup of binary file in external memory is damaged. Power cycle the fixture, if that did not help, try to update the fixture on the latest version.

**HW version error**
Wrong update file (.lib), badly generated update file or the update file is not intended for the HW version of the fixture.

The following error messages apply to individual PCBs of functional modules (e.g. M - Pan/Tilt PCB, see the tab "Information", menu Software Version") which do not communicate..
The number in brackets indicates order of the module in the Toolkit during software upgrade.
If any of these error messages will appear on the display, try to switch off/on the fixture or perform software update.
If the error message still appears on display, change the corresponding PCB.
**PCB M(3) response lost**
**PCB DR(4) response lost**
**PCB L1(5) response lost**
**PCB L2(6) response lost**

# 11. Technical Specifications

**Electrical**

Power supply: electronic auto-ranging
Input voltage range: 100-240V, 50-60Hz
Fuse: T 5A/250V ~
Max. power consumption: 370W (power factor 0.97)
Max. inrush current: 40A peak @ 240VAC, cold start
Mains output: max. 12A

**Source**

Light source: 7 RGBW multichips + white strobe LEDs in middle pixel
LED life expectancy: min. 50.000 hours
Typical lumen maintenance: : L70/B50 @ 50.000 hours

**Optical System**

Robe's proprietary optical design
Zoom range: 3.8° - 50°

**Virtual colour wheel**

66 pre-programmed colours
Rainbow effect with in both directions with variable speed

**CTO**

Variable CTO 2700K-8000K
Pre-programmed whites 2.700K, 3.200K, 4.200K, 5.600K and 8.000K
Halogen lamp effect at whites 2700K-4200K

**Strobe**

Strobe effect with variable speed (0.3 - 20Hz)
Random strobe pulse effect with variable speed
Opening/closing pulse effect with variable speed

**Dimmer**

Smooth dimmer from 0 - 100 %

**Pan/Tilt**

Pan movement range 540° with continuous rotation control
Tilt movement range 360° with continuous rotation control
16 bit movement resolution
Automatic Pan/Tilt position correction
Remotely controllable speed of pan/tilt movement

**Control**

Graphic screen for fixture setting and addressing
Readout fixture usage, receiving DMX values, temperatures, etc
Built-in analyzer for easy fault finding, error messages
REAP™ - Robe Ethernet Access Portal
Supported protocols: USITT DMX 512, RDM, MANet, sACN, KlingNet
4 DMX modes (32, 59, 51, 63 control channels)

**External Wireless DMX/RDM module (optional)**

Compliance with USITT DMX-512 (1986 & 1990) and 512-A
Full DMX fidelity and frame integrity
Auto sensing of DMX frame rate and frame size
<5ms DMX latency
Operational frequency range of 2402-2480 MHz

**Max. number of fixtures in Ethernet IN/Out line (EP version only)**

8

**Connection**

DMX data in/out: Locking 5-pin XLR
Ethernet In: 1 x RJ 45
Ethernet In/Out: 2 x RJ 45 (Robin SVB1 EP only)
Power IN: Neutrik powerCON TRUE1
Power OUT: Neutrik powerCON TRUE1

**Rigging**

Mounting points: one pairs of 1/4-turn locks
Mounting horizontally or vertically via Omega bracket

**Temperatures**

Ambient operating temperature range : +45°/-5°C
Maximum housing temperature : 75° C

**Distances**

Min. distance from flammable surfaces: 0.4 m
Min. distance of illuminated objects: 1 m

**Total heat dissipation**

max. 947 BTU/h (calculated)

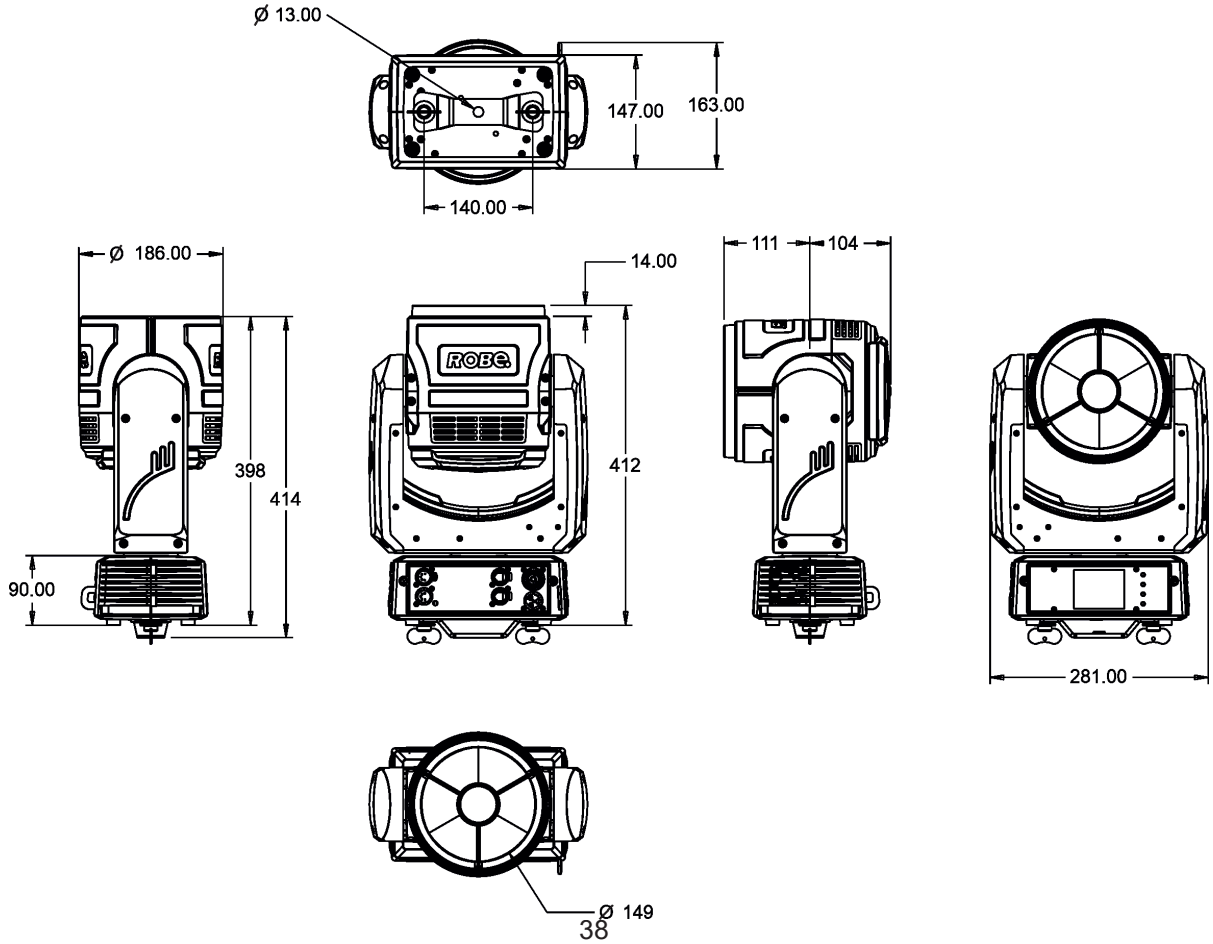
**Ingress protection rating**

IP20

**Weight**

7.2 kg (15,87 lb)

**Dimensions (mm)**



**Accessories**

1 x Omega adaptor CL-regular (P/N 99010420)
1 x user manual

**Optional accessories**

(P/N 10980127) ROBE Wireless DMX external module
(P/N 1305 2405) Mains Cable PowerCon In TRUE1/Schuko, 2m, indoor
(P/N 1305 2406) Mains Cable PowerCon In TRUE1/US, 2m, indoor
(P/N 1305 2407) Mains Cable PowerCon In TRUE1/open ended, 2m, indoor
(P/N 13052445) Mains Cable PowerCon In TRUE1/CEE 16A, 2m, indoor
(P/N 1305 2439) Daisy Chain PowerCon TRUE1 In/Out, EU, 2m, indoor
(P/N 1305 2440) Daisy Chain PowerCon TRUE1 In/Out, US, 2m, indoor
(P/N 13052444) Daisy Chain PowerCon TRUE1 In/Out, EU, 5m, indoor
(P/N 17030386) Doughty Trigger Clamp
(P/N 99011963) Safety wire 36 kg
(P/N 10981141) SVB1 4Bar

# 12. Maintenance and cleaning

It is absolutely essential that the fixture is kept clean and that dust, dirt and smoke-fluid residues must not build up on or within the fixture. Otherwise, the fixture‘s light output will be significantly reduced. Regular cleaning will not only ensure the maximum light output, but will also allow the fixture to function reliably throughout its life. A soft lint-free cloth moistened with any weak detergent solution is recommended for cleaning fixture´s covers, under no circumstances should alcohol or solvents be used!

***DANGER !***
***Disconnect from the mains before starting any maintenance and cleaning work***

The interior of the fixture should be cleaned at least annually using a vacuum cleaner or compressed air. The cooling fans should be cleaned at least twice a year.

**Important! Never use alcohols (ethanol, methanol, isopropyl alcohol), acetone and another aggressive solvents for cleaning the front lens array. Do not immerse lenses in liquid (e.g. water) during cleaning.**

Recommended steps for cleaning the LED lens array:
1. Use low-pressure compressed air to remove coarse dust from lenses.
2. Use distilled water with weak detergent solution and lint-free small cloth for further cleaning of lenses.
3. Use an antistatic, alcohol-free screen cleaner (we recommend the Lyreco Screen Cleaner) and polish lenses until they are dry.
4. Check the lenses are dry before reapplying power.

Note: potential foggy front lens array does not influence function of the fixture and does not subject to complaint.

Periodically clean the air filter placed in the fixture base. Use a vacuum cleaner, compressed air or you can wash them and put back dry.

The guide rods of zoom module should be lubricated monthly (or according to the current situation of movement of zoom module). Use a suitable lubricant (e.g. oil Aronix /100ml/, P/N 90031114). For helixes of motors use lubricant Molykote G-N Plus, 100g (P/N 90031147).

More complicated maintenance and service operations are only to be carried out by authorized distributors.

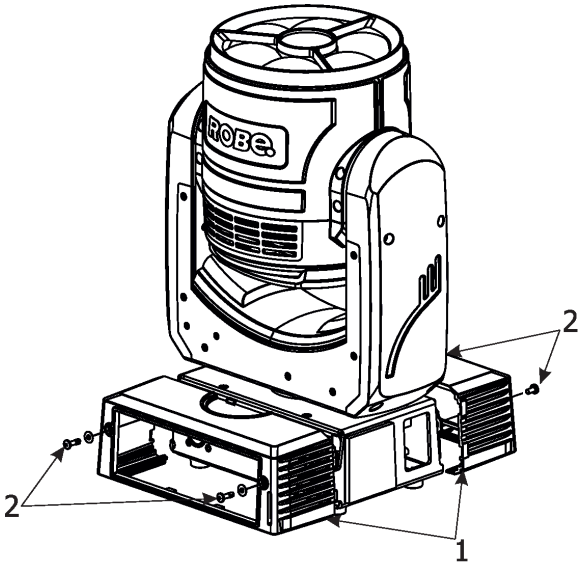
## 12.1 Checking plastic parts of the fixture

The plastic parts of the fixture should be checked for damages and beginning cracks at least every two months. If hint of a crack is found on some plastic part, do not use the fixture until the damaged part will be replaced. Cracks or another damages of the plastic parts can be caused by the fixture transportation or manipulation and also ageing process may influence plastic materials.
This checking is necessary for both fixed installations and preparing fixtures for renting. Any free moving parts inside of the fixture or any cracked plastic not sitting properly in place need to be immediately replaced.

## 12.2 Replacing the fuse

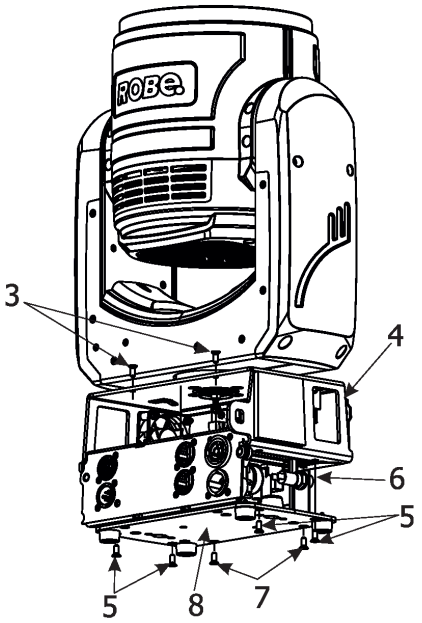
**Before replacing the fuse, unplug mains lead!**

1. Remove both plastic covers (1) of the base by unscrewing two fastening screws (2) on each cover.

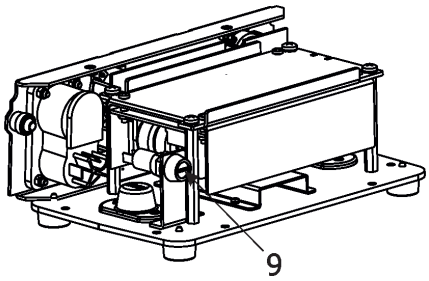



2. Unscrew four screws (3) on the top chassis (4). Lay down the fixture and unscrew four screws (5) on the bottom plate (8) to push out inside module of the base.

3. Unscrew two screws (7) on the bottom plate to remove rear panel of the fixture (6).



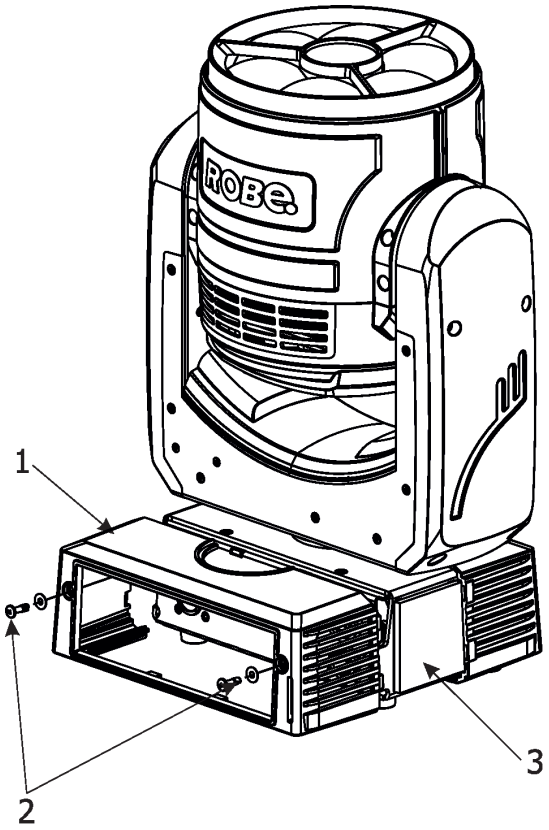

4. Now you have access to the fuse holder (9) in the inside module of the base.
5. Remove the old fuse from the fuse holder.
6.Replace the fuse in the fuse holder by a fuse of the same type and rating only.
7. Assemble the base of the fixture.



## 12.3 Cleaning of the air filtr

**Before cleaning the air filter, unplug mains lead!**

1. Remove the front plastic cover of the base (1) by unscrewing two fastening screws (2) on the cover.




2. Clean the air filter (3) placed in the base. Use a vacuum cleaner, compressed air or you can wash it and put back dry.

3. Place the base cover back and fasten it by means of two screws (2).
   After replacing the air filter, reset the elapsed time counter in the menu Information.

# 13. ChangeLog

This section summarizes changes in the user manual.

| Version of the manual | Date of issue | Description of changes |
|---|---|---|
| 1.1 | 04/03/2025 | Pixel mirror added, Zoom calibration added |
| 1.2 | 05/05/2025 | Tab Stand-alone added |
| 1.3 | 03/09/2025 | Technical specifications changed |
| 1.4 | 04/02/2026 | CTO calibration added |
| 1.5 | 10/06/2026 | New error messages added |

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*Made in ROBE Lighting s.r.o., Palackého 416, 757 01 Valašské Meziříčí, Czech Republic*

# Robin SVB1 - DMX protocol

Version: 2.0 Mode 1-Wash mode, Mode 2- Wash + pixels
Mode 3- Pixel mode, Mode 4-Strobe mode + ScreenPix

**Quick overview of default DMX values for each channel and mode**

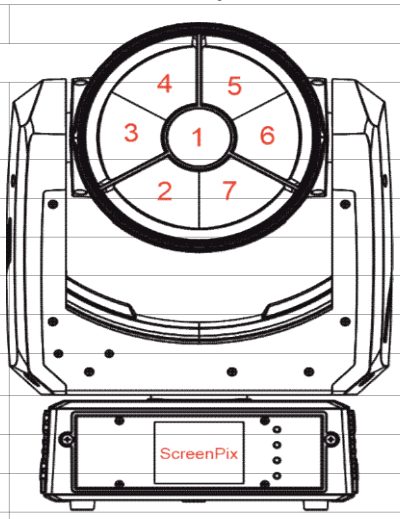
| Mode/channel | | | | Default DMX value | | | | Note | Function |
|---|---|---|---|---|---|---|---|---|---|
| M.1 | M.2 | M.3 | M.4 | M. 1 | M.2 | M.3 | M.4 | | |
| 1 | 1 | 1 | 1 | 128 | 128 | 128 | 128 | | Pan (8 bit) |
| 2 | 2 | 2 | 2 | 0 | 0 | 0 | 0 | | Pan fine (16 bit) |
| 3 | 3 | 3 | 3 | 128 | 128 | 128 | 128 | | Tilt (8 bit) |
| 4 | 4 | 4 | 4 | 0 | 0 | 0 | 0 | | Tilt fine (16 bit) |
| 5 | 5 | 5 | 5 | 0 | 0 | 0 | 0 | | Pan control |
| 6 | 6 | 6 | 6 | 0 | 0 | 0 | 0 | | Tilt control |
| 7 | 7 | 7 | 7 | 0 | 0 | 0 | 0 | | Pan/Tilt speed, Pan/Tilt time |
| 8 | 8 | 8 | 8 | 0 | 0 | 0 | 0 | | Power/Special functions |
| 9 | 9 | 9 | 9 | 10 | 10 | 10 | 10 | | LED frequency selection |
| 10 | 10 | 10 | 10 | 128 | 128 | 128 | 128 | | LED frequency fine adjusting |
| 11 | 11 | 11 | 11 | 0 | 0 | 0 | 0 | | CTO - all pixels |
| 12 | 12 | 12 | 12 | 128 | 128 | 128 | 128 | | Green correction -all pixels |
| 13 | 13 | 13 | 13 | 0 | 0 | 0 | 0 | | Pattern effects |
| 14 | 14 | 14 | 14 | 45 | 45 | 45 | 45 | | Colour mix control |
| 15 | 15 | 15 | 15 | 0 | 0 | 0 | 0 | | Virtual colour wheel-all pixels |
| 16 | 16 | 16 | 16 | 128 | 128 | 128 | 128 | | Zoom(8 bit) |
| 17 | 17 | 17 | 17 | 0 | 0 | 0 | 0 | | Zoom fine (16 bit) |
| 18 | 18 | 18 | 18 | 32 | 32 | 32 | 32 | | Shutter/ strobe -all RGBW LEDs (without white strobe LEDs) |
| 19 | 19 | 19 | 19 | 0 | 0 | 0 | 0 | | Dimmer intensity (8 bit) -all RGBW LEDs (without white strobe LEDs) |
| 20 | 20 | 20 | 20 | 0 | 0 | 0 | 0 | | Dimmer intensity fine (16 bit) -all RGBW LEDs (without white strobe LEDs) |
| 21 | 21 | 21 | 21 | 32 | 32 | 32 | 32 | | Shutter/ strobe - White strobe LEDs |
| 22 | 22 | 22 | 22 | 0 | 0 | 0 | 0 | | Dimmer intensity (8 bit)- White strobe LEDs |
| 23 | 23 | 23 | 23 | 0 | 0 | 0 | 0 | | Dimmer intensity (16 bit) - White strobe LEDs |
| 24 | * | * | * | 0 | * | * | * | | Dimmer intensity (8 bit)- center RGBW LED |
| 25 | 24 | * | 24 | 255/0 | 0/255 | * | 0/255 | 1 | Red/Cyan (8 bit)- all pixels |
| 26 | 25 | * | 25 | 255/0 | 0/255 | * | 0/255 | 1 | Red/Cyan fine (16 bit)-all pixels |
| 27 | 26 | * | 26 | 255/0 | 0/255 | * | 0/255 | 1 | Green/Magenta (8 bit)-all pixels |
| 28 | 27 | * | 27 | 255/0 | 0/255 | * | 0/255 | 1 | Green/Magenta fine (16 bit)-all pixels |
| 29 | 28 | * | 28 | 255/0 | 0/255 | * | 0/255 | 1 | Blue/Yellow (8 bit)-all pixels |
| 30 | 29 | * | 29 | 255/0 | 0/255 | * | 0/255 | 1 | Blue/Yellow fine (16 bit) all pixels |
| 31 | 30 | * | 30 | 255/0 | 0/255 | * | 0/255 | 1 | White (8 bit)- all pixels |
| 32 | 31 | * | 31 | 255/0 | 0/255 | * | 0/255 | 1 | White fine (16 bit)-all pixels |
| * | 32 | 24 | 32 | * | 0 | 255 | 0 | | Red pixel 1 |
| * | 33 | 25 | 33 | * | 0 | 255 | 0 | | Green pixel 1 |
| * | 34 | 26 | 34 | * | 0 | 255 | 0 | | Blue pixel 1 |
| * | 35 | 27 | 35 | * | 0 | 255 | 0 | | White pixel 1 |
| * | 36 | 28 | 36 | * | 0 | 255 | 0 | | Red pixel 2 |
| * | 37 | 29 | 37 | * | 0 | 255 | 0 | | Green pixel 2 |
| * | 38 | 30 | 38 | * | 0 | 255 | 0 | | Blue pixel 2 |
| * | 39 | 31 | 39 | * | 0 | 255 | 0 | | White pixel 2 |
| : | : | : | : | : | : | : | : | | : |
| * | 52 | 44 | 52 | * | 0 | 255 | 0 | | Red pixel 6 |
| * | 53 | 45 | 53 | * | 0 | 255 | 0 | | Green pixel 6 |

| Mode/channel | | | | Default DMX value | | | | Note | Function |
|---|---|---|---|---|---|---|---|---|---|
| M.1 | M.2 | M.3 | M.4 | M. 1 | M.2 | M.3 | M.4 | | |
| * | 54 | 46 | 54 | * | 0 | 255 | 0 | | Blue pixel 6 |
| * | 55 | 47 | 55 | * | 0 | 255 | 0 | | White pixel 6 |
| * | 56 | 48 | 56 | * | 0 | 255 | 0 | | Red pixel 7 |
| * | 57 | 49 | 57 | * | 0 | 255 | 0 | | Green pixel 7 |
| * | 58 | 50 | 58 | * | 0 | 255 | 0 | | Blue pixel 7 |
| * | 59 | 51 | 59 | * | 0 | 255 | 0 | | White pixel 7 |
| * | * | * | 60 | * | * | * | 255 | | ScreenPix Red - background |
| * | * | * | 61 | * | * | * | 255 | | ScreenPix Green - background |
| * | * | * | 62 | * | * | * | 255 | | ScreenPix Blue - background |
| * | * | * | 63 | * | * | * | 0 | | ScreenPix Effect selection |
| * | * | * | 64 | * | * | * | 128 | | Effect movement speed and direction |
| * | * | * | 65 | * | * | * | 1 | | ScreenPix Effect colour selection |
| * | * | * | 66 | * | * | * | 127 | | ScreenPix Dimmer and Shutter - background |

Note 1 Mode 1 (Default value: 255 - RGBW mode, 0-CMY mode)

Mode 3 (Default value: 0 - RGBW mode, 255 - CMY mode)

**Order of pixels**




Head position:
Pan=128 DMX
Tilt=226 DMX

## ROBIN SVB1 - DMX protocol

Version: 2.0 Mode 1-Wash mode, Mode 2- Wash + pixels, Mode 3- Pixel mode, Mode 4-Strobe mode + ScreenPix

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| **1** | **1** | **1** | **1** | | **Pan (8 bit)** | |
| | | | | 0 - 255 | Pan movement by 540°/360° | proportional |
| **2** | **2** | **2** | **2** | | **Pan Fine (16 bit)** | |
| | | | | 0 - 255 | Fine control of pan movement | proportional |
| **3** | **3** | **3** | **3** | | **Tilt (8 bit)** | |
| | | | | 0 - 255 | Tilt movement by 360° | proportional |
| **4** | **4** | **4** | **4** | | **Tilt fine (16 bit)** | |
| | | | | 0 - 255 | Fine control of tilt movement | proportional |
| **5** | **5** | **5** | **5** | | **Pan control*** | |
| | | | | 0 | Pan range 540°, shortcut Off | step |
| | | | | 1 | Pan range 360°, shortcut On | step |
| | | | | 2-127 | No function (Pan range 540°, shortcut Off) | |
| | | | | 128-189 | Continuous rotation fast -> slow , Forwards | proportional |
| | | | | 190-193 | Stop rotation | step |
| | | | | 194-255 | Continuous rotation slow -> fast , Backwards | proportional |
| **6** | **6** | **6** | **6** | | **Tilt control*** | |
| | | | | 0 | Tilt range 360°, Shortcut Off | step |
| | | | | 1 | Tilt range 360°, Shortcut On | step |
| | | | | 2-127 | No function (Tilt range 360°, Shortcut Off) | |
| | | | | 128-189 | Continuous rotation fast -> slow , Forwards | proportional |
| | | | | 190-193 | Stop rotation | step |
| | | | | 194-255 | Continuous rotation slow -> fast , Backwards | proportional |
| **7** | **7** | **7** | **7** | | **Pan/Tilt speed , Pan/Tilt time** | |
| | | | | 0 | Standard mode | step |
| | | | | 1 | Max. Speed Mode | step |
| | | | | | ***Pan/Tilt speed mode*** | |
| | | | | 2 - 255 | Speed from max. to min. | proportional |
| | | | | | ***Pan/Tilt time mode*** | |
| | | | | 2 - 255 | Time from 0.2 s to 25.5 sec. | proportional |
| **8** | **8** | **8** | **8** | | **Power/Special functions** | |
| | | | | 0 -19 | Reserved | |
| | | | | | *To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. („Shutter,Strobe-all RGBW LEDs" channel 18 must be at range: 0-31 DMX). Corresponding menu items are temporarily overriden.* | |
| | | | | 20-21 | Display: On | step |
| | | | | 22-23 | Display: Off | step |
| | | | | 24-25 | Colour mixing mode: RGBW | step |
| | | | | 26-27 | Colour mixing mode: CMY | step |
| | | | | 28-29 | Pan/Tilt mode: Speed | step |
| | | | | 30-31 | Pan/Tilt mode: Time | step |
| | | | | 32-33 | Blackout while pan/tilt moving | step |
| | | | | 34-35 | Disabled blackout while pan/tilt moving | step |
| | | | | 36-37 | Dimmer curve: Square law | step |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 38-39 | Dimmer curve: Linear | step |
| | | | | 40-49 | Reserved | |
| | | | | 50-51 | Fans mode: Auto | step |
| | | | | 52-53 | Fans mode: High | step |
| | | | | 54-55 | White point 8000K: On | step |
| | | | | 56-57 | White point 8000K: Off | step |
| | | | | 58-59 | ScreenPix: On (Channels 60-66 are activated) | step |
| | | | | 60-61 | ScreenPix: Off (channels 60-66 are deactivated) | step |
| | | | | 62-63 | ScreenPix synchronization: On (ScreenPix utilizes colours from channels 24-31) | step |
| | | | | 64-65 | ScreenPix synchronization: Off | step |
| | | | | 66-125 | Reserved | |
| | | | | 126-127 | Center pixel full intensity | step |
| | | | | 128-129 | Center pixel intensity blend (fixture default) | step |
| | | | | | *To activate following functions, stop in DMX value for at least 3 seconds.* | |
| | | | | 130-131 | Total fixture reset | step |
| | | | | 132-133 | Pan/Tilt reset | step |
| | | | | 134-135 | Zoom reset | step |
| | | | | 136-140 | Reserved | |
| | | | | | *Tungsten effect simulution for whites 2700K and 3200K. In the Tungsten effect simulation the Dimmer channel imitates behaviour of the halogen lamp during dimming* | |
| | | | | 141-142 | Tungsten effect simulation (750W) On | step |
| | | | | 143-144 | Tungsten effect simulation (1000W) On | step |
| | | | | 145-146 | Tungsten effect simulation (1200W) On | step |
| | | | | 147-148 | Tungsten effect simulation (2000W) On | step |
| | | | | 149-150 | Tungsten effect simulation (2500W) On | step |
| | | | | 151-152 | Tungsten effect simulation Off | step |
| | | | | 153-154 | Standard CTC range (8000 K-2700 K) | step |
| | | | | 155-156 | Extended CTC range (10000 K-1800 K) | step |
| | | | | 157-162 | Pixel index | proportional |
| | | | | 163-164 | Pixel mirror On | step |
| | | | | 165-166 | Pixel mirror Off | step |
| | | | | 167-168 | Save Pixel index and mirror to fixture | step |
| | | | | 169-233 | Reserved | |
| | | | | 234-235 | RoboSpot enabled | step |
| | | | | 236-237 | RoboSpot disabled - except handle faders and pan/tilt | step |
| | | | | 238-239 | RoboSpot fully disabled | step |
| | | | | 240 | Disabled Fans Quiet mode | step |
| | | | | 241-255 | Fans mode: Quiet - fans noise control from min. to max. | proportional |
| **9** | **9** | **9** | **9** | | **LED frequency selection** | |
| | | | | | Factory display menu setting: 600Hz | |
| | | | | | *can be fine adjusted in 127 steps up/down around selected PWM* | |
| | | | | 0-4 | PWM frequency from Display menu (fixture utilizes PWM | step |
| | | | | | frequency set in the display menu item Frequency Setup). | |
| | | | | 5-9 | 300 Hz | step |
| | | | | 10-14 | 600 Hz | step |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 15-19 | 1200 Hz | step |
| | | | | 20-24 | 2400 Hz | step |
| | | | | 25-29 | High | step |
| | | | | 30-255 | Reserved (fixture utilizes PWM frequency set in the display menu item | |
| | | | | | Frequency Setup). | |
| **10** | **10** | **10** | **10** | | **LED frequency fine adjusting** | |
| | | | | | Factory display menu setting: 600Hz | |
| | | | | | *Select desired PWM output frequency of LEDs on the channel above.* | |
| | | | | 0-1 | Selected LED Frequency | step |
| | | | | 2 | LED Frequency (step -126) | step |
| | | | | 3 | LED Frequency (step -125) | step |
| | | | | 4 | LED Frequency (step -124) | step |
| | | | | : | | |
| | | | | 125 | LED Frequency (step -3) | step |
| | | | | 126 | LED Frequency (step -2) | step |
| | | | | 127 | LED Frequency (step -1) | step |
| | | | | 128 | Selected LED Frequency | step |
| | | | | 129 | LED Frequency (step +1) | step |
| | | | | 130 | LED Frequency (step +2) | step |
| | | | | 131 | LED Frequency (step +3) | step |
| | | | | : | | |
| | | | | 252 | LED Frequency (step +124) | step |
| | | | | 253 | LED Frequency (step +125) | step |
| | | | | 254 | LED Frequency (step +126) | step |
| | | | | 255 | Selected LED Frequency | step |
| **11** | **11** | **11** | **11** | | **CTC - all pixels** | |
| | | | | | *Standard CTC range (8000 K-2700 K) - it is a default setting in a display menu* | |
| | | | | 0 | 8000 K | step |
| | | | | 1-63 | Colour temperature changing 7962 K ->5638 K (38 K /1 DMX) | proportional |
| | | | | 64 | 5600 K | step |
| | | | | 65-127 | Colour temperature changing 5578K ->4222 K (22 K/1 DMX) | proportional |
| | | | | 128 | 4200 K | step |
| | | | | 129-191 | Colour temperature changing 4184 K ->3216 K (16 K/1 DMX) | proportional |
| | | | | 192 | 3200 K | step |
| | | | | 193-254 | Colour temperature changing 3192 K ->2708 K (8 K/1 DMX) | proportional |
| | | | | 255 | 2700 K | step |
| | | | | | *Extended CTC range (10000 K-1800 K)* | |
| | | | | 0 | 10 000 K | step |
| | | | | 1-39 | Colour temperature changing 9950 K ->8050 K (50 K /1 DMX) | proportional |
| | | | | 40 | 8000 K | step |
| | | | | 41-99 | Colour temperature changing 7960 K ->5640 K (40 K/1 DMX) | proportional |
| | | | | 100 | 5600 K | step |
| | | | | 101-149 | Colour temperature changing 5572 K ->4228 K (28 K/1 DMX) | proportional |
| | | | | 150 | 4200 K | step |
| | | | | 151-189 | Colour temperature changing 4175 K ->3225 K (25 K/1 DMX) | proportional |
| | | | | 190 | 3200 K | step |
| | | | | 191-209 | Colour temperature changing 3175 K ->2725 K (25K /1 DMX) | proportional |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 210 | 2700K | step |
| | | | | 211-254 | Colour temperature changing 2680 K ->1820 K (20K /1 DMX) | proportional |
| | | | | 255 | 1800K | step |
| **12** | **12** | **12** | **12** | | **Green correction - all Pixels** | |
| | | | | 0 | Uncorrected white | step |
| | | | | 1-127 | Minus green --> uncorrected white | proportional |
| | | | | 128 | Uncorrected white | step |
| | | | | 129-255 | Uncorrected white --> Plus green | proportional |
| **13** | **13** | **13** | **13** | | **Pattern effects** | |
| | | | | 0 | No pattern | step |
| | | | | 1-4 | Pattern 1 | proportional |
| | | | | 5-8 | Pattern 2 | proportional |
| | | | | 9-12 | Pattern 3 | proportional |
| | | | | 13-16 | Pattern 4 | proportional |
| | | | | 17-20 | Pattern 5 | proportional |
| | | | | 21-24 | Pattern 6 | proportional |
| | | | | 25-28 | Pattern 7 | proportional |
| | | | | 29-32 | Pattern 8 | proportional |
| | | | | 33-36 | Pattern 9 | proportional |
| | | | | 37-40 | Pattern 10 | proportional |
| | | | | 41-44 | Pattern 11 | proportional |
| | | | | 45-48 | Pattern 12 | proportional |
| | | | | 49-52 | Pattern 13 | proportional |
| | | | | 53-56 | Pattern 14 | proportional |
| | | | | 57-60 | Pattern 15 | proportional |
| | | | | 61-64 | Pattern 16 | proportional |
| | | | | 65-68 | Pattern 17 | proportional |
| | | | | 69-72 | Pattern 18 | proportional |
| | | | | 73-76 | Pattern 19 | proportional |
| | | | | 77-80 | Pattern 20 | proportional |
| | | | | 81-84 | Pattern 21 | proportional |
| | | | | 85-88 | Pattern 22 | proportional |
| | | | | 89-92 | Pattern 23 | proportional |
| | | | | 93-96 | Colour pattern 24 | proportional |
| | | | | 97-100 | Colour pattern 25 | proportional |
| | | | | 101-104 | Colour pattern 26 | proportional |
| | | | | 105-108 | Colour pattern 27 | proportional |
| | | | | 109-112 | Colour pattern 28 | proportional |
| | | | | 113-116 | Colour pattern 29 | proportional |
| | | | | 117-120 | Colour pattern 30 | proportional |
| | | | | 121-124 | Colour pattern 31 | proportional |
| | | | | 125-128 | Colour pattern 32 | proportional |
| | | | | 129-132 | Colour pattern 33 | proportional |
| | | | | 133-255 | Reserved | |
| **14** | **14** | **14** | **14** | | **Colour Mix control** | |
| | | | | | *The channel defines relation between color channels and pixel channels* | |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | | *Global = Global Colours (CMY/RGBW/ colours, Virtual Colour Wheel, CTC)* | |
| | | | | | *Pixel = Pixel Colours (RGBW individual pixels, patterns)* | |
| | | | | 0-9 | Global colours (Global has priority) | step |
| | | | | 10-19 | Maximum mode (highest values have priority) | step |
| | | | | 20-29 | Minimum mode (lowest values have priority) | step |
| | | | | 30-39 | Multiply mode (multiply Global and Pixel) | step |
| | | | | 40-49 | Addition mode (Global + Pixel) | step |
| | | | | 50-59 | Subtraction mode (Global – Pixel) | step |
| | | | | 60-69 | Inverted Subtraction mode (Pixel – Global) | step |
| | | | | 70-127 | Raw DMX | proportional |
| | | | | 128 | Global colours only (Global has priority) | step |
| | | | | 129-254 | Crossfade (crossfade between Global and Pixel) | proportional |
| | | | | 255 | Pixel colours (Pixel has priority) | step |
| **15** | **15** | **15** | **15** | | **Virtual colour wheel - all pixels** | |
| | | | | 0 | No function | step |
| | | | | 1-2 | Filter 4 (Medium Bastard Amber) | step |
| | | | | 3-4 | Filter 25 (Sunset Red) | step |
| | | | | 5-6 | Filter 19 (Fire) | step |
| | | | | 7-8 | Filter 26 (Bright Red) | step |
| | | | | 9-10 | Filter 58 (Lavender) | step |
| | | | | 11-12 | Filter 68 (Sky Blue) | step |
| | | | | 13-14 | Filter 36 (Medium Pink) | step |
| | | | | 15-16 | Filter 89 (Moss Green) | step |
| | | | | 17-18 | Filter 88 (Lime Green) | step |
| | | | | 19-20 | Filter 90 (Dark Yellow Green) | step |
| | | | | 21-22 | Filter 49 (Medium Purple) | step |
| | | | | 23-24 | Filter 52 (Light Lavender) | step |
| | | | | 25-26 | Filter 102 (Light Amber) | step |
| | | | | 27-28 | Filter 103 (Straw) | step |
| | | | | 29-30 | Filter 140 (Summer Blue) | step |
| | | | | 31-32 | Filter 124 (Dark Green) | step |
| | | | | 33-34 | Filter 106 (Primary Red) | step |
| | | | | 35-36 | Filter 111 (Dark Pink) | step |
| | | | | 37-38 | Filter 115 (Peacock Blue) | step |
| | | | | 39-40 | Filter 126 (Mauve) | step |
| | | | | 41-42 | Filter 117 (Steel Blue) | step |
| | | | | 43-44 | Filter 118 (Light Blue) | step |
| | | | | 45-46 | Filter 122 (Fern Green) | step |
| | | | | 47-48 | Filter 182 (Light Red) | step |
| | | | | 49-50 | Filter 121 (Filter Green) | step |
| | | | | 51-52 | Filter 128 (Bright Pink) | step |
| | | | | 53-54 | Filter 131 (Marine Blue) | step |
| | | | | 55-56 | Filter 132 (Medium Blue) | step |
| | | | | 57-58 | Filter 134 (Golden Amber) | step |
| | | | | 59-60 | Filter 135 (Deep Golden Amber) | step |
| | | | | 61-62 | Filter 136 (Pale Lavender) | step |
| | | | | 63-64 | Filter 137 (Special Lavender) | step |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 65-66 | Filter 138 (Pale Green) | step |
| | | | | 67-68 | Filter 798 (Chrysalis Pink) | step |
| | | | | 69-70 | Filter 141 (Bright Blue) | step |
| | | | | 71-72 | Filter 147 (Apricot) | step |
| | | | | 73-74 | Filter 148 (Bright Rose) | step |
| | | | | 75-76 | Filter 152 (Pale Gold) | step |
| | | | | 77-78 | Filter 154 (Pale Rose) | step |
| | | | | 79-80 | Filter 157 (Pink) | step |
| | | | | 81-82 | Filter 143 (Pale Navy Blue) | step |
| | | | | 83-84 | Filter 162 (Bastard Amber) | step |
| | | | | 85-86 | Filter 164 (Flame Red) | step |
| | | | | 87-88 | Filter 165 (Daylight Blue) | step |
| | | | | 89-90 | Filter 169 (Lilac Tint) | step |
| | | | | 91-92 | Filter 170 (Deep Lavender) | step |
| | | | | 93-94 | Filter 172 (Lagoon Blue) | step |
| | | | | 95-96 | Filter 194 (Surprise Pink) | step |
| | | | | 97-98 | Filter 180 (Dark Lavender) | step |
| | | | | 99-100 | Filter 181 (Congo Blue) | step |
| | | | | 101-102 | Filter 197 (Alice Blue) | step |
| | | | | 103-104 | Filter 201 (Full C.T. Blue) | step |
| | | | | 105-106 | Filter 202 (Half C.T. Blue) | step |
| | | | | 107-108 | Filter 203 (Quarter C.T. Blue) | step |
| | | | | 109-110 | Filter 204 (Full C.T. Orange) | step |
| | | | | 111-112 | Filter 219 (Fluorescent Green) | step |
| | | | | 113-114 | Filter 206 (Quarter C.T. Orange) | step |
| | | | | 115-116 | Filter 247 (Filter Minus Green) | step |
| | | | | 117-118 | Filter 248 (Half Minus Green) | step |
| | | | | 119-120 | Filter 281 (Three Quarter C.T. Blue) | step |
| | | | | 121-122 | Filter 285 (Three Quarter C.T. Orange) | step |
| | | | | 123-124 | Filter 352 (Glacier Blue) | step |
| | | | | 125-126 | Filter 353 (Lighter Blue) | step |
| | | | | 127-128 | Filter 507 (Madge) | step |
| | | | | 129-130 | Filter 778 (Millennium Gold) | step |
| | | | | 131-132 | Filter 793 (Vanity Fair) | step |
| | | | | 133-235 | Reserved | |
| | | | | 236-245 | Rainbow effect (with fade time) from slow-> fast | proportional |
| | | | | 246-255 | Rainbow effect (without fade time) from slow-> fast | proportional |
| **16** | **16** | **16** | **16** | | **Zoom (8bit)- all pixels** | |
| | | | | 0-255 | Zoom from max. to min.beam angle | proportional |
| **17** | **17** | **17** | **17** | | **Zoom fine (16 bit)- all pixels** | |
| | | | | 0-255 | Fine zooming | proportional |
| **18** | **18** | **18** | **18** | | **Shutter/ strobe -all RGBW LEDs (without white strobe LEDs)** | |
| | | | | 0 - 31 | Shutter closed | step |
| | | | | 32 - 63 | Shutter open | step |
| | | | | 64 - 95 | Strobe-effect from slow to fast | proportional |
| | | | | 96 - 127 | Shutter open | step |
| | | | | 128 - 143 | Opening pulse in sequences (from slow to fast) | proportional |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 144 - 159 | Closing pulse in sequences (from fast to slow) | proportional |
| | | | | 160 - 164 | Lighting (from slow to fast) | proportional |
| | | | | 165 - 169 | Spikes (from slow to fast) | proportional |
| | | | | 170 - 174 | Double flash (from slow to fast) | proportional |
| | | | | 175 - 179 | Tripple flash (from slow to fast) | proportional |
| | | | | 180 - 184 | Quad Flash (from slow to fast) | proportional |
| | | | | 185 - 191 | Burst flash Random (from slow to fast) | proportional |
| | | | | 192 - 223 | Random strobe-effect (from slow to fast) | proportional |
| | | | | 224 - 255 | Shutter open | step |
| **19** | **19** | **19** | **19** | | **Dimmer intensity (8 bit)-all RGBW LEDs (without white strobe LEDs)** | |
| | | | | 0 - 255 | Dimmer intensity from 0% to 100% | proportional |
| **20** | **20** | **20** | **20** | | **Dimmer intensity fine (16 bit) - all RGBW LEDs (without white strobe LEDs)** | |
| | | | | 0-255 | Fine dimming | proportional |
| **21** | **21** | **21** | **21** | | **Shutter/ strobe -white strobe LEDs** | |
| | | | | 0 - 31 | Shutter closed | step |
| | | | | 32 - 63 | Shutter open | step |
| | | | | 64 - 95 | Strobe-effect from slow to fast | proportional |
| | | | | 96 - 127 | Shutter open | step |
| | | | | 128 - 143 | Opening pulse in sequences (from slow to fast) | proportional |
| | | | | 144 - 159 | Closing pulse in sequences (from fast to slow) | proportional |
| | | | | 160 - 164 | Lighting (from slow to fast) | proportional |
| | | | | 165 - 169 | Spikes (from slow to fast) | proportional |
| | | | | 170 - 174 | Double flash (from slow to fast) | proportional |
| | | | | 175 - 179 | Tripple flash (from slow to fast) | proportional |
| | | | | 180 - 184 | Quad Flash (from slow to fast) | proportional |
| | | | | 185 - 191 | Burst flash Random (from slow to fast) | proportional |
| | | | | 192 - 223 | Random strobe-effect (from slow to fast) | proportional |
| | | | | 224 - 255 | Shutter open | step |
| **22** | **22** | **22** | **22** | | **Dimmer intensity (8 bit)-white strobe LEDs** | |
| | | | | 0 - 255 | Dimmer intensity from 0% to 100% | proportional |
| **23** | **23** | **23** | **23** | | **Dimmer intensity fine (16 bit) - white strobe LEDs** | |
| | | | | 0-255 | Fine dimming | proportional |
| **24** | * | * | * | | **Dimmer intensity (8 bit) - center RGBW LED** | |
| | | | | 0-255 | Dimmer intensity from 0% to 100% | proportional |
| **25** | **24** | * | **24** | | **Red/Cyan (8 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - coarse 0-100% | proportional |
| **26** | **25** | * | **25** | | **Red/Cyan fine (16 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - fine | proportional |
| **27** | **26** | * | **26** | | **Green/Magenta (8 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - coarse 0-100% | proportional |
| **28** | **27** | * | **27** | | **Green/Magenta fine (16 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - fine | proportional |
| **29** | **28** | * | **28** | | **Blue/Yellow (8 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - coarse 0-100% | proportional |
| **30** | **29** | * | **29** | | **Blue/Yellow fine (16 bit)-all pixels** | |
| | | | | 0-255 | Colour saturation control - fine | proportional |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| 31 | 30 | * | 30 | | **White (8 bit) - all pixels** | |
| | | | | | *If RGBW mode is selected:* | |
| | | | | 0-255 | Colour saturation control - coarse 0-100% | proportional |
| | | | | | *If CMY mode is selected:* | |
| | | | | 0-255 | No function | step |
| 32 | 31 | * | 31 | | **White (16 bit) - all pixels** | |
| | | | | 0-255 | Colour saturation control - fine | proportional |
| * | 32 | 24 | 32 | | **Red pixel 1** | |
| | | | | 0-255 | Red LED saturation control 0-100% | proportional |
| * | 33 | 25 | 33 | | **Green pixel 1** | |
| | | | | 0-255 | Green LED saturation control 0-100% | proportional |
| * | 34 | 26 | 34 | | **Blue pixel 1** | |
| | | | | 0-255 | Blue LED saturation control 0-100% | proportional |
| * | 35 | 27 | 35 | | **White pixel 1** | |
| | | | | 0-255 | White LED saturation control 0-100% | proportional |
| * | 36 | 28 | 36 | | **Red pixel 2** | |
| | | | | 0-255 | Red LED saturation control 0-100% | proportional |
| * | 37 | 29 | 37 | | **Green pixel 2** | |
| | | | | 0-255 | Green LED saturation control 0-100% | proportional |
| * | 38 | 30 | 38 | | **Blue pixel 2** | |
| | | | | 0-255 | Blue LED saturation control 0-100% | proportional |
| * | 39 | 31 | 39 | | **White pixel 2** | |
| | | | | 0-255 | White LED saturation control 0-100% | proportional |
| : | : | : | : | : | : | : |
| * | 52 | 44 | 52 | | **Red pixel 6** | |
| | | | | 0-255 | Red LED saturation control 0-100% | proportional |
| * | 53 | 45 | 53 | | **Green pixel 6** | |
| | | | | 0-255 | Green LED saturation control 0-100% | proportional |
| * | 54 | 46 | 54 | | **Blue pixel 6** | |
| | | | | 0-255 | Blue LED saturation control 0-100% | proportional |
| * | 55 | 47 | 55 | | **White pixel 6** | |
| | | | | 0-255 | White LED saturation control 0-100% | proportional |
| * | 56 | 48 | 56 | | **Red pixel 7** | |
| | | | | 0-255 | Red LED saturation control 0-100% | proportional |
| * | 57 | 49 | 57 | | **Green pixel 7** | |
| | | | | 0-255 | Green LED saturation control 0-100% | proportional |
| * | 58 | 50 | 58 | | **Blue pixel 7** | |
| | | | | 0-255 | Blue LED saturation control 0-100% | proportional |
| * | 59 | 51 | 59 | | **White pixel 7** | |
| | | | | 0-255 | White LED saturation control 0-100% | proportional |
| * | * | * | 60 | | **ScreenPix Red - background** | |
| | | | | 0-255 | Red display saturation control 0-100% | proportional |
| * | * | * | 61 | | **ScreenPix Green - background** | |
| | | | | 0-255 | Green display saturation control 0-100% | proportional |
| * | * | * | 62 | | **ScreenPix Blue - background** | |
| | | | | 0-255 | Blue display saturation control 0-100% | proportional |
| * | * | * | 63 | | **ScreenPix Effect selection** | |
| | | | | 0 | No effect | step |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 1 | Effect 1 | step |
| | | | | 2 | Effect 2 | step |
| | | | | 3 | Effect 3 | step |
| | | | | 4 | Effect 4 | step |
| | | | | 5 | Effect 5 | step |
| | | | | 6 | Reserved | |
| | | | | 7 | Effect 7 | step |
| | | | | 8 | Effect 8 | step |
| | | | | 9 | Reserved | |
| | | | | 10 | Effect 10 | step |
| | | | | 11 | Reserved | |
| | | | | 12 | Effect 12 | step |
| | | | | 13 | Reserved | |
| | | | | 14 | Effect 14 | step |
| | | | | 15 | Effect 15 | step |
| | | | | 16 | Effect 16 | step |
| | | | | 17 | Effect 17 | step |
| | | | | 18 | Reserved | |
| | | | | 19 | Effect 19 | step |
| | | | | 20 | Effect 20 | step |
| | | | | 21 | Effect 21 | step |
| | | | | 22 | Effect 22 | step |
| | | | | 23 | Effect 23 | step |
| | | | | 24 | Colour effect 24 | step |
| | | | | 25 | Colour effect 25 | step |
| | | | | 26 | Colour effect 26 | step |
| | | | | 27 | Colour effect 27 | step |
| | | | | 28 | Reserved | |
| | | | | 29 | Colour effect 29 | step |
| | | | | 30 | Colour effect 30 | step |
| | | | | 31 | Colour effect 31 | step |
| | | | | 32 | Reserved | |
| | | | | 33 | Colour effect 33 | step |
| | | | | 34 | Colour effect 34 | step |
| | | | | 35 | Colour effect 35 | step |
| | | | | 36 | Colour effect 36 | step |
| | | | | 37-38 | Reserved | |
| | | | | 39 | Colour effect 39 | step |
| | | | | 40 | Colour effect 40 | step |
| | | | | 41 | Colour effect 41 | step |
| | | | | 42 | Colour effect 42 | step |
| | | | | 43 | Colour effect 43 | step |
| | | | | 44 | Colour effect 44 | step |
| | | | | 45 | Colour effect 45 | step |
| | | | | 46 | Colour effect 46 | step |
| | | | | 47 | Colour effect 47 | step |
| | | | | 48 | Colour effect 48 | step |
| | | | | 49 | Colour effect 49 | step |

| Mode/channel | | | | DMX Value | Function | Type of control |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | | | |
| | | | | 50 | Colour effect 50 | step |
| | | | | 51 | Colour effect 51 | step |
| | | | | 52 | Colour effect 52 | step |
| | | | | 53 | Colour effect 53 | step |
| | | | | 54 | Colour effect 54 | step |
| | | | | 55 | Colour effect 55 | step |
| | | | | 56 | Colour effect 56 | step |
| | | | | 57-255 | Reserved | step |
| | | | **64** | | **Effect movement speed and direction** | |
| | | | | 0 | No movement | step |
| | | | | 1-127 | Effect movement from fast to slow, left to right | proportional |
| | | | | 128 | Pause - without movement | step |
| | | | | 129-255 | Effect movement from slow to fast, right to left | proportional |
| * | * | * | **65** | | **ScreenPix Effect colour selection** | |
| | | | | 0 | No colour (ScreenPix Effect light output closed) | step |
| | | | | 1-14 | White | step |
| | | | | 15 | Blue (Blue=full, Red+Green=0) | step |
| | | | | 16-54 | Red=0, Green->up, Blue =full | proportional |
| | | | | 55 | Light Blue (Red=0, Green=full, Blue =full) | step |
| | | | | 56 - 94 | Red=0, Green=full, Blue->down | proportional |
| | | | | 95 | Green (Red=0, Green=full, Blue =0) | step |
| | | | | 96 – 134 | Red->up, Green=full, Blue=0 | proportional |
| | | | | 135 | Yellow (Red=full, Green=full, Blue=0) | step |
| | | | | 136 - 174 | Red=full, Green->down, Blue=0 | proportional |
| | | | | 175 | Red(Red=full, Green=0, Blue=0 ) | step |
| | | | | 176 -214 | Red=full, Green=0, Blue->up | proportional |
| | | | | 215 | Magenta (Red=full, Green=0, Blue=full ) | step |
| | | | | 216 - 254 | Red -> down, Green=0, Blue=full | proportional |
| | | | | 255 | Blue (Red=0, Green=0, Blue=full) | step |
| * | * | * | **66** | | **Screen Pix Dimmer and Shutter - background** | |
| | | | | 0-127 | Dimmer intensity from 0% to 100% | proportional |
| | | | | 128-159 | Strobe-effect from slow to fast | proportional |
| | | | | 160-170 | Shutter open | step |
| | | | | 171-186 | Opening pulse in sequences from slow to fast | proportional |
| | | | | 187-202 | Closing pulse in sequences from fast to slow | proportional |
| | | | | 203-213 | Shutter open | step |
| | | | | 214-245 | Random strobe-effect from slow to fast | proportional |
| | | | | 246-255 | Shutter open | step |

* Max. Speed of continual Tilt rotation depends on max. speed of continual Pan rotation and vice versa

E.g. Max. Tilt speed is reduced with increasing Pan speed, and vice versa, Max. Pan speed is reduced with increasing Tilt speed

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