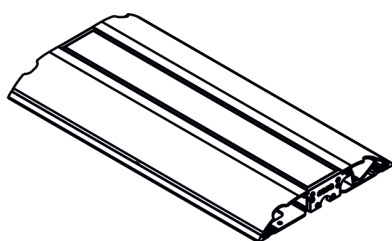
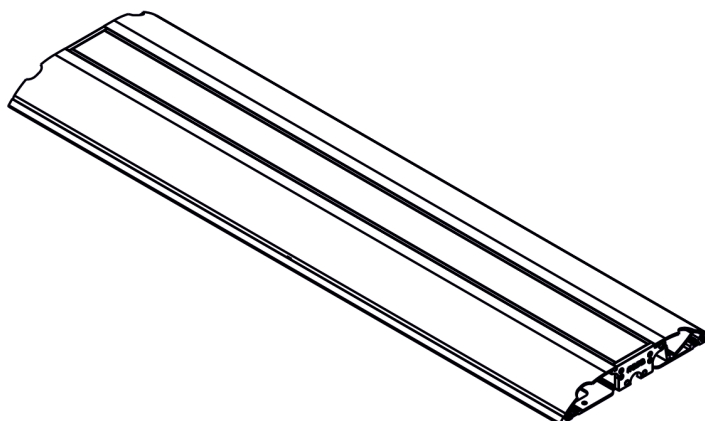




ROBIN Footsie1™ MC



ROBIN Footsie2™ MC



ROBE
Innovative
Technology

QR code for user manual



USER MANUAL

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

Version 1.1

Robin Footsie1 MC

Robin Footsie2 MC

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**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY
BEFORE YOU INITIAL START - UP**

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 warnings 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 Footsie MC was designed for outdoor use and it is intended for professional application only. It is not for household use.

1. Safety instructions

CAUTION!

***Disconnect the fixture from mains before removing any cover of the fixture.
With a high voltage you can suffer a dangerous electric shock when touching
alive wires and electrical parts under covers!***

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 or servicing 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.

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.

During the initial start-up some smoke or smell may arise. This is a normal process and does not necessarily mean that the device is defective.

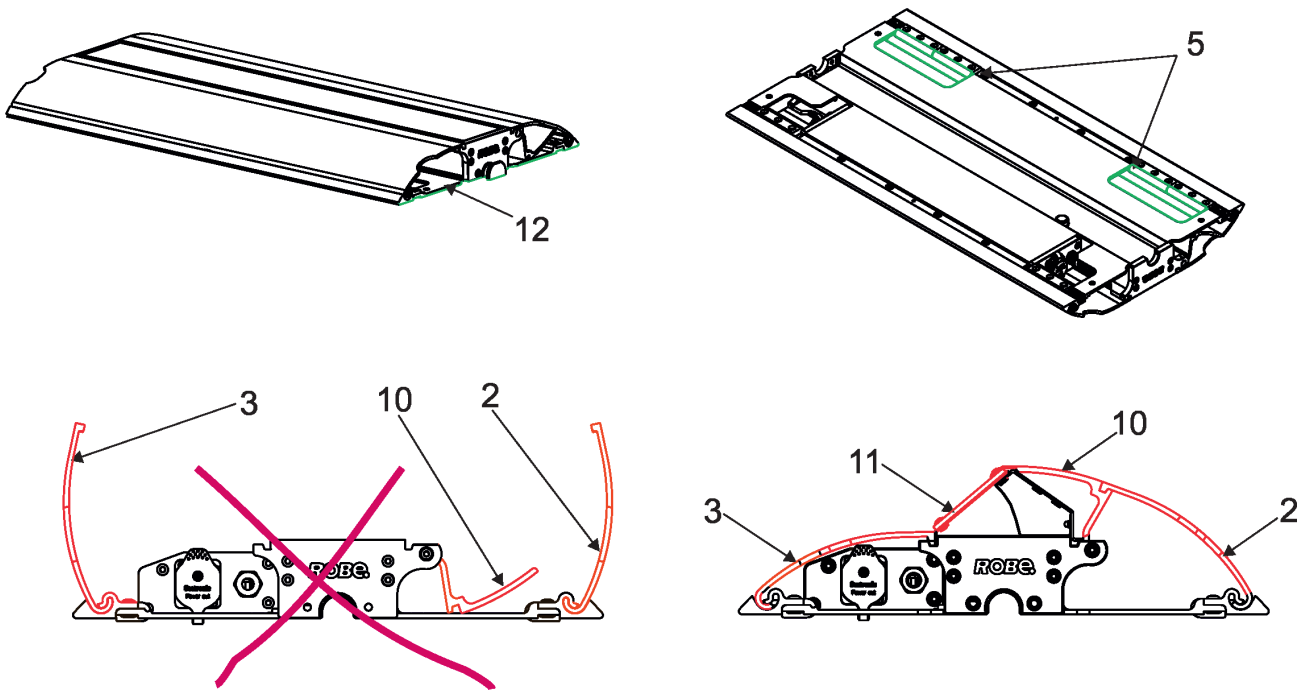
***LED light emission. Risk of eye injury. Do not look into the beam at short distance of
the of the product. Do not view the light output with optical instruments or
any device that may concentrate the beam.
The light source contains blue LEDs.***

***Sensitive persons may suffer an epileptic shock.
Provide advance notice that strobe lighting is in use.***

Handle the fixture only in a folded state without diffuser (11) by means of handles (5) or by bottom side of the base (12).

Never handle the fixture holding it by the display cover (3), rear cover (2), diffusion filter cover (10) or diffusion filter (11)!
Never handle the fixture in unfolded state!

Danger of injury of your fingers at incorrect handling with the fixture.



2. Operating determination

WARNING! This unit does not contain an ON/OFF switch. Always disconnect the power input cable from mains to completely remove power from unit when not in use or before cleaning or servicing the unit.

Avoid brute force when installing or operating the device.

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

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

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

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

The fixture housing never must be covered with cloth or other materials during its operation.

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

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

Please use only an original ROBE packaging (paper box, loader case or foam shell) for transporting the device, otherwise potential damage of the device during its transport will not subject to warranty.

The fixture must not come into contact with sea water (salt water). Damages or corrosion issues resulting from salt water will void the manufacture warranty and will not be subject to any warranty claims or repairs.

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

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

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.

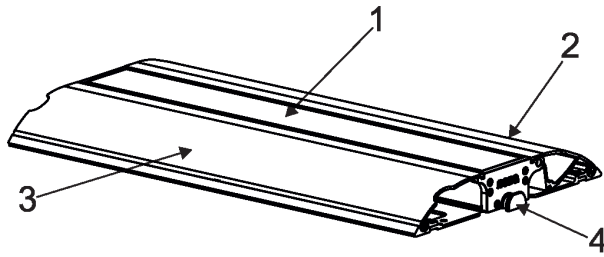
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 A 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:

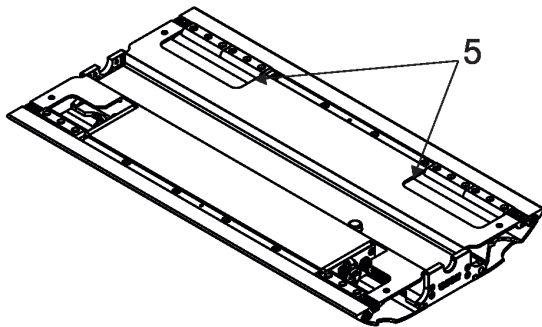
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

3. Fixture exterior view



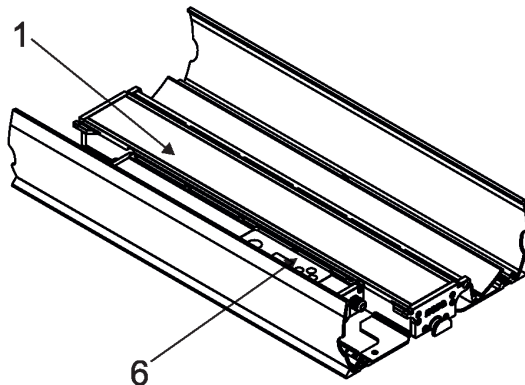
Top view - covers in closed position

- 1. Glass cover
- 2. Rear cover
- 3. Display cover
- 4. Connecting pin



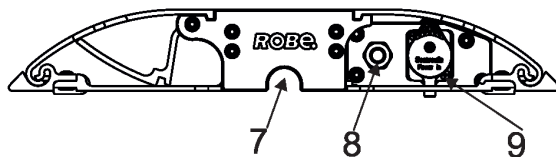
Bottom view - covers in closed position

- 5. Handles



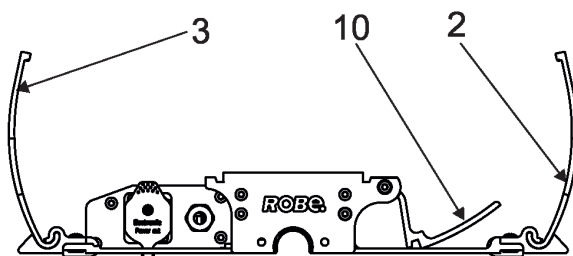
Top view - covers in open position

- 1. Glass cover
- 6. Control panel with display and control buttons



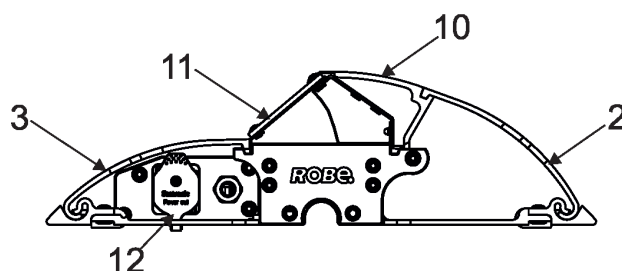
Side view - covers in closed position

- 7. Connecting aperture
- 8. DMX connection
- 9. Power IN



Side view - covers in open position

- 2. Rear cover
- 3. Display cover
- 10. Diffusion filter support cover

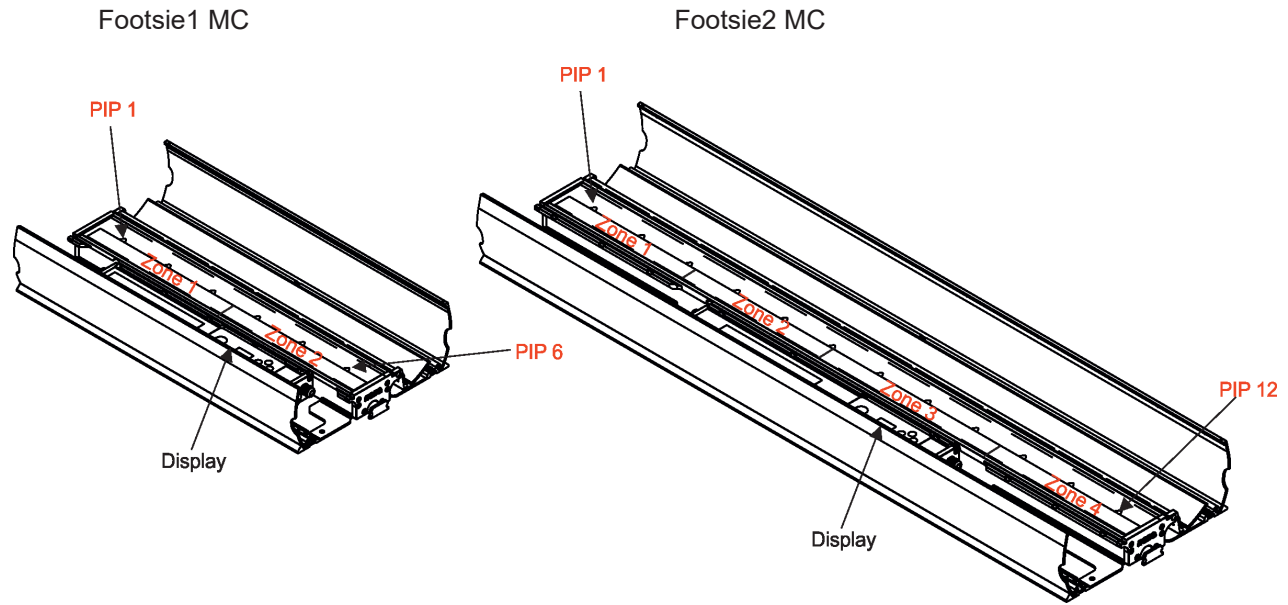


Side view - diffuser in open position

- 2. Rear cover
- 3. Display cover
- 10. Diffusion filter support cover
- 11. Diffusion filter
- 12. Power OUT

Zone and PIP* positions

PIP*= Performer Indication Point – separately controlled RGB LEDs at 10 cm spacing provide performers with alignment points.



4. Installation



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

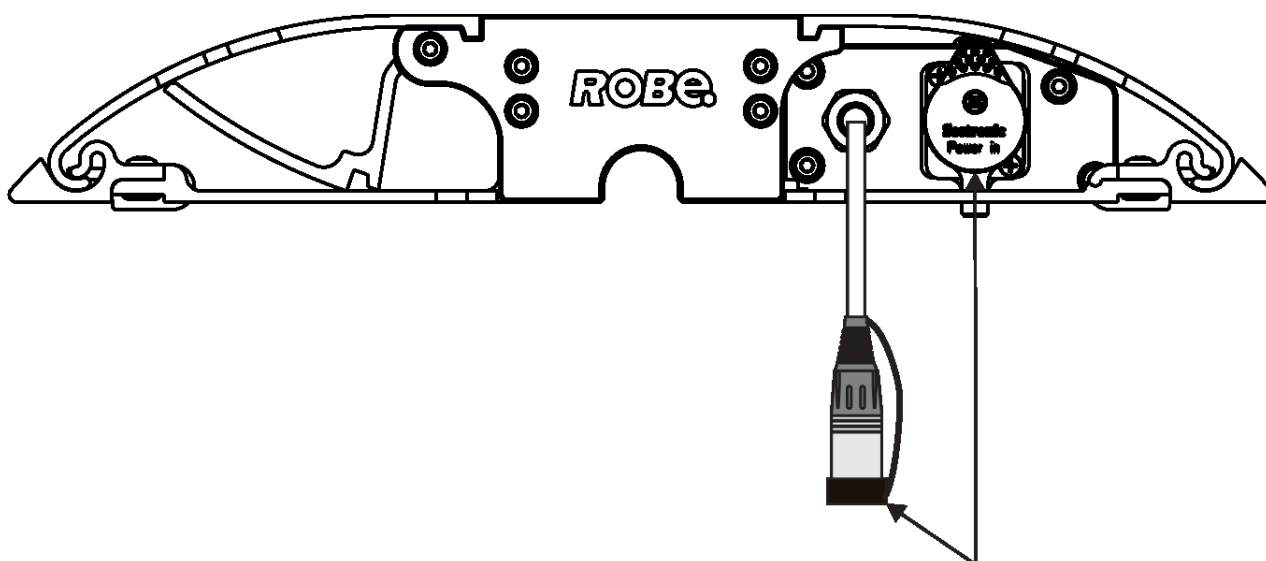
The Footsie's MC power connectors and DMX connectors are dust and water protected according to IP 65 by mating with related cable connectors.

They cannot stay disconnected outdoor.

All unused power connectors and DMX connectors have to be sealed by the rubber caps.

Visually check connectors on accidental water leaks before connecting related cable connectors.

If some water will appear in connectors, do not connect cable connectors, especially power!



Rubber caps have to be placed on unused connectors.

4.1 Connection to the mains

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

The fixture has to be connected to an electric outlet which is equipped with a residual-current device (residual-current circuit breaker)!

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

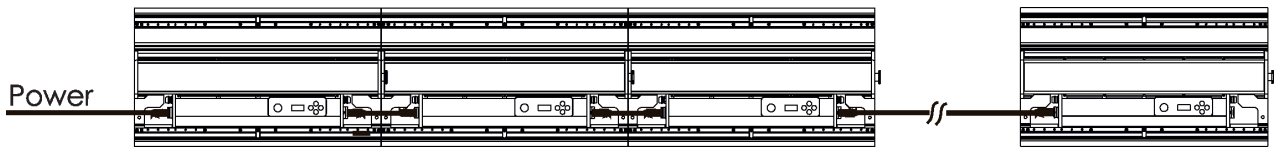
The IP65 rated supply cable is an optional accessories. If you need to install a power plug on the power cable to allow connection to power outlets, install a grounding-type (earthed) plug, following the plug manufacturer's instructions. If you have any doubts about proper installation, consult a qualified electrician.

The cores in the power cable are coloured according to the following table.

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

This device falls under class one and must be earthed (grounded)!
Ensure all connections and the power plug on the cable are properly sealed.

Design of the Footsie MC allows you to connect several fixtures to AC mains power in one interconnected daisy chain using power input and throughput connectors.



The max. number of connected fixtures depends on the AC mains power voltage:

Footsie1 MC

CE:

60 fixtures at power supply= 230V

54 fixtures at power supply= 208V

31 fixtures at power supply= 120V

US:

44 fixtures at power supply= 230V

40 fixtures at power supply= 208V

23 fixtures at power supply= 120V

Footsie2 MC

CE:

31 fixtures at power supply= 230V

28 fixtures at power supply= 208V

15 fixtures at power supply= 120V

US:

23 fixtures at power supply= 230V

21 fixtures at power supply= 208V

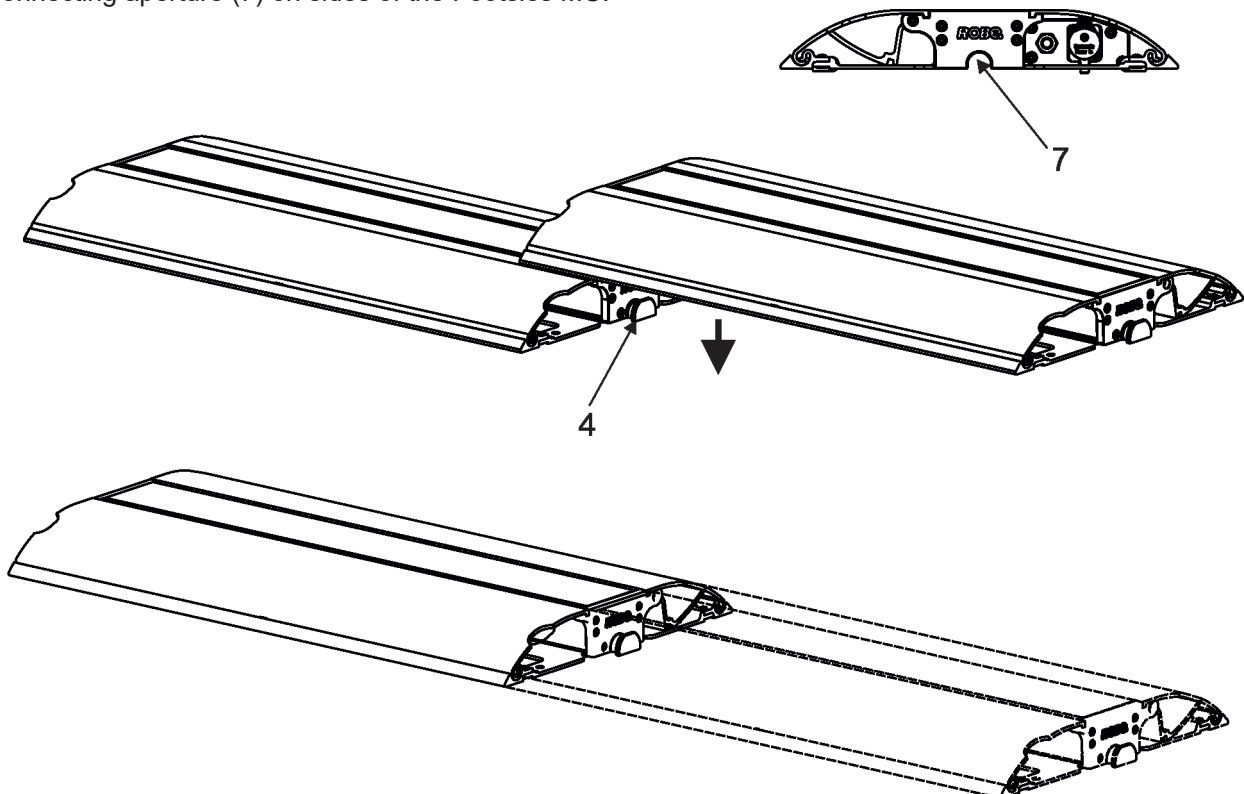
11 fixtures at power supply= 120V

Real numbers of fixtures may differ from values stated above as you have to take into account the length of supply cables, circuit breaker etc. at projecting the fixtures installation Do not overload the supply line and connecting leads.

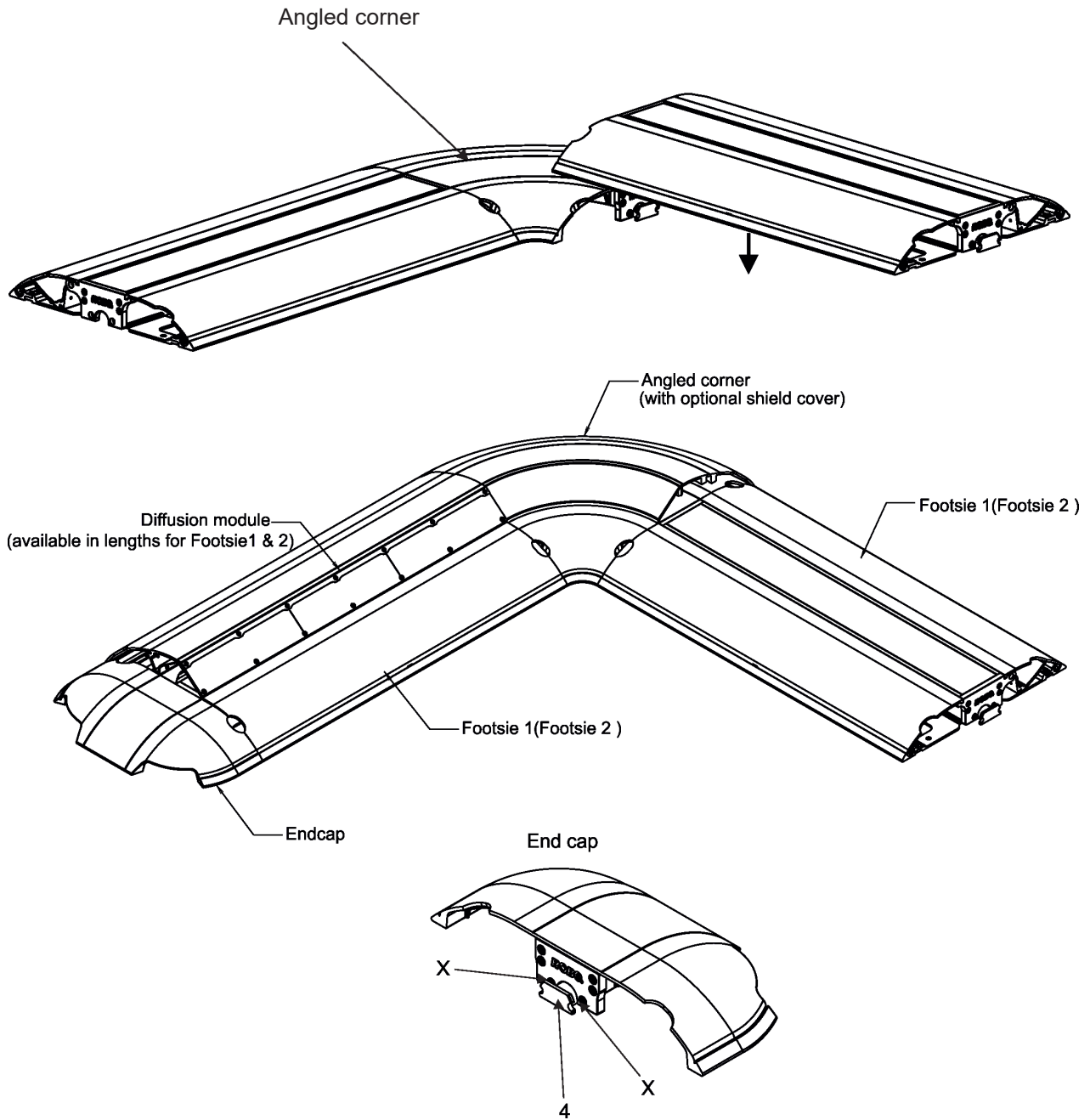
Wiring and connection work must be carried out by qualified staff!

4.2 Connecting Footsies MC

Fixtures on stage can be seamlessly aligned by the locking mechanism which creates connecting pin (4) and connecting aperture (7) on sides of the Footsies MC.

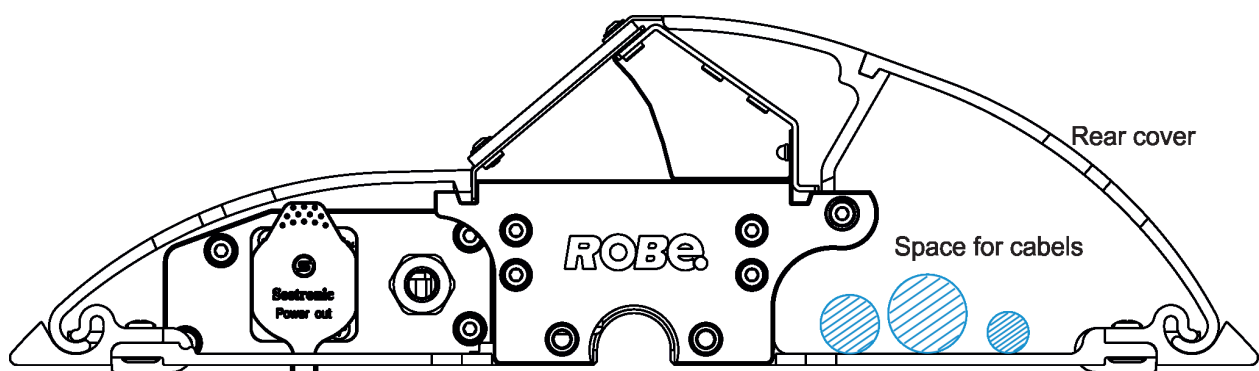


The line of connected Footsies MC can be bended by means of angled corners 15°, 30°, 60° and 90°. The locking mechanism creates connecting pin and connecting aperture on sides of angled corners.



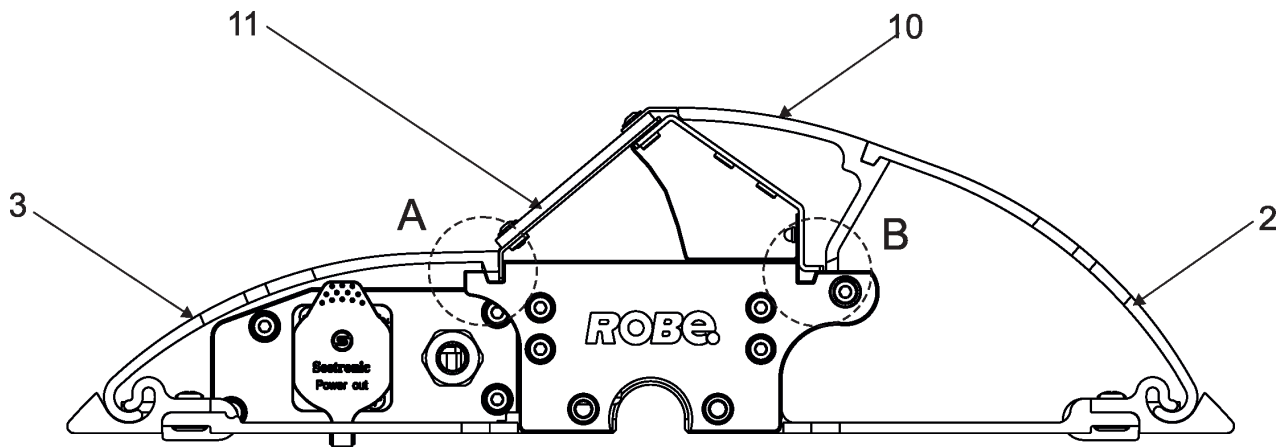
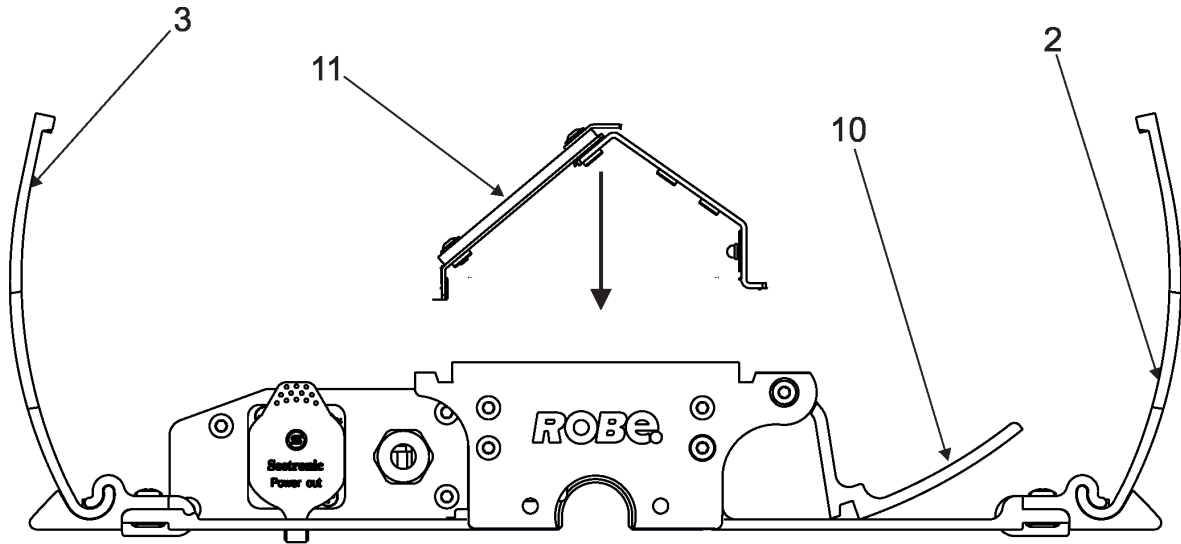
End cape has connecting pin (4) installed. If you need aperture for connecting the end cape to the Footsie, remove the connecting pin (4) by unscrewing two screws (X).

The space under rear cover of the Footsie can be used for placement of cables.

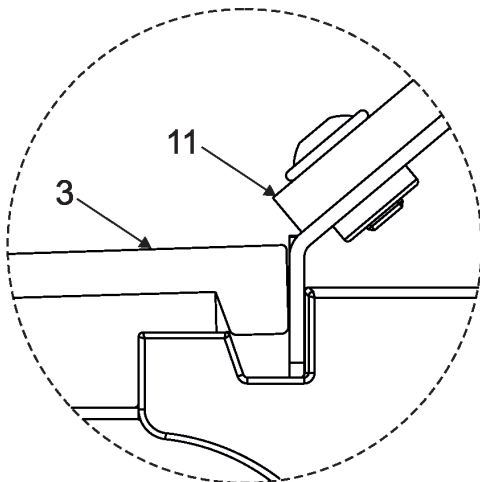


4.3 Diffusion filter installation

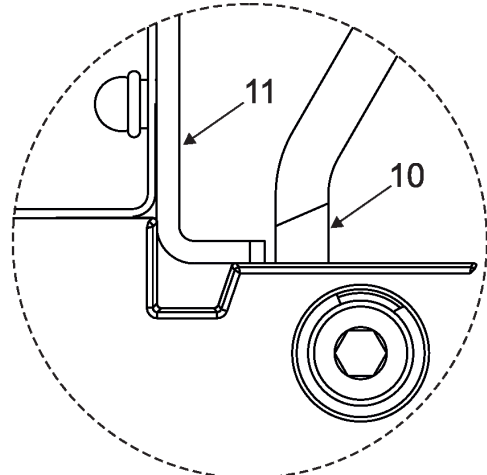
1. Disconnect Footsie MC from mains.
2. Open all covers (2), (3) and (10).
3. Place the diffusion filter (11) on the Footsie MC.
4. Close the diffusion filter support cover (10).
5. Close the covers (2) and (3).



Detail A



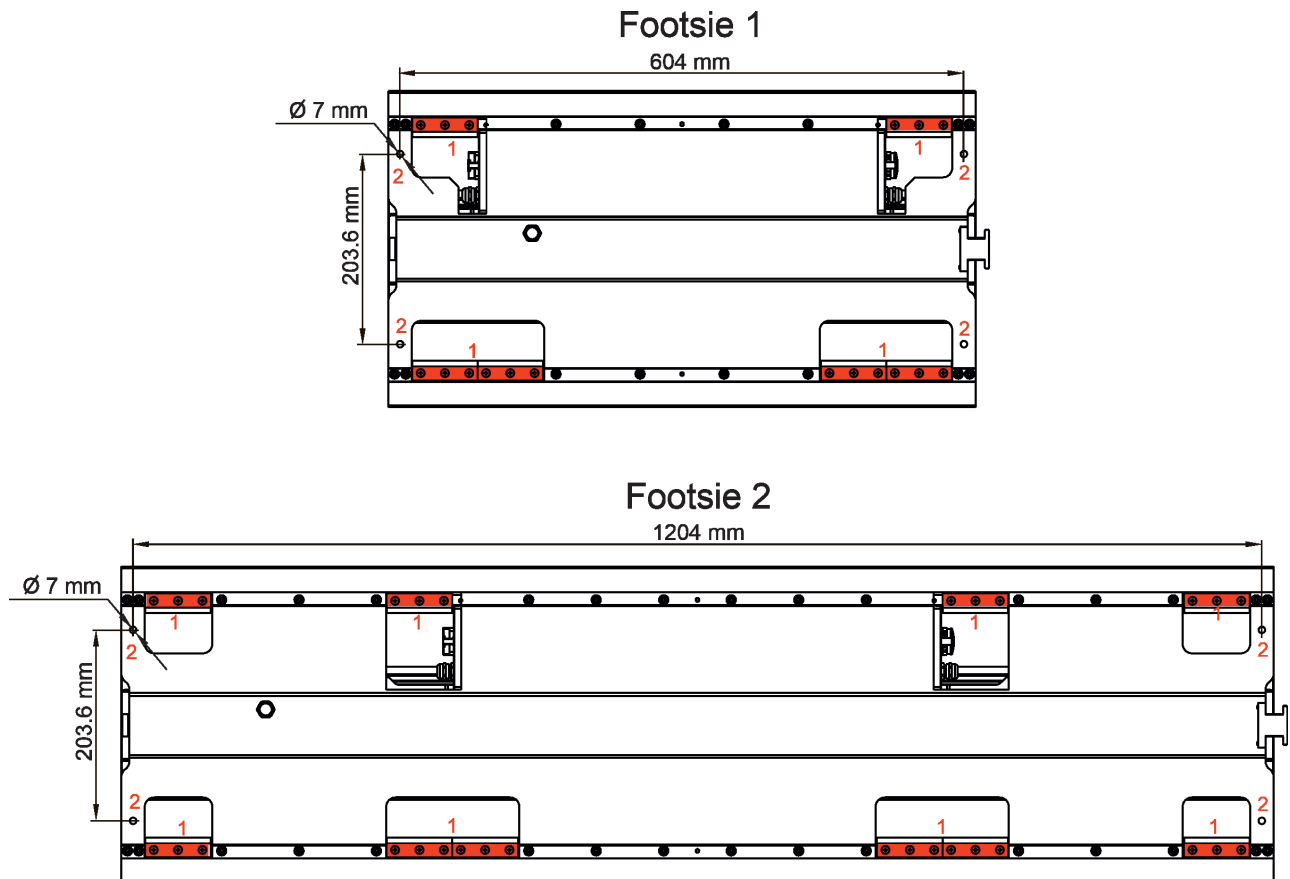
Detail B



4.4 Footsie MC permanent installation

To prevent from danger of accident ,the device has to be fixed on a flat, non-flammable surface in compliance with the installing instruction included in this manual.

Before fastening the Footsie MC to the surface, unscrew all feet (1) from the bottom side of the Footsie MC. The four holes (2) in the base of the Footsie MC are intended for fastening the Footsie MC to the flat surface. Use suitable screws according to the material of surface. We recommend screws M6 with big washer (e.g ISO 7093).



5. DMX operation

The fixture is equipped with 5-pin XLR connectors for DMX input and output.

Use a shielded twisted-pair cable designed for RS-485 and 5-pin XLR connectors in order to connect the controller with the fixture.

To keep declared IP rating the fixture, all used XLR connectors and cables have to meet IP 65 rating.

DMX output

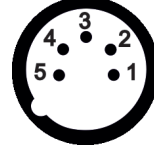
XLR socket (female)



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

DMX input

XLR socket (male)

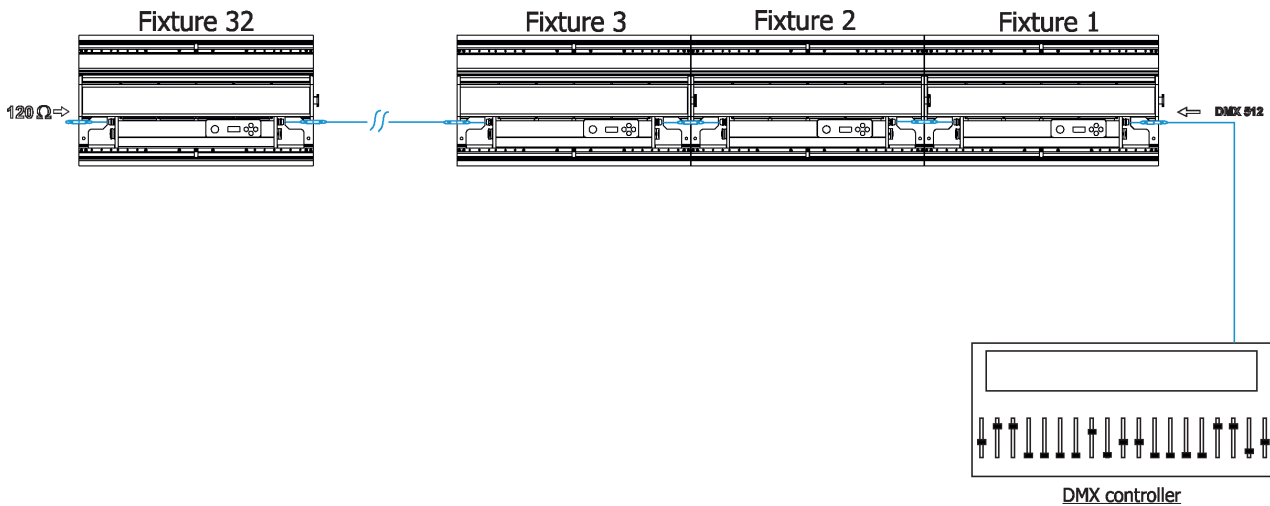


- 1 - Shield
- 2 - Signal (-)
- 3 - Signal (+)
- 4 - Not connected
- 5 - Not connected

Building a serial DMX daisy chain:

Connect the DMX output of the first fixture in the DMX daisy 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 connected in one DMX daisy chain.

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 5-pin XLR plug and plug it into DMX output of the last fixture.



6. Control menu map

Default settings=**Bold print**

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
DMXA	Set DMXA	001-512				
Info	Times	PO Time	Total			
			Reset			
		LOTi	R LOT.			
			G LOT.			
			B LOT.			
			A LOT.			
	DMX Val	Powr	0-255			
		:				
		Dimm F	0-255			
	Temps	Base Tmp	Current			
			Highest			
			High Res.			
		LB Tmp	Current			
			Highest			
			High Res.			
		LED 1 Tmp	Current			
			Highest			
			High Res.			
		LED 2 Tmp	Current			
			Highest			
			High Res.			
		LED 3 Tmp*	Current			
			Highest			
			High Res.			
		LED 4 Tmp*	Current			
			Highest			
			High Res.			
	RDM UID	RDM U. 1				
		:				
		RDM U. 6				
	SW Ver	IC-M				
		IC-ME				
		IC-L1				
		IC-L2				
		IC-L3				
Pers	DMX In	Wired				
		Wireless				
		Wrie Out				
	Display	Turn				
		On/Off T	On, Off			
		Contrast	0-100%			
		Backlight	0-100%			
	Tungsten	Off				
		750 W				
		1000 W				
		1200 W				
		2000 W				
		2500 W				
	White P	On, Off				

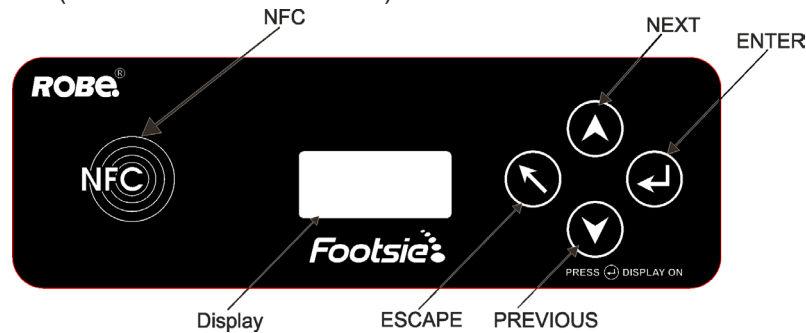
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
	Dimmer C	Square , Linear				
	LED Freq	300				
		600				
		1200				
		2400				
		High				
	LED Fadj	-126,-05..00..05, 126				
	Temp Uni	°C, °F				
	I Ef Pos	Powr	0-255			
		:				
		PIP Dim	0-255			
		Store				
	Res WPas	No , Yes				
	Defaults					
Manual	Powr	0-255				
	:					
	PIP Dim.	0-255				
Test Prg						
St Alone	Auto Run	Off				
		Test				
		Prog 1				
		Prog 2				
		Prog 3				
	Pr Play	Test Prg				
		Prog 1				
		Prog 2				
		Prog 3				
	Pr Edit	Prog 1	Step 1	Pwr		
		Prog 2	:	:		
		Prog 3	Step 40	F.Tim	0-25.5	
				S.Tim	0-25.5	
				COPY		
				Prg End	1-40	
Reset						
Special	RDM Low					
	RDM Hight					
	Wireless	Stat				
		Unlink				
	Adjust	DMX Val	Powr	0-255		
			:			
			Dimm F	0-255		
		Calib	Cal Col	Red C	R X, RY, RI, RT	
				Gre C	G X, GY, GI, GT	
				Blu C	B X, BY, BI, BT	
				Amb C	A X, AY, AI, AT	
				Store		
			Cal Load			
			LEDs Cur			
	Sw Upd	On, Off				

* Footsie2 MC only

7. Control menu

The Robin Footsie MC is equipped with a 2-row LCD display which allows you to set the fixture's behaviour according to your needs, obtain information on its operation, control all range of effects and program it in stand-alone mode.

The fixture supports NFC (Near-Field Communication).



NFC interface, display and control buttons on the front panel

[ESCAPE] button used to leave the menu without saving changes.

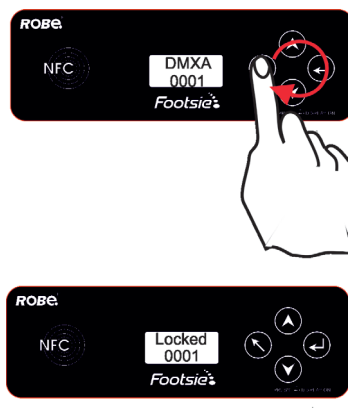
[NEXT] , [PREVIOUS] buttons for moving between menu items and symbols, adjusting values.

[ENTER] button used to enter the selected menu (menu item) and to confirm adjusted value.

After switching the fixture on, display shows current DMX address.

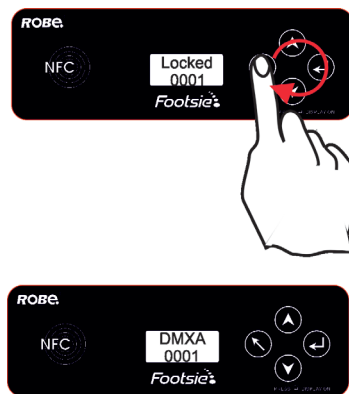
Locking/unlocking the screen

To lock the screen, display the screen with DMX address, touch the [ESCAPE] button and slide your finger clockwise in a circular track of 360° across buttons [ESCAPE] --> [NEXT] --> [ENTER] --> [PREV]--> [ESCAPE]. The sign "Locked" will appear on the screen. If this sign will not appear, repeat finger sliding again with a different speed.



To unlock the screen, touch the [ESCAPE] button and slide your finger clockwise in a circular track of 360° across buttons [ESCAPE] --> [NEXT] --> [ENTER] --> [PREV]--> [ESCAPE].

The sign "Locked" will disappear from the screen. If this sign still remains on the screen, repeat finger sliding again with a different speed.



7.1 DMXA (Addressing)

Set DMXA (DMX Address) - use this menu item to set the DMX start address of the fixture, which is defined as the first channel from which the ROBIN Footsie MC will respond to the controller.

If you set, for example, the address 37, the ROBIN Footsie2 MC Slim will use channels 37 - 72 for control.

Please, be sure that you do not have any overlapping channels in order to control each ROBIN Footsie MC correctly and independently from any other fixture on the DMX data link.

If there is no data received at the DMX input, the display will start to flash "0001" with actually stored DMX address.

7.2 Info (Fixture information)

Times - the menu item allows you to get information about fixture times.

PO Time (Power On Time) - Select the menu to read the number of fixture operation hours.

Total - the item shows the total number of the operation hours since the ROBIN Footsie MC has been fabricated.

Reset - the item shows the number of operation hours that the ROBIN Footsie MC has been powered on since the counter was last reset.

In order to reset this counter to 0, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

LOTi (LEDs On Time) - Select the menu item to read the number of operation hours of individual LEDs (Red, Green, Blue, White).

R LOT. - Red LEDs on time.

G LOT. - Green LEDs on time.

B LOT. - Blue LEDs on time.

A LOT. - Amber LEDs on time.

DMX Val. (DMX readout) - The menu is used to read DMX values of each channel received by the fixture.

Temps - The menu allows you to read temperatures inside of the fixture.

LB Tmp (LEDs Board Temperature) - the menu shows temperatures on the LEDs control PCB.

Current - a current temperature of the LEDs control PCB.

Highest - a maximum temperature of the LEDs control PCB since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature of the LEDs control PCB since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

Base Tmp (Base temperature) - the menu shows temperatures in the fixture base (on the display PCB).

Current - a current temperature in the fixture base.

Highest - a maximum temperature in the fixture base since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature in the fixture base since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

LED 1 Tmp (LEDs PCB 1 Temperature) - the menu shows temperatures on the LEDs PCB 1.

Current - a current temperature of the LEDs PCB 1.

Highest - a maximum temperature of the LEDs PCB 1 since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature of the LEDs PCB 1 since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

LED 2 Tmp (LEDs PCB 2 Temperature) - the menu shows temperatures on the LEDs PCB 2.

Current - a current temperature of the LEDs PCB 2.

Highest - a maximum temperature of the LEDs PCB 2 since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature of the LEDs PCB 2 since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

LED 3 Tmp (LEDs PCB 3 Temperature*) - the menu shows temperatures on the LEDs PCB 3.

Current - a current temperature of the LEDs PCB 3.

Highest - a maximum temperature of the LEDs PCB 3 since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature of the LEDs PCB 3 since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

LED 4 Tmp (LEDs PCB 4 Temperature*) - the menu shows temperatures on the LEDs PCB 4.

Current - a current temperature of the LEDs PCB 4.

Highest - a maximum temperature of the LEDs PCB 4 since the fixture has been fabricated.

High Res (High Resettable) - a maximum temperature of the LEDs PCB 4 since the counter was last reset.

In order to reset this counter, press and hold both [NEXT] and [PREV] buttons and the [Enter] button at the same time.

* Footsie2 MC only.

RDM UID - the menu allows you to read RDM UID of the fixture.

Sw Ver (Software versions) - Select this item to read the software version of the fixture processors.

IC-M - Display processor

IC-ME - EEprom

IC-L1 - LED control processor 1.

IC-L2 - LED control processor 2.

IC-L3 - LED control processor 3.

7.3 Pers (Personality)

DMX In (DMX input) - use the menu to select mode of DMX signal receiving.

Wired - DMX signal is received by means of the standard DMX cable.

Wireless - DMX signal is received by means on inbuilt wireless DMX module.

Wrie Out - the fixture receives wireless DMX and sends the signal to its wired DMX output.

The fixture behaves as "Wireless/Wired" adapter.

Display (Display adjusting) - this menu allows you to adjust the display behaviour.

Turn - the function turns the display by 180°.

On/Off T - the function allows you to keep the display permanent on or turn it off two minutes after last pressing any button on the control panel.

Contrast - use the function to adjust contrast of the display (0-100%).

Backlight - use this function to adjust back-light of the display (0-100%).

Tungsten (Tungsten simulation) - the function simulates behaviour of a halogen lamp during dimming at calibrated whites 2700K-4200K. You can select from various lamp wattage simulation: 750W, 1000W, 1200W, 2000W, 2500W.

White P (White Point 8000K) - if the function is on, the CTC channel allows you to set desired white in range of 8000K-2700K (0 DMX=8000K, 255 DMX=2700K). Necessary condition is, that RGBA 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.

Dimmer C (Dimmer curve) - use the menu to select desired dimmer curve.

Linear - a linear curve.

Square - a square law curve.

LED Freq. (LEDs frequency selection) - the function allows you to set the PWM (Pulse Width Modulation) output frequency of LEDs to Standard or High. You can select from the following values:

300 Hz

600 Hz

1200 Hz

2400 Hz

High

LED Fadj (LEDs frequency fine adjustment) - The function allows you to change the selected PWM output frequency of LEDs in 126 levels up and down around the selected frequency in the menu "LED Freq".

-126...-001 - Frequency levels 1-126 under selected frequency.

000 - Selected frequency

001...126 - Frequency levels 1-126 above selected frequency.

Temp. Uni. (Temperature unit) - use the menu item to change temperature unit from °C to °F.

I. Ef. Pos. (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.

Defaults - The menu item allows you to set all fixture parameters to the default (factory) values.

7.4 Manual (Manual Control)

Use the menu to control all fixture channels by means of control buttons.

7.5 Test Prg (Test program)

Use this menu to run a special demo-test sequences without an external controller, which will show you some possibilities of using ROBIN Footsie MC.

7.6 St Alone (Stand-alone)

Auto Run (Presetting playback) - the function allows you to select the program which will be played in the stand-alone mode after switching the fixture on. Selected program will be played continuously in a loop.

Off - the option disables „Auto Run” function.

Test - the option will start built-in test program.

Prog 1 - the option will start user-created program 1

Prog 2 - the option will start user-created program 2

Prog 3 - the option will start user-created program 3

Pr. Play (Playing program) - use the menu to run a user-created program in a loop.

Test Prg - the option runs built-in test program.

Prog 1 - the option runs user-created program 1

Prog 2 - the option runs user-created program 2

Prog 3 - the option runs user-created program 3

Select the program you wish and press [ENTER]. The selected program will start running. By Pressing [ENTER] again, program pauses its running.

Pr. Edit (Editing program) - select this menu to edit or create the program. The ROBIN Footsie MC has one built-in program and three user-editable programs up to 40 steps each. Each program step has a step time - during which effects last in the current step and a fade time- during which effects move to new positions.

To edit program:

1. Touch [NEXT] or [PREVIOUS] button to select the menu "Edit" and touch [ENTER].

2. Touch [NEXT] or [PREVIOUS] button to select the desired program step and touch [ENTER] button.

3. Touch [NEXT] or [PREVIOUS] button to select the desired item and touch [ENTER] button. Now you can edit DMX value (0-255) for selected item by touching [NEXT] or [PREVIOUS] buttons:

Prg End. a total number of the program steps (value 1-40). This value you should be set before starting of programming (e.g. if you want to create program with the 10 steps, set Prg End=10).

Powr power/special functions

L Fre LEDs frequency

L Fr S LEDs frequency fine adjusting

Virt C a virtual colour wheel

Red a red colour coarse

Red F a red colour fine

Green a green colour coarse

Green F	a green colour fine
Blue	a blue colour coarse
Blue F	a blue colour fine
Amber	an amber colour
Amber F	an amber colour fine
BPL	a blue position LEDs intensity
CTC	a colour temperature correction
C Mix C	a colour mix control
C Mix Z	a colour mix control of zones
Zoom	a zoom function
Zoom F	a zoom function fine
Stro	a strobe/shutter function
Dimm	a dimmer function coarse
Dim F	a dimmer function fine
F.Tim	a fade time (0-25.5 sec)
S.Tim	a step time (0-25.5 sec)
COPY	copying the current prog. step to the next prog. step

4. Press [ENTER] button to confirm adjusted value .

5. Press [ESCAPE] button, select next prog. step, press [ENTER] button and repeat steps 3 - 5).

7.7 Reset

This option enables the ROBIN Footsie MC to index all effects and return to their standard positions.

7.8 Special (Special functions)

RDM Low - the menu item shows the first part of the RDM identification code.

RDM High - the menu item shows the second part of the RDM identification code.

Wireless (Wireless DMX information) - the menu allows you to read some information about Wireless DMX operation

Stat (Wireless status) - Use the menu to read wireless DMX status.

Unlink - use this item to unlink fixture from wireless DMX transmitter .

Adjust (Adjustment) - the menu allows you fine adjustment of effects.

DMX Val. (DMX values) - use the menu to set DMX values of fixture's channels.

Calib (Calibration) - calibration of effects.

Cal. Col. (Calibration of Colours) - the menu serves for calibration of colours in the factory. User should not change settings in this menu.

Cal. Load - the item loads default (factory) calibration values.

LEDs Cur. - Calibration of LEDs current. This process waits about 5 minutes and after its finishing the sign "CurC DONE" will appear on the display. The procedure should be run if some colour nonuniformity has occurred during fixture operation.

Important. The procedure must be run after each LEDs PCB (RB 8573) changing, otherwise damage of the LEDs PCBs may occur! This calibration of LEDs current must be run before dimmer activation!

Note: Calibration of LEDs current can be also run by means of the RDM manager ver. 1.0.12 and higher (LED Driver -->Start Current Calibration).

Sw Upd (Software update) - the menu item allows you to update software in the fixture via either serial or USB port of PC.

The following items are required in order to update software:

- PC running Windows or Linux or macOS
- DSU file
- Flash cable RS232/DMX, P/N13050624 (if you want to use a serial port of PC)
- Robe Universal Interface or Robe Universal interface WTX (if you want to use an USB port of PC)

To update software in the fixture:

1. DSU file is available from Robe web site at WWW.robe.cz.

File with extension zip is intended for Windows (used and tested from XP to W10 on 32/64bit systems).

File with extension tbz is intended for Linux (used and tested on Debian and Ubuntu 32/64bit).

File with extension dmg is intended for macOS (used and tested on OSX up to Sierra) XQuartz required, install it from <https://www.xquartz.org/>.

Save the download file to a folder on your computer.

In case that you use windows, extract files in the zip file (e.g. DSU_Footsie MC_18041738.zip)

2. Disconnect the fixture from DMX controller.

3. If you use the flash cable RS232/DMX, connect a serial port of your computer with DMX input of the fixture by means of the cable.

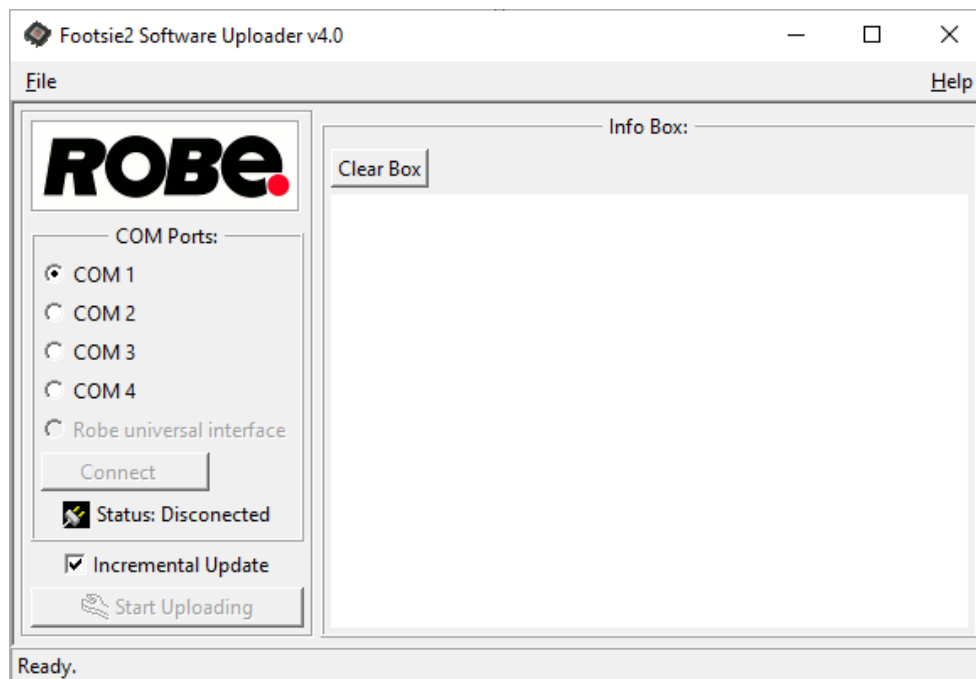
If you use the Robe Universal Interface, connect a USB port of your computer with the Robe Universal Interface by means of the USB cable and DMX input of the fixture with the DMX output of the Robe Universal Interface via a DMX cable.

4. Switch the fixture to the update mode (Special --> SW Upd).

Note: If you do not want to continue in the software update, you have to switch off and on the fixture to escape from the updating mode.

We recommend to cancel all running programs on your computer before starting the software update.

5. Double-click the software uploader file (e.g. DSU_Footsie MC_18041738.exe) in the extracted files. The Software Uploader program will start running.



6. Select correct "COM " number if you use a Flash cable RS232/DMX or select "Robe Universal Interface 1 " if you use the Robe Universal Interface/Robe Universal Interface WTX and then click on the "Connect" button.

7. If the connection is OK, click the "Start Uploading" button to start software uploading. It will take several minutes to perform software update.

If the option "Incremental Update" is not checked, all processors will be updated (including processors with the same software version).

If you wish to update only processors with new version of software, check the "Incremental Update box".

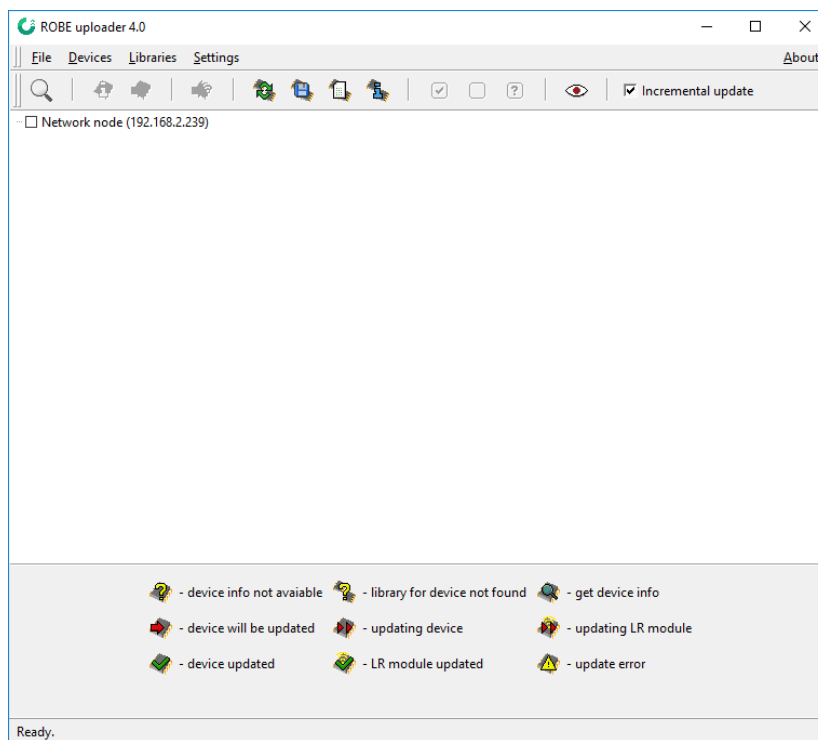
Avoid interrupting the process. Update status is being displayed in the "Info Box" window.

When the update is finished, the line with the text "Fixture is successfully updated" will appear in this window.

In case upload process is interrupted (e.g. power loss), the fixture stays in "Updating mode" and you will have to repeat the software update again.

Another way, how to update software in the fixtures (especially large installation of fixtures) is to use the ROBE Uploader. It is a software for automatized software update of Robe fixtures. It takes advantage of RDM support).

For more information please see <https://www.robe.cz/robe-uploader/>.



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 Footsie MC 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		*	*

DMX_PERSONALITY		*	*
DMX_PERSONALITY_DESCRIPTION			*
STATUS_MESSAGES			*
STATUS_ID_DESCRIPTION			*
DEVICE_HOURS ²			*
ROBE_DMX_INPUT		*	*
ROBE_WIRELESS_UNLINK		*	

²...Commands relative resetable values

RDM model IDs for the Robin Footsies MC:

Footsie1 MC RGBA: 0x015d

Footsie2 MC RGBA: 0x015e

9. NFC

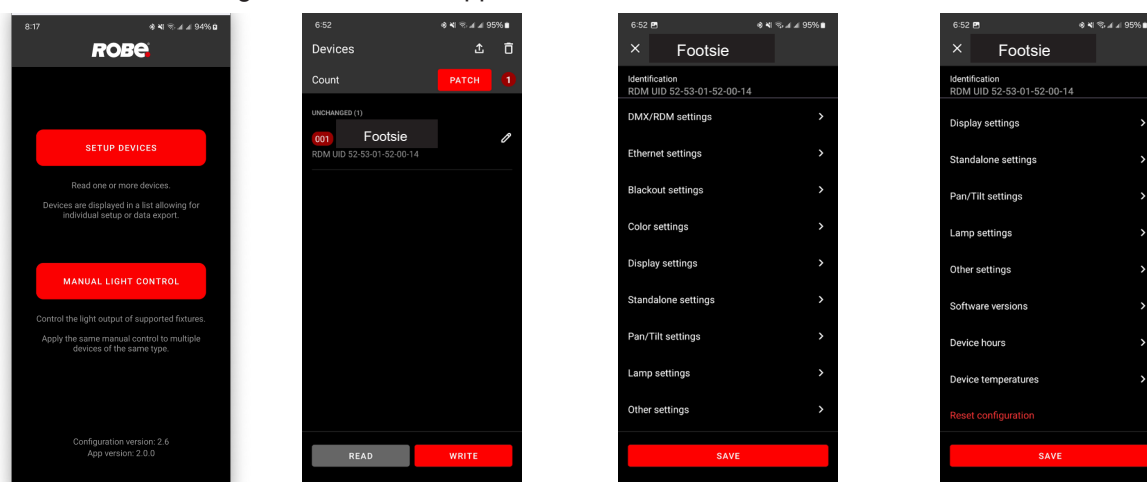
The fixture supports NFC. Using the mobile phone application ROBE COM you can read and set the Robin Footsie MC parameters (DMX address, display, white point...etc.), get information about temperatures, operation hours, RDM identification etc.

The NFC point is situated on the front panel of the fixture.



Download and install the ROBE COM from Google Play (for Android 7.1 and higher) or App Store (for iOS 15.0 and higher) to your mobile phone. Your mobile phone has to support NFC.

Hold the mobile phone near the NFC point. If NFC connection is OK, touch the item "SETUP DEVICES", then "Footsie" and the following menu items will appear:



Note. Displayed menu is universal, some menu item can be disabled for specific types of fixtures.

The fixture can be disconnected from mains during loading and saving data to the fixture, but some changes will be active after switching the fixture on.

Changes made in selected menu item can be saved by touching the item "SAVE".

The item "WRITE" sends all changes to the fixture.

Menu item "MANUAL LIGHT CONTROL" currently serves for Anolis fixtures (Lyrae S, Lyrae M) only.

10. Error and information messages

Red Shrt

The message informs you that short circuit has occurred in the red LEDs circuit on the LEDs PCB.

Green Shrt

The message informs you that short circuit has occurred in the green LEDs circuit on the LEDs PCB.

Blue Shrt

The message informs you that short circuit has occurred in the blue LEDs circuit on the LEDs PCB.

White Shrt

The message informs you that short circuit has occurred in the white LEDs circuit on the LEDs PCB.

Red Unp

The message informs you that red LEDs circuit has been interrupted on the LEDs PCB.

Green Unp

The message informs you that green LEDs circuit has been interrupted on the LEDs PCB.

Blue Unp

The message informs you that blue LEDs circuit has been interrupted on the LEDs PCB.

White Unp

The message informs you that white LEDs circuit has been interrupted on the LEDs PCB.

Amber Unp

The message informs you that amber LEDs circuit has been interrupted on the LEDs PCB.

LEDs Cur Mss (LEDs Current Calibration Missing)

The message informs you that calibration of LEDs current has to be started (menu path: Special --> Adjust --> Calib --> LEDs Cur).

Note: Calibration of LEDs current can be also run by means of the RDM manager ver. 1.0.12 and higher (LED Driver --> Start Current Calibration)

11. Technical Specifications

Electrical

Power supply: electronic auto-ranging
Input voltage range: 100-240V, 50-60Hz
Max. power consumption:
 Footsie1 MC: 45W max. (power factor 0.96)
 Footsie2 MC: 85W: max. (power factor 0.96)

Optic

Light source:
 Footsie1 MC: 24 x RGBA /RGBW multichip LEDs
 Footsie2 MC: 48 x RGBA /RGBW multichip LEDs
CRI:
 RGBA version: 85+
 RGBW version: 70+
Optional diffusers: medium (20°x 1°) or wide (60°x 30°) frost filters
LED life expectancy: min. 50.000 hours
Typical lumen maintenance: L70/B50 @ 50.000 hours

Beam angle

Footsie1: asymmetrical field angle 55° x 50°
Footsie2: asymmetrical field angle 55° x 50°

Number of individually controllable zones

Footsie1 MC: 2
Footsie2 MC: 4

Performer indication points (PIP)

Footsie1 MC: 6
Footsie2 MC: 12

Colour mixing mode

RGBA/CMY or RGBW/CMY

Virtual colour wheel

66 preset colours
CTC in range of 2700K-8000K
Rainbow effect with in both directions with variable speed

Strobe

Strobe effect with variable speed (0.3 - 20Hz)

Dimmer

Smooth dimmer from 0 - 100 %

Control

2-row display and four touch buttons for fixture setting and addressing
NFC app controller
Readout fixture and LED module usage, receiving DMX values, temperatures, etc
Built-in analyzer for easy fault finding, error messages
Built-in demo sequences
Individual zone control
Stand-alone operation
3 user editable programs, each up to 40 steps
Supported protocols: USITT DMX 512, RDM
Support of RDM (Remote Device Management)

DMX modes:

Footsie1 MC RGBA/RGBW: 3 (5, 28,35 control channels)

Footsie2 MC RGBA/RGBW: 3 (5, 36, 49 control channels)

Wireless DMX/RDM module (type RW 001)

Supported protocols: full RDM support, CRMX , W-DMX™ G2, G3,G4 and G4S

Operational frequency range: 2402-2480 MHz

Output power: 100 mW

Receiver sensitivity (0.1% BER): -93 dBm

Crystal Clock Frequency : 16.0 MHz

Contains FCC ID: 2A6PL-DMXRDMRW001

Contains IC: 29573-DMXRDMRW001

Connection

Footsie1 MC:

DMX and RDM data IN/OUT: IP65 Locking 5-pin XLR connectors Neutrik on cables,
length= 0.29 m

Power IN/OUT: IP65 power connectors Seetronic (panel connectors)

Footsie2 MC:

DMX and RDM data IN/OUT: IP65 Locking 5-pin XLR connectors Neutrik on cables,
length= 0.46 m

Power IN/OUT: IP65 power connectors Seetronic (panel connectors)

Temperatures

Maximum ambient temperature: +45° C

Minimum ambient temperature:-20°C

Maximum housing temperature: +50° C

Minimum distances

Min. distance from flammable surfaces: 0.1 m

Min. distance to lighted object: 0.2 m

Cooling system

Convection

Total heat dissipation

Footsie1 MC: 115 BTU/hr (calculated)

Footsie2 MC: 218 BTU/hr (calculated)

Ingress protection

IP65

IK Rating

IK06 (without diffuser)

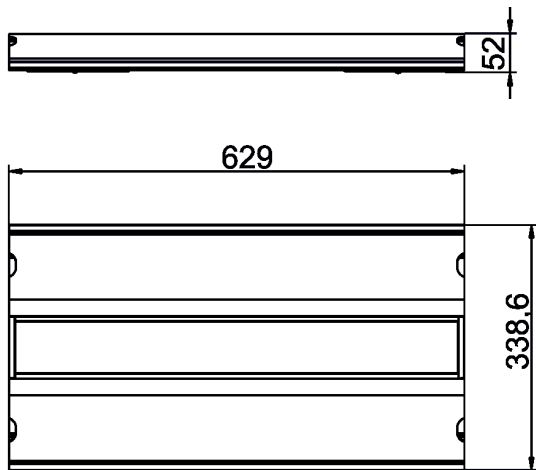
Weight

Footsie1 MC: 9.4 kg (20.7 lbs), 10.6 (23.4 lbs) with diffuser

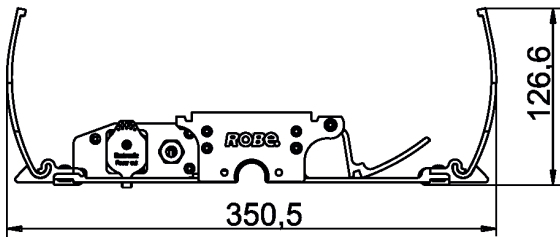
Footsie2 MC: 17.1 kg (37.7 lbs), 19.7 kg (43.4 lbs) with diffuser

Dimensions (mm)

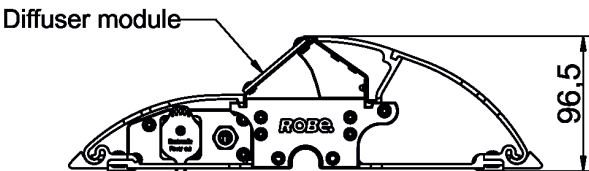
Footsie1 MC



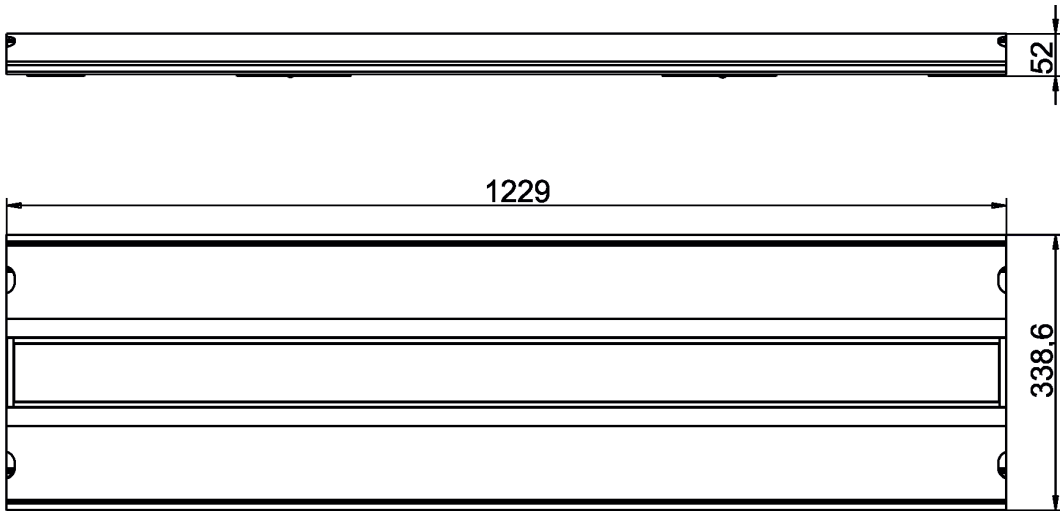
Top covers in open position



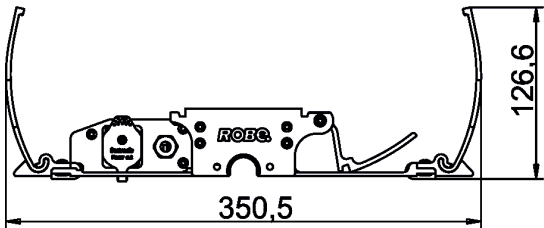
Fixture with diffuser



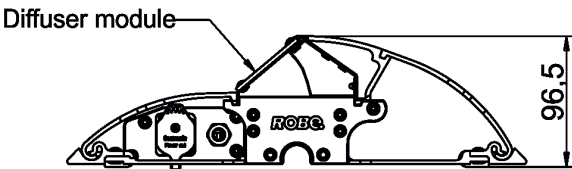
Footsie2 MC



Top covers in open position

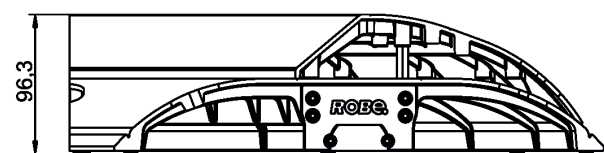


Fixture with diffuser

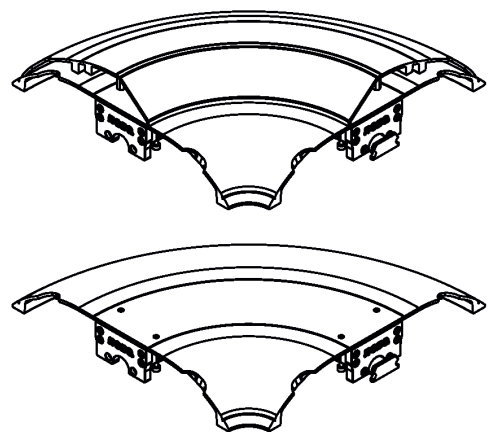
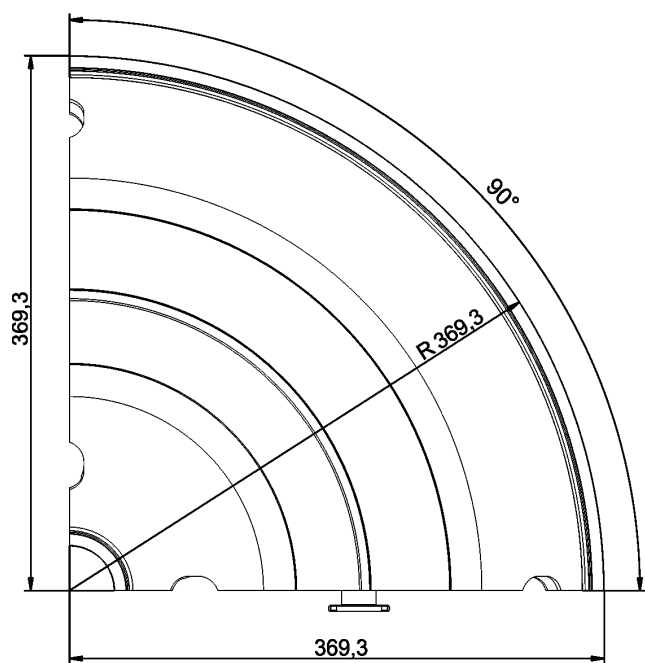
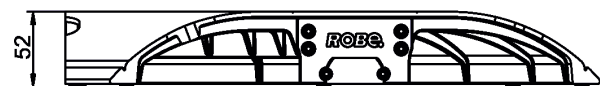


Angled corner 90° Footsie1/Footsie 2

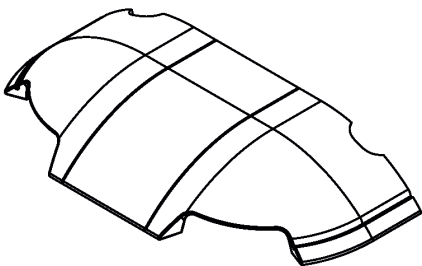
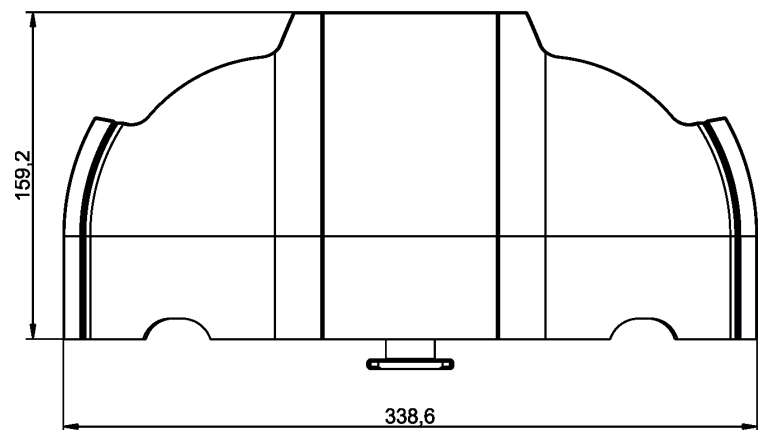
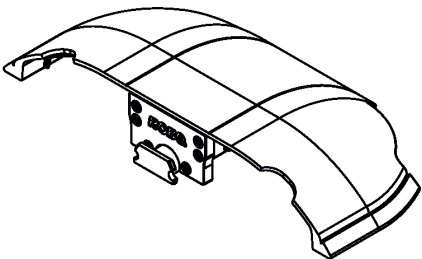
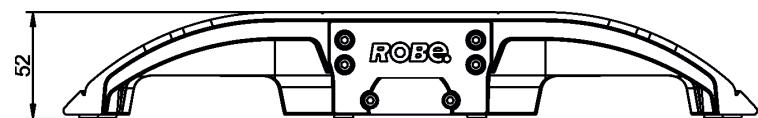
Angled corner with shield cover



Angled corner without shield cover



End cape Footsie1/Footsie 2



Accessories

Footsie 1 MC:

1 x Daisy Chain cable with powerCON TRUE1 In/Out connectors, EU or US,
length=0.35m, Outdoor

Footsie 2 MC:

1 x Daisy Chain cable with powerCON TRUE1 In/Out connectors, EU or US,
length=0.90m, Outdoor

Optional accessories

Angled corner standard 15° Footsie1/2 (P/N 10980827)

Angled corner standard 30° Footsie1/2 (P/N 10980828)

Angled corner standard 60° Footsie1/2 (P/N 10980829)

Angled corner standard 90° Footsie1/2 (P/N 10980830)

Angled corner tall 15° Footsie1/2 (P/N 10980880)

Angled corner tall 30° Footsie1/2 (P/N 10980881)

Angled corner tall 60° Footsie1/2 (P/N 10980882)

Angled corner tall 90° Footsie1/2 (P/N 10980883)

End cap Footsie1/Footsie2 (P/N 10980831)

Diffusion filter medium for Footsie1: (P/N 10980820)

Diffusion filter wide for Footsie1: (P/N 10980822)

Diffusion filter medium for Footsie2: (P/N 10980821)

Diffusion filter wide for Footsie2: (P/N 10980823)

Power cord including powerCON TRUE1 In connector EU (P/N 13052276-01), length=2m

Power cord including powerCON TRUE1 In connector US (P/N 13052277-01), length=2m

12. ChangeLog

This section summarizes changes in the user manual.

Version of the manual	Date of issue	Description of changes
1.1	02/12/2025	EMC changed to A

December 2, 2025

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All Specifications subject to change without notice

Made in CZECH REPUBLIC by ROBE LIGHTING s.r.o. Palackeho 416/20 CZ 75701 Valasske Mezirici

DMX protocol

Robin Footsie1™ MC RGBA(RGBW)/Robin Footsie1™ MC Slim RGBA(RGBW) - DMX protocol

Version: 1.0 Mode 1-Simple mode, Mode 2 -Standard 16-bit, Mode 3-Standard 16-bit & PIP*

(PIP™ - Performer Indication Point – separately controlled RGB LEDs at 10 cm spacing provide performers with alignment points)

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
*	1	1		Power/Special functions	
			0 - 9	Reserved (0=default) <i>To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. („Shutter,Strobe” channel 18 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden.</i>	
			10-14	DMX input: Wired DMX *	step
			15-19	DMX input: Wireless DMX *	step
				* function is active only 10 seconds after switching the fixture on	
			20-24	RGBA (RGBW) colour mixing mode	step
			25-29	CMY colour mixing mode	step
			30-34	White point 8000K On	step
			35-39	White point 8000K Off	step
			40-59	Reserved	
			60-64	Dimmer curve - square law	step
			65-69	Dimmer curve - linear	step
			70-129	Reserved	
				<i>To activate following functions, stop in DMX value for at least 3 seconds. Corresponding menu items are temporarily overridden.</i>	
			130-134	Save current DMX values to fixture as initial DMX values	step
			135-139	Show saved initial DMX values	step
			140-144	Reset to default values	step
			145-149	Blue positional light On	step
			150-154	Blue positional light Off	step
			155-169	Reserved	
				<i>Tungsten effect simulation for whites 2700K-4200K</i>	
			170-171	Tungsten effect simulation (750W) On	step
			172-173	Tungsten effect simulation (1000W) On	step
			174-175	Tungsten effect simulation (1200W) On	step
			176-177	Tungsten effect simulation (2000W) On	step
			178-179	Tungsten effect simulation (2500W) On	step
			180-181	Tungsten effect simulation Off	step
			182-255	Reserved	step
*	2	2		LED frequency selection	
				Factory display menu setting: 600Hz	
				<i>Select PWM output frequency of LEDs. Selected PWM frequency can be fine adjusted in 127 steps up/down around selected PWM frequency on the channel below. Corresponding menu item (Frequency Setup) is temporarily overridden.</i>	
			0-4	PWM frequency from Display menu (fixture utilizes PWM frequency set in the display menu item Frequency Setup).	step
			5-9	300 Hz	step

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			10-14	600 Hz (10=default)	step
			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).	
*	3	3		LED frequency fine adjusting	
				Factory display menu setting: 600Hz	
				<i>Select desired PWM output frequency of LEDs on the channel above.</i>	
			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 (128=default)	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
*	4	4		Virtual colour wheel -all zones	
			0	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			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
			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	Raw DMX	proportional
			236-245	Rainbow effect (with fade time) from slow-> fast	proportional

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			246-255	Rainbow effect (without fade time) from slow-> fast	proportional
1	5	5		Red/Cyan (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	6	6		Red/Cyan (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
2	7	7		Green/Magenta (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	8	8		Green/Magenta (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
3	9	9		Blue/Yellow (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	10	10		Blue/ Yellow (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
4	11	11		Amber (White) -8 bit* - all zones	
				<i>If RGBA (RGBW) mode is selected:</i>	
			0-255	Colour saturation control coarse 0-100% (255=default)	proportional
				<i>If CMY mode is selected:</i>	
			0 - 255	No function	
*	12	12		Amber (White) -16 bit* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
*	13	13		CTO -all zones	
				<i>If function "White Point 8000K" is On:</i>	
			0-255	Col. temperature correction from 8000K to 2700K -for whites only (0=8000K, 64=5600K, 128=4200K, 192=3200K, 255=2700K) To get colour temperatures stated above, RGBA(W) channels have to be set at the same value e.g. 255DMX (0=default)	proportional
				<i>If function "White Point 8000K" is Off:</i>	
			0-255	No function	
*	14	14		Green correction - all zones	
			0	Uncorrected white	step
			1-127	Minus green --> uncorrected white	proportional
			128	Uncorrected white (128=default)	step
			129-255	Uncorrected white --> Plus green	proportional
*	15	15		Colour Mix control	
				<i>Defines relation between Virtual Colour wheel and Colour channels</i>	
				"Virtual" = Virtual Colour Wheel	
				"Colour mix" = Colour channels (CMY/RGBA(RGBW)/CTO)	
			0-9	"Virtual " has priority over "Colour mix" (0=default)	
			10-19	Maximum mode (highest values have priority)	step
			20-29	Minimum mode (lowest values have priority)	step
			30-39	Multiply mode (multiply "Virtual" and "Colour mix")	step
			40-49	Addition mode ("Virtual" + "Colour mix")	step
			50-59	Subtraction mode ("Virtual" – "Colour mix")	step
			60-69	Inverted Subtraction mode ("Colour mix"- "Virtual")	step
			70-79	White Point Off (CTO+Green Cor.+Virtual Colour Wheel deactivated)	step
			80-128	Reserved	
			129	Crossfade "Virtual" only	step
			130-254	Crossfade between "Virtual" and "Colour mix"	proportional

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			255	Crossfade "Colour mix" only	step
*	16	16		Colour Mix control zones	
				<i>The channel defines relation between Virtual colour wheel + Colour channels and zones</i>	
				"Global" = Global Colours (RGBA(RGBW)/CMY colours, Virtual Colour Wheel, CTO)	
				"Pixel" = Zone Colours (RGBA (RGBW) individual zones)	
			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) (45=default)	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	Zone colours ("Pixel" has priority)	step
*	17	17		Blue positional light intensity	
			0 - 128	Blue LEDs intensity 0-100% (128=default)	proportional
			129 - 150	Blue LEDs pulsing from slow to fast	proportional
			151-255	Reserved	
*	18	18		Shutter/ strobe -all zones	
			0 - 31	Shutter closed	step
			32 - 63	Shutter open (32=default)	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 - 191	Shutter open	step
			192 - 223	Random strobe-effect from slow to fast	proportional
			224 - 255	Shutter open	step
5	19	19		Dimmer intensity (8 bit) - all zones	
			0 - 255	Dimmer intensity from 0% to 100% (0=default)	proportional
*	20	20		Dimmer intensity - fine (16 bit) - all zones	
			0 - 255	Fine dimming (0=default)	proportional
*	21	21		Red zone 1	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	22	22		Green zone 1	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	23	23		Blue zone 1	
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	24	24		Amber (White) zone 1	
			0-255	Amber/White LEDs saturation control 0-100% (0=default)	proportional
*	25	25		Red zone 2	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	26	26		Green zone 2	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	27	27		Blue zone 2	

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	28	28		Amber (White) zone 2	
			0-255	Amber/White LEDs saturation control 0-100% (0=default)	proportional
*	*	29		PIP 1 - Virtual colour	
			0-14	No function (0=default)	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
*	*	30		PIP 2 - Virtual colour	
			0-14	No function (0=default)	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
*	*	31		PIP 3 - Virtual colour	
			0-14	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
*	*	32		PIP 4 - Virtual colour	
			0-14	No function (0=default)	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
*	*	33		PIP 5 - Virtual colour	
			0-14	No function (0=default)	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
			248-255	Reserved	
*	*	34		PIP 6 - Virtual colour	
			0-14	No function (0=default)	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
*	*	35		PIP dimmer intensity (8 bit) - all PIPs	
			0 - 128	PIP LEDs intensity 0-100% (128=default)	proportional

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/28	3/35			
			129 - 150	PIP LEDs pulsing from slow to fast	proportional
			151 - 255	Reserved	
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DMX protocol

Robin Footsie2™ MC RGBA(RGBW)/Robin Footsie2™ MC Slim RGBA(RGBW) - DMX protocol

Version: 1.0 Mode 1-Simple mode, Mode 2 -Standard 16-bit, Mode 3-Standard 16-bit & PIP*

(PIP™ - Performer Indication Point – separately controlled RGB LEDs at 10 cm spacing provide performers with alignment points)

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
*	1	1		Power/Special functions	
			0 - 9	Reserved (0=default) <i>To activate following functions, stop in DMX value for at least 3 s and shutter must be closed at least 3 sec. („Shutter,Strobe” channel 18 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden.</i>	
			10-14	DMX input: Wired DMX *	step
			15-19	DMX input: Wireless DMX *	step
				* function is active only 10 seconds after switching the fixture on	
			20-24	RGBA (RGBW) colour mixing mode	step
			25-29	CMY colour mixing mode	step
			30-34	White point 8000K On	step
			35-39	White point 8000K Off	step
			40-59	Reserved	
			60-64	Dimmer curve - square law	step
			65-69	Dimmer curve - linear	step
			70-129	Reserved	
				<i>To activate following functions, stop in DMX value for at least 3 seconds. Corresponding menu items are temporarily overridden.</i>	
			130-134	Save current DMX values to fixture as initial DMX values	step
			135-139	Show saved initial DMX values	step
			140-144	Reset to default values	step
			145-149	Blue positional light On	step
			150-154	Blue positional light Off	step
			155-169	Reserved	
				<i>Tungsten effect simulation for whites 2700K-4200K</i>	
			170-171	Tungsten effect simulation (750W) On	step
			172-173	Tungsten effect simulation (1000W) On	step
			174-175	Tungsten effect simulation (1200W) On	step
			176-177	Tungsten effect simulation (2000W) On	step
			178-179	Tungsten effect simulation (2500W) On	step
			180-181	Tungsten effect simulation Off	step
			182-255	Reserved	
*	2	2		LED frequency selection	
				Factory display menu setting: 600Hz	
				<i>Select PWM output frequency of LEDs. Selected PWM frequency can be fine adjusted in 127 steps up/down around selected PWM frequency on the channel below. Corresponding menu item (Frequency Setup) is temporarily overridden.</i>	
			0-4	PWM frequency from Display menu (fixture utilizes PWM frequency set in the display menu item Frequency Setup).	step
			5-9	300 Hz	step
			10-14	600 Hz (10=default)	step

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			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).	
*	3	3		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 (128=default)	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
*	4	4		Virtual colour wheel -all zones	
			0	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			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
			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	Raw DMX	proportional
			236-245	Rainbow effect (with fade time) from slow-> fast	proportional

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			246-255	Rainbow effect (without fade time) from slow-> fast	proportional
1	5	5		Red/Cyan (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	6	6		Red/Cyan (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
2	7	7		Green/Magenta (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	8	8		Green/Magenta (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
3	9	9		Blue/Yellow (8 bit)* - all zones	
			0 - 255	Colour saturation control coarse 0-100% (255=default)	proportional
*	10	10		Blue/ Yellow (16bit)* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
4	11	11		Amber (White) -8 bit* - all zones	
				<i>If RGBA (RGBW) mode is selected:</i>	
			0-255	Colour saturation control coarse 0-100% (255=default)	proportional
				<i>If CMY mode is selected:</i>	
			0 - 255	No function	
*	12	12		Amber (White)-16 bit* - all zones	
			0 - 255	Colour saturation control fine (255=default)	proportional
*	13	13		CTO -all zones	
				<i>If function "White Point 8000K" is On:</i>	
			0-255	Col. temperature correction from 8000K to 2700K -for whites only (0=8000K, 64=5600K, 128=4200K, 192=3200K, 255=2700K) To get colour temperatures stated above, RGBA(W) channels have to be set at the same value e.g. 255DMX (0=default)	proportional
				<i>If function "White Point 8000K" is Off:</i>	
			0-255	No function	
*	14	14		Green correction - all zones	
			0	Uncorrected white	step
			1-127	Minus green --> uncorrected white	proportional
			128	Uncorrected white (128=default)	step
			129-255	Uncorrected white --> Plus green	proportional
*	15	15		Colour Mix control	
				<i>Defines relation between Virtual Colour wheel and Colour channels</i>	
				"Virtual" = Virtual Colour Wheel	
				"Colour mix" = Colour channels (CMY/RGBA(RGBW))/CTO	
			0-9	"Virtual " has priority over "Colour mix" (0=default)	
			10-19	Maximum mode (highest values have priority)	step
			20-29	Minimum mode (lowest values have priority)	step
			30-39	Multiply mode (multiply "Virtual" and "Colour mix")	step
			40-49	Addition mode ("Virtual" + "Colour mix")	step
			50-59	Subtraction mode ("Virtual" - "Colour mix")	step
			60-69	Inverted Subtraction mode ("Colour mix"- "Virtual")	step
			70-79	White Point Off (CTO+Green Cor.+Virtual Colour Wheel deactivated)	step
			80-128	Reserved	
			129	Crossfade "Virtual" only	step
			130-254	Crossfade between "Virtual" and "Colour mix"	proportional

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			255	Crossfade "Colour mix" only	step
*	16	16		Colour Mix control zones	
				<i>The channel defines relation between Virtual colour wheel + Colour channels and zones</i>	
				"Global" = Global Colours (RGBA(RGBW)/CMY colours, Virtual Colour Wheel, CTO)	
				"Pixel" = Zone Colours (RGBA(RGBW)individual zones)	
			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) (45=default)	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	Zone colours ("Pixel" has priority)	step
*	17	17		Blue positional light intensity	
			0 - 128	Blue LEDs intensity 0-100% (128=default)	proportional
			129 - 150	Blue LEDs pulsing from slow to fast	proportional
			151-255	Reserved	
*	18	18		Shutter/ strobe -all zones	
			0 - 31	Shutter closed	step
			32 - 63	Shutter open (32=default)	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 - 191	Shutter open	step
			192 - 223	Random strobe-effect from slow to fast	proportional
			224 - 255	Shutter open	step
5	19	19		Dimmer intensity (8 bit) - all zones	
			0 - 255	Dimmer intensity from 0% to 100% (0=default)	proportional
*	20	20		Dimmer intensity - fine (16 bit) - all zones	
			0 - 255	Fine dimming (0=default)	proportional
*	21	21		Red zone 1	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	22	22		Green zone 1	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	23	23		Blue zone 1	
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	24	24		Amber (White) zone 1	
			0-255	Amber/White LEDs saturation control 0-100% (0=default)	proportional
*	25	25		Red zone 2	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	26	26		Green zone 2	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	27	27		Blue zone 2	

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	28	28		Amber (White) zone 2	
			0-255	Amber/White LEDs saturation control 0-100% (0=default)	proportional
*	29	29		Red zone 3	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	30	30		Green zone 3	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	31	31		Blue zone 3	
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	32	32		Amber (White) zone 3	
			0-255	Amber/White LEDs saturation control 0-100% (0=default)	proportional
*	33	33		Red zone 4	
			0-255	Red LEDs saturation control 0-100% (0=default)	proportional
*	34	34		Green zone 4	
			0-255	Green LEDs saturation control 0-100% (0=default)	proportional
*	35	35		Blue zone 4	
			0-255	Blue LEDs saturation control 0-100% (0=default)	proportional
*	36	36		Amber (White) zone 4	
			0-255	Amber/ White LEDs saturation control 0-100% (0=default)	proportional
*	*	37		PIP 1 - Virtual colour	
			0-14	No function (0=default)	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
*	*	38		PIP 2 - Virtual colour	
			0-14	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			255	Blue (Red=0, Green=0, Blue=full)	step
*	*	39		PIP 3 - Virtual colour	
			0-14	No function (0=default)	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
*	*	40		PIP 4 - Virtual colour	
			0-14	No function (0=default)	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
*	*	41		PIP 5 - Virtual colour	
			0-14	No function (0=default)	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
*	*	42		PIP 6 - Virtual colour	
			0-14	No function (0=default)	step

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			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
*	*	43		PIP 7 - Virtual colour	
			0-14	No function (0=default)	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
*	*	44		PIP 8 - Virtual colour	
			0-14	No function (0=default)	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
*	*	45		PIP 9 - Virtual colour	
			0-14	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			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
*	*	46		PIP 10 - Virtual colour	
			0-14	No function (0=default)	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
*	*	47		PIP 11 - Virtual colour	
			0-14	No function (0=default)	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
*	*	48		PIP 12 - Virtual colour	
			0-14	No function (0=default)	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

DMX protocol

Mode/Total channels			DMX Value	Function	Type of control
1/5	2/36	3/49			
			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
*	*	49		PIP dimmer intensity (8 bit) - all PIPs	
			0 - 128	PIP LEDs intensity 0-100% (128=default)	proportional
			129 - 150	PIP LEDs pulsing from slow to fast	proportional
			151 - 255	Reserved	
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