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**ROBE**

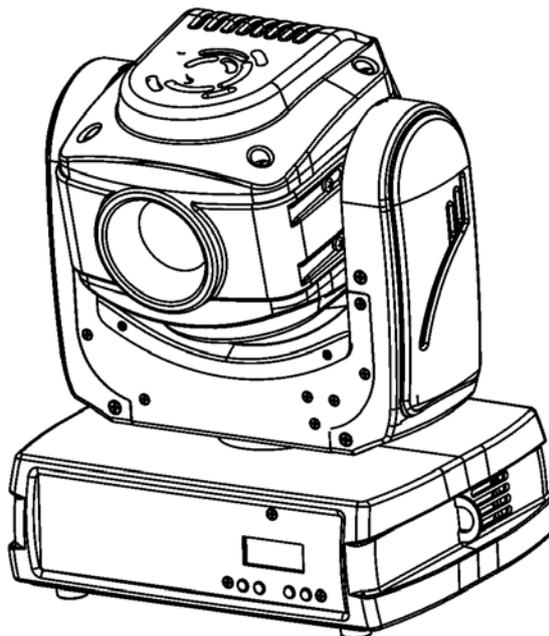
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**ROBIN<sup>®</sup> MiniMe**

**ROBIN<sup>®</sup> MiniMe**

Wireless DMX

CRMX<sup>™</sup>



**ROBE**  
Innovative  
Technology

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**USER MANUAL**

*Version 1.8*

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# Robin MiniMe

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***The Robin MiniMe was not designed for merged projection as due to the nature of the light source, each projector can look slightly different.***

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

**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 MiniMe 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 the fuses, or any part.

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.

**LED light emission. Risk of eye injury. Do not look into the beam at a distance of less than 2 meters from the front surface of the product. Do not view the light output with optical instruments or any device that may concentrate the beam**

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.

Do not shake the fixture. 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, dust or entertainment smoke (haze)

Air vents and slots in the fixture's head and base are provided for ventilation, to ensure reliable operation of the device and to protect it from overheating.

**Do not block the light output with any object when the fixture is under operation.**

The openings 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 cable when mounting this fixture.

Do not block the front objective with any object when the fixture is under operation.

The fixture becomes very hot during operation. Allow the fixture to cool approximately 20 minutes prior to manipulate with it.

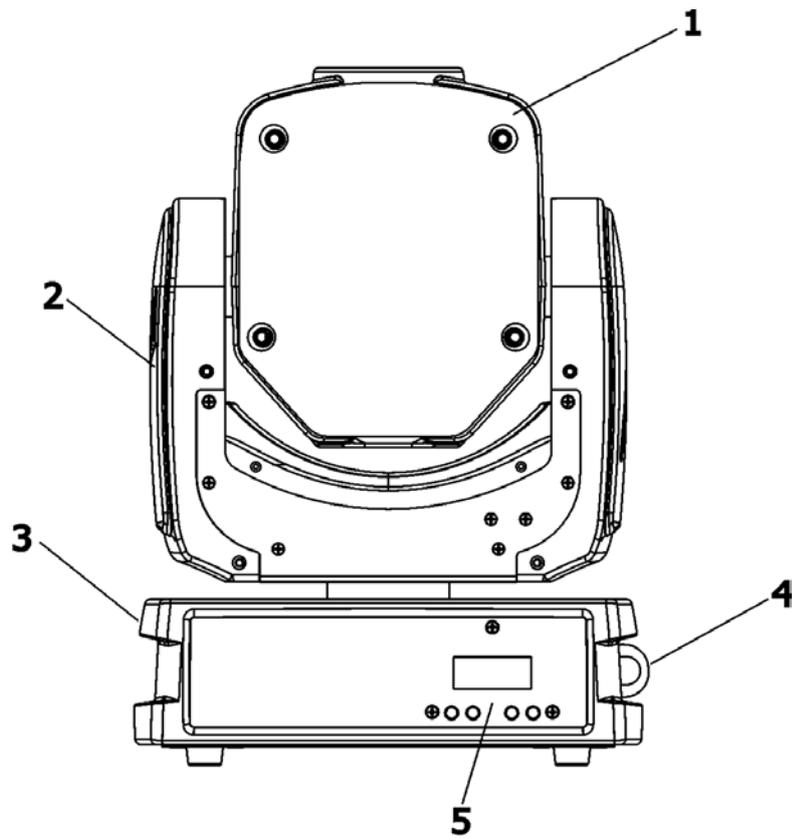
Operate the fixture only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the fixture. Most damages are the result of unprofessional operation!

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

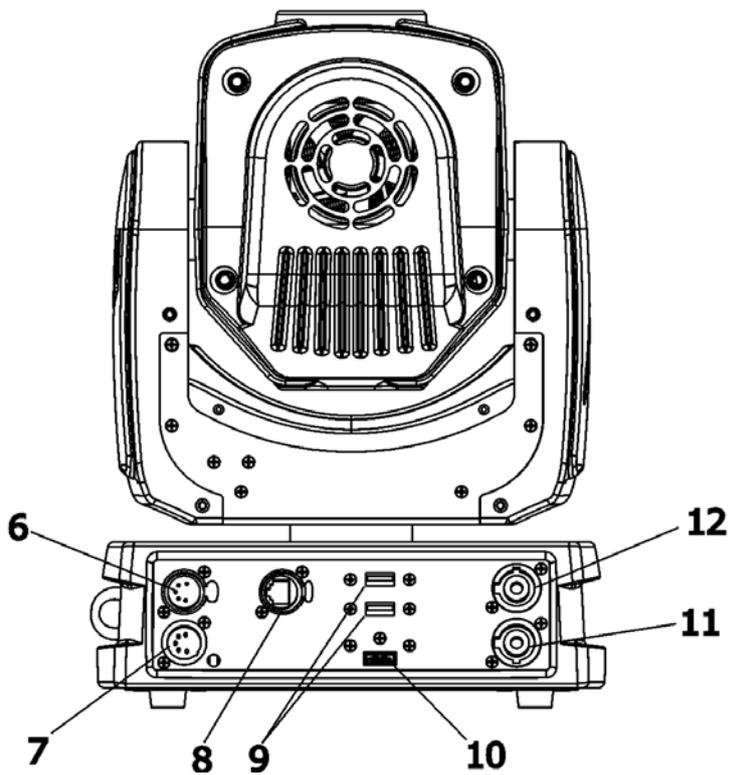
Please consider that unauthorized modifications on the fixture are forbidden due to safety reasons!

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock, crash etc.

## 2. Fixture exterior view



- 1 - Moving head
- 2 - Arm
- 3 - Base
- 4 - Attachment point for safety cable
- 5 - Control board



- 6 - DMX Out (5-pin XLR)
- 7 - DMX In (5-pin XLR)
- 8 - Ethernet (RJ45)
- 9 - 2x USB input
- 10 - HDMI input
- 11 - Power Input
- 12 - Power output

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

Install a suitable plug on the power cord (if it is needed), note that the cores in the power cord are coloured according to the following table. The earth has to be connected!

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	

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

Design of the Robin MiniMe allows to connect several fixtures to AC mains power in one interconnected daisy chain using power input and throughput connectors. Needed daisy chain cords are stated in the chapter "Technical specifications "

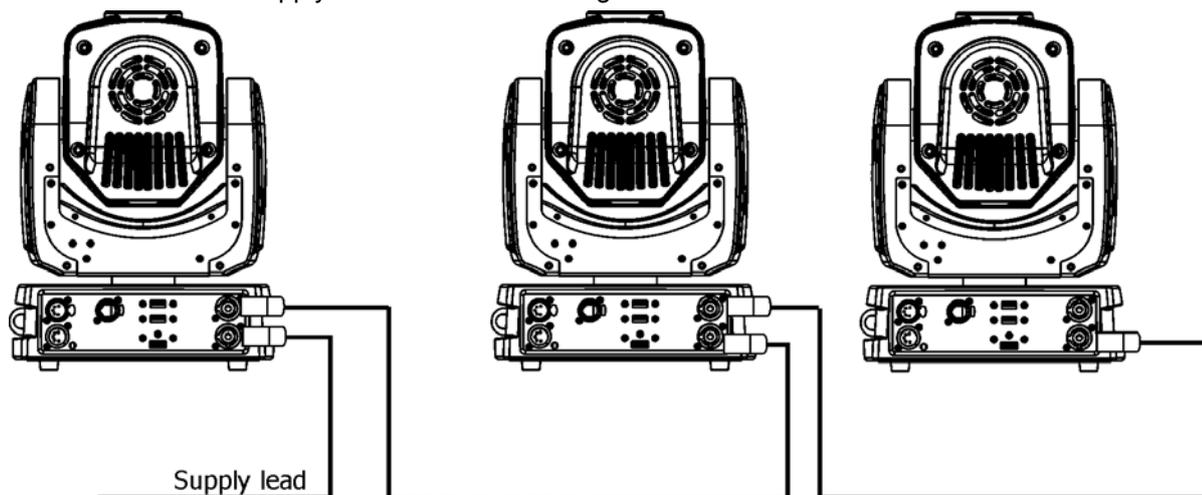
The max. number of connected fixtures depends on the AC mains power voltage:

19 fixtures at power supply= 230V

16 fixtures at power supply= 208V

10 fixtures at power supply= 120V

Do not overload the supply line and the connecting leads.



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

## 3.2 Rigging the fixture

A structure intended for installation of the fixture (s) must safely hold weight of the fixture(s) placed on it. The structure has to be certificated to the purpose.

The fixture (fixtures) must be installed in accordance with national and local electrical and construction codes and regulation.

***For overhead installation, the fixture must be always secured with a safety wire***

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 a skilled person once a year.

Allow the fixture to cool for ten minutes before handling.

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

**IMPORTANT! OVERHEAD RIGGING REQUIRES EXTENSIVE EXPERIENCE**, including calculating working load limits, installation material being used, and periodic safety inspection of all installation materials and the projector. If you lack these qualifications, do not attempt the installation yourself, but use a help of professional companies.

**CAUTION:** Fixtures may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the fixture!

The fixture has to be installed out of the reach of public.

The fixture must never be fixed swinging freely in the room.

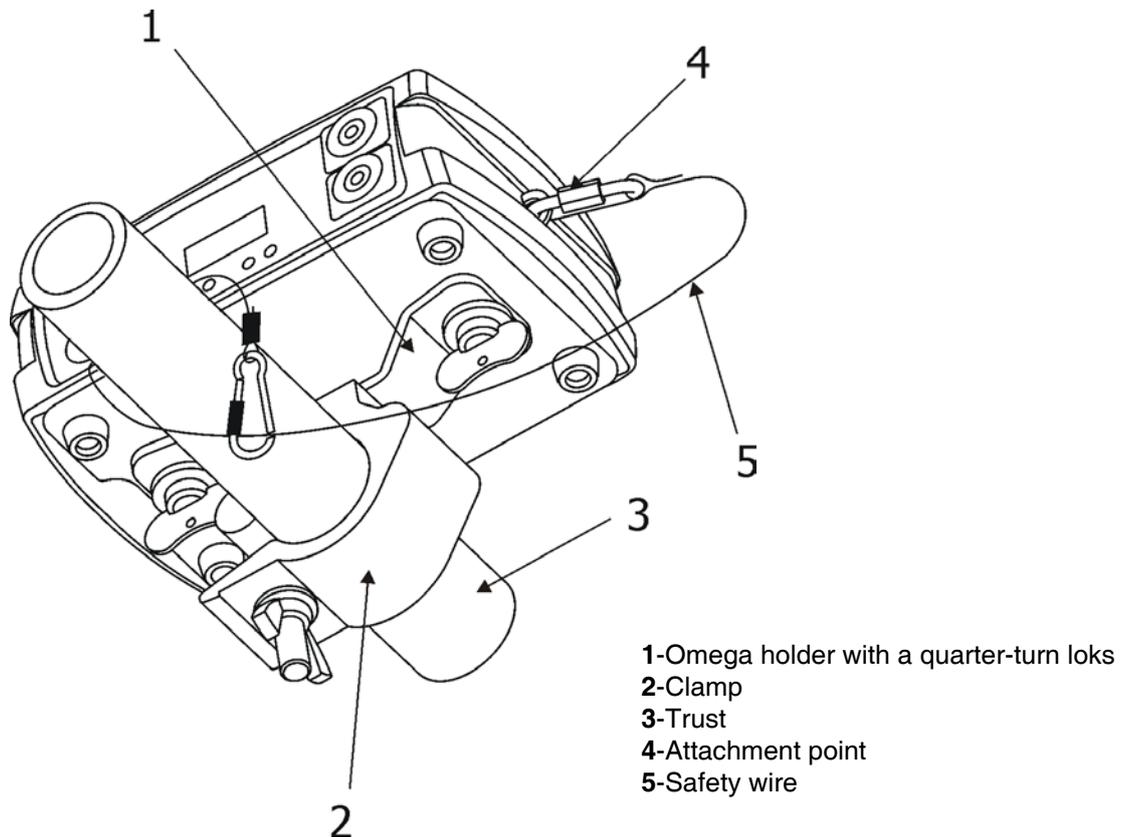
**When installing the device, make sure there is no highly inflammable material (decoration articles, etc.) in a distance of min. 0.5 m.**

**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 on a truss without altering its operation characteristics .

For securing a fixture to the truss install a safety wire that can hold at least 10 times the weight of the fixture. Use only safety wire with screw-on carabine. **Fasten the safety cable in the attachment point and around the truss as shown on the picture.**

Rigging via omega holder:



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

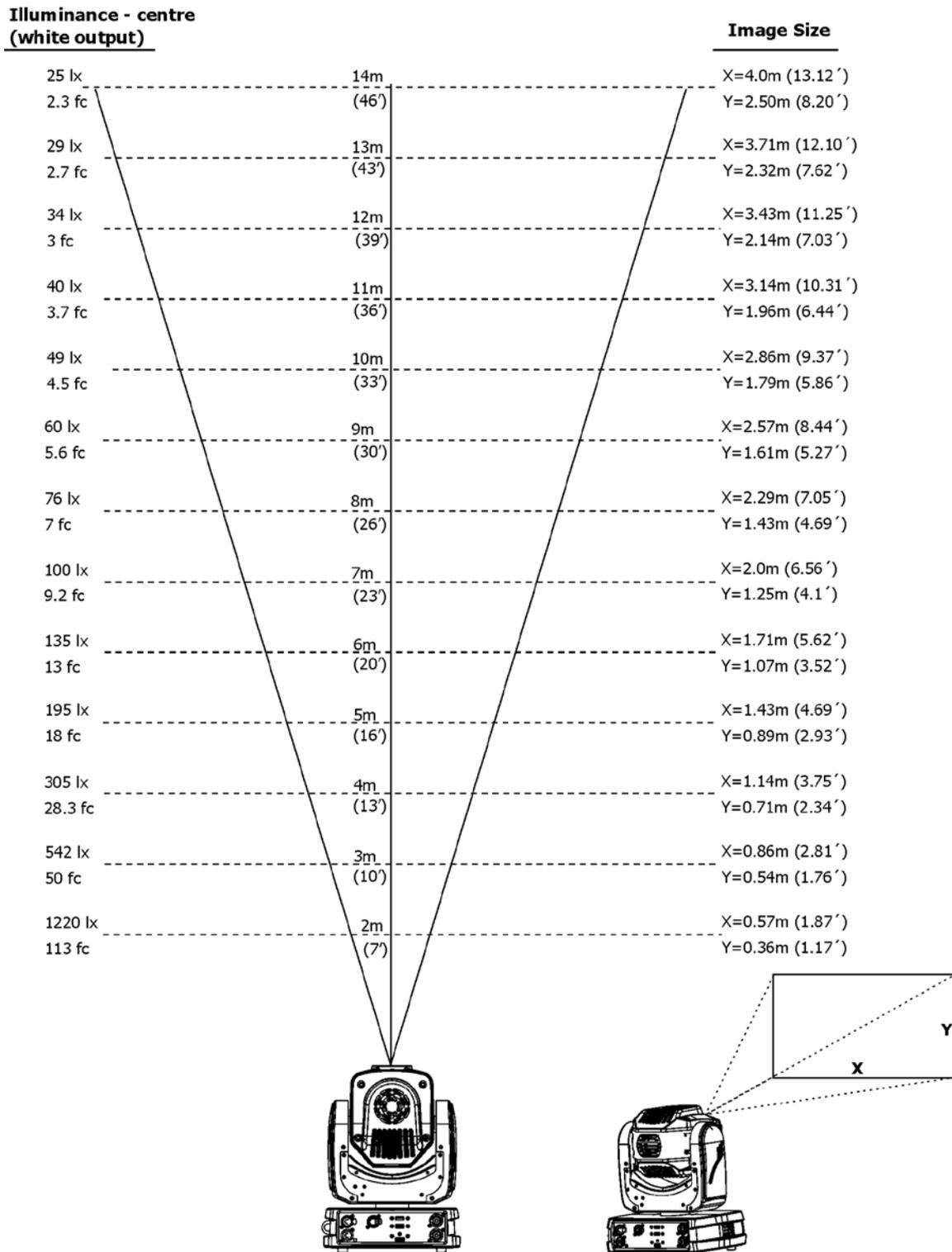
### 3.3 Positioning the Robin MiniMe

The Robin MiniMe is designed to be installed in one of four possible installation locations:

1. Front Table - the fixture is placed near the floor in front of the screen.
2. Front Ceiling - the fixture is suspended upside-down from the ceiling (truss) in front of the screen.  
Set Ceiling Projection in the menu Personality ("Pers--->"LED Engi" --->"Ceil P"--->"On")
3. Rear Table - the fixture is placed near the floor behind the screen. Set Rear Projection in the menu Personality ("Pers--->"LED Engi" --->"Rear P"--->"On")  
Note that a special rear projection screen is required.
4. Rear Ceiling - the fixture is suspended upside-down from the ceiling (truss) behind the screen.  
Set Rear Projection in the menu Personality ("Pers--->"LED Engi" --->"Ceil P"--->"On") and Ceiling Projection ("Pers--->"LED Engi" --->"Rear P"--->"On")  
Note that a special rear projection screen is required.

When determining the position of the fixture and projection screen, you will need to account for the projected image size, which is directly proportional to the projection distance.

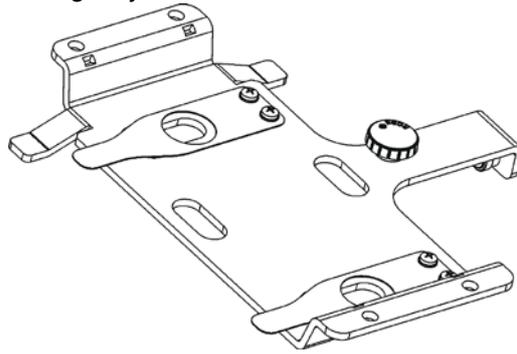
There is a chart of throw distance ratio of 3.5 : 1 to assist you in determining the ideal location for your fixture.



**Note:** There is a tolerance among these numbers due to optical component variations. We recommend that if you intend to permanently install the Robin MiniMe, you should physically test the projection size and distance using the actual fixture before you permanently install it.

### 3.4 Using the mounting bracket

The mounting bracket allows simple mounting of the Robin MiniMe on the ceiling. The mounting bracket is intended for horizontal mounting only.

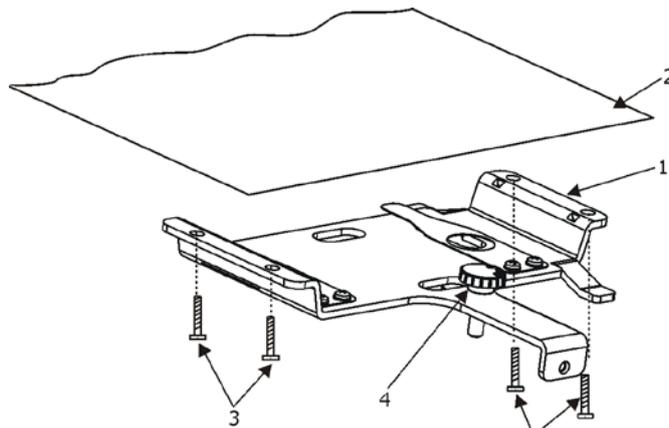


**IMPORTANT! Ceiling mounting requires extensive experience, including calculating working load limits and installation material being used.**

To fasten the Robin MiniMe on the ceiling via the mounting bracket, follow these steps:

1. Fasten the mounting bracket (1) on the ceiling (2) by means of the four screws (3). Check, that the stabilization screw (4) is screwed into mounting bracket.

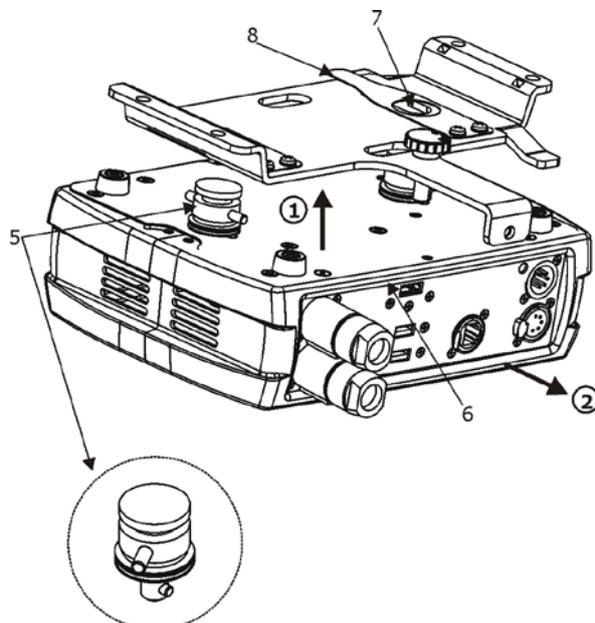
Note The screws are not supplied with the mounting bracket, their length, diameter and a type of screws depends on conditions of given installation.



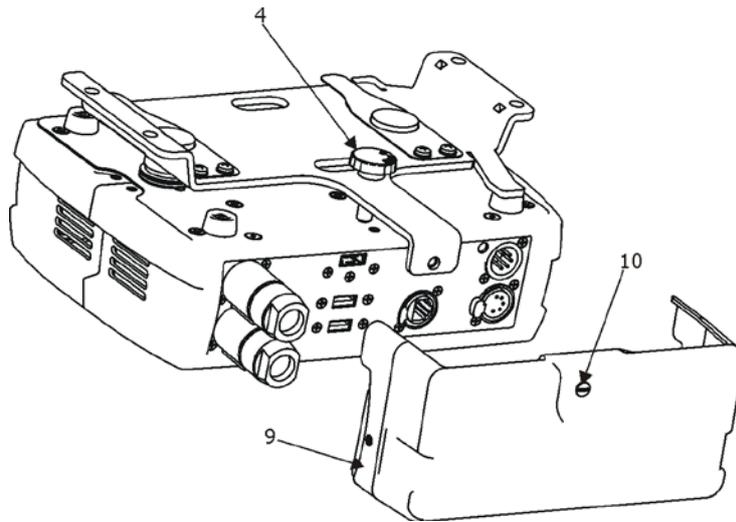
2. Insert a pivot (5) into the mounting point in the fixture base (6) and turn it a full 1/4-turn clockwise to lock. Instal the second pivot.

3. Insert the fixture with both pivots (5) into circular slots under securing blades (8) and then move the fixture towards the stabilization screw (4) until the pivots (5) reach the rectangular slots (7) and both securing blades (8) snap into groove in the pivots.

4. Check the fastening of the fixture.



5. Gently tighten the stabilization screw until reaches the base of the fixture to prevent the MiniMe from wobbling.
6. After connecting power and DMX cables place the cable cover (9) and secure it with an 1/4-turn screw (10)

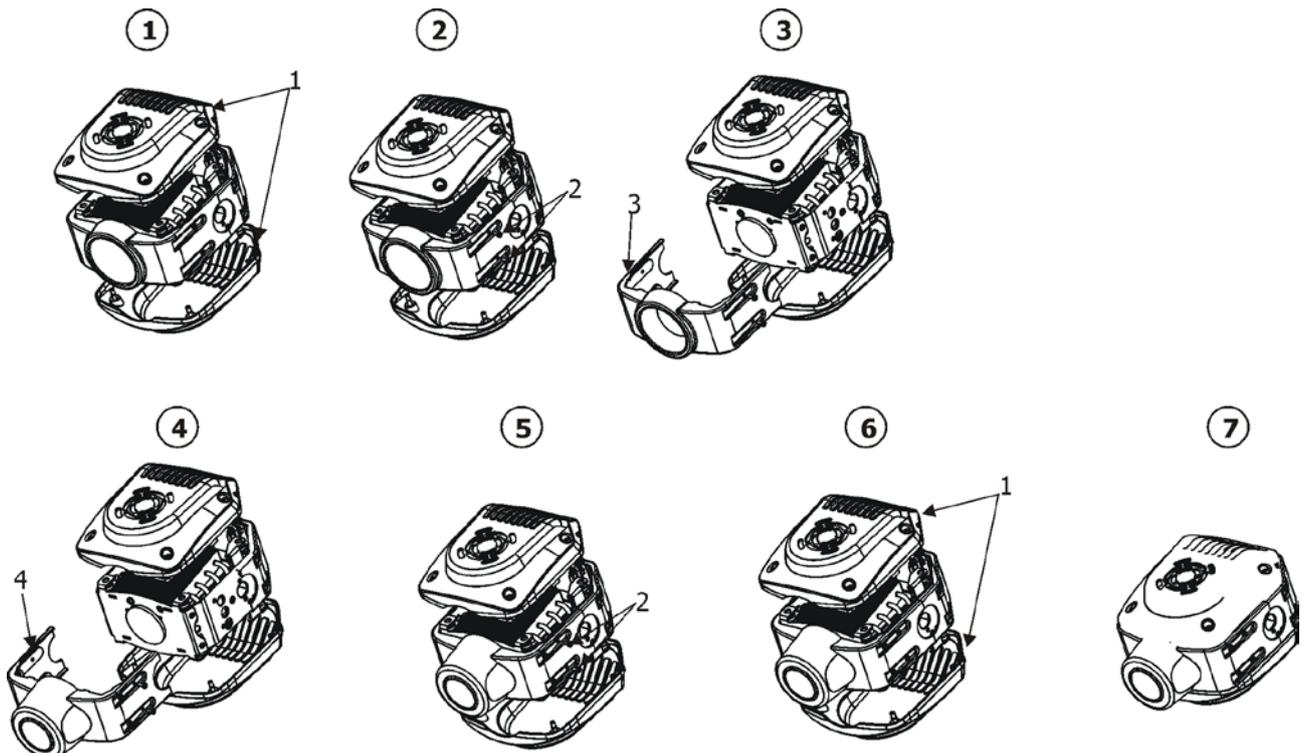


### 3.5 Installing the wide-angle lens module

**Disconnect from the mains before the wide-angle module installing**

If you need to install the optional wide-angle lens module, follow the steps:

1. Remove both top and button covers (1) from the fixture head.
2. Unscrew two screws (2) on the each side of the head.
3. Remove the standard lens module (3).
4. Place the wide-angle lens module (4).
5. Secure the wide-angle lens module on the fixture head by means of two screws (2) on each side of the head.
6. Place back both top and button covers (1)



### 3.6 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 sockets:



- 1 - Shield
- 2 - Signal (-)
- 3 - Signal (+)
- 4 - Used for wireless DMX
- 5 - Used for wireless DMX

#### DMX input

##### XLR plug:



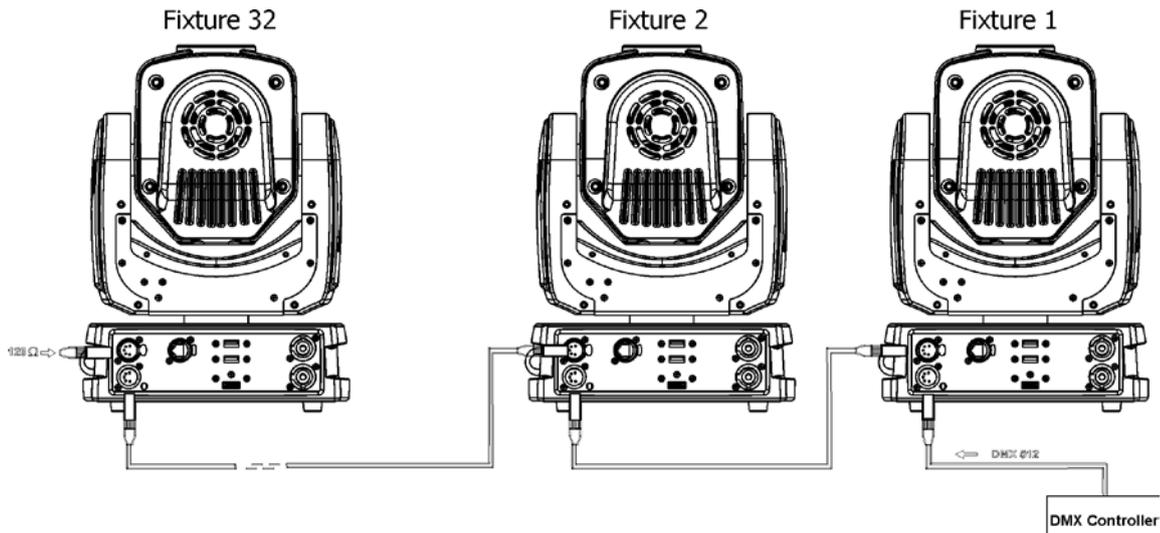
- 1 - Shield
- 2 - Signal (-)
- 3 - Signal (+)
- 4 - Used for wireless DMX
- 5 - Used for wireless DMX

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 adapter-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.



### 3.7 Ethernet connection

The fixtures on a data link are connected to the Ethernet with ArtNet communication protocol. The control software running on your PC (or light console) has to support Art-Net protocol.

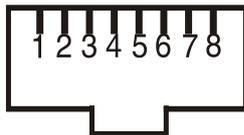
Art-Net communication protocol is a 10 Base T Ethernet protocol based on the TCP/IP. Its purpose is to allow transfer of large amounts of DMX 512 data over a wide area using standard network technology.

**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.

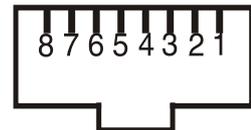
The Robin MiniMe is equipped with 8-pin RJ-45 socket for Ethernet input. Use a network cable category 5 (with four "twisted" wire pairs) and standard RJ-45 plugs in order to connect the fixture to the network.

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



- |                  |                  |
|------------------|------------------|
| 1- TD+           | 5- Not connected |
| 2- TD-           | 6- RX-           |
| 3- RX+           | 7- Not connected |
| 4- 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 with the Ethernet network.

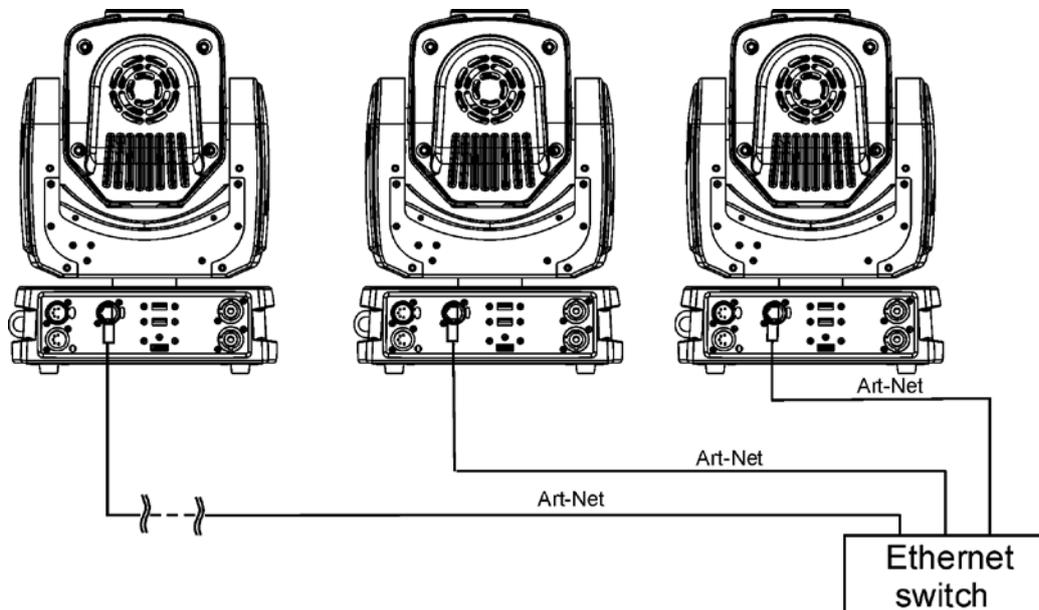
The option "ArtNet" has to be selected from the menu "Mode" at the fixture (DMXA 001-->Mode-->ArtNet).

Set IP address, NetMask and the Universe.

(DMX address=144)  
IP address=002.168.002.006  
Universe=1

(DMX address=25)  
IP address=002.168.002.003  
Universe=1

(DMX address=1)  
IP address=002.168.002.002  
Universe=1

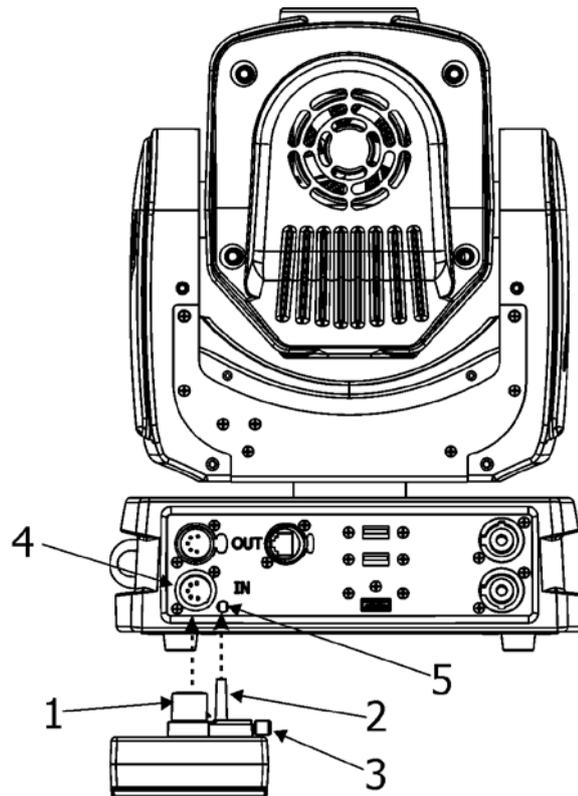
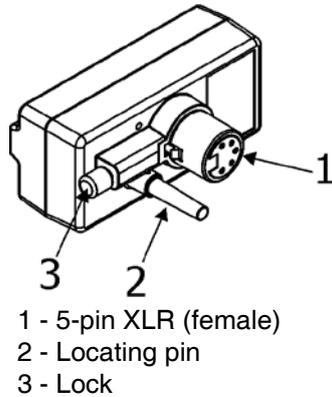


An advised PC setting: IP address: 002.xxx.xxx.xxx or 010.xxx.xxx.xxx (Different from fixture IP addresses)  
NET mask: 255.0.0.0

### 3.8. Wireless DMX operation

The external Robe Wireless CRMX-LB100 module allows receiving wireless DMX. CRMX module operates on the 2.4 GHz band.

Robe Wireless CRMX-LB100



Push in the 5-pin XLR plug (1) into 5-pin XLR socket (4) and simultaneously locating pin (2) into hole (5) in the fixture. In this way the wireless DMX module is connected with the fixture and prepared for operation.

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 "Stat" (Special -->Wireless -->Stat).

#### To unlink the fixture from DMX transmitter.

The fixture can be unlinked from receiver via the menu item "Unlink" (Special-->Wireless -->Unlink.).

## 4. Control menu map

Default settings=**Bold print**

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<b>DMXA 001</b>	Mode	<b>DMX</b>				
		ArtNet				
	IP Addr	IP Ad1 000-255				
		::				
		IP Ad4 000-255				
	IP NetM	Net M1 000-255				
		:				
		Net M4 000-255				
		Reset Adresse				
		DMX Addr 000-255				
	ArtN Uni 000-255	000-255				
<b>Info</b>	POn Time	Total				
		Reset				
	LOn Time	Total				
		Reset				
	Air Fil	R Ti				
		Aler P	10-300			
	DMX In	Pan	0-255			
		:				
		Dimmer	0-255			
	Temp	Current	CPU			
			Head			
		Highest	CPU			
			Head			
		High Res	CPU			
			Head			
	Sw Ver	GE				
		IC-1				
<b>Pers</b>	Pan Rev	On, <b>Off</b>				
	Tilt Rev	On, <b>Off</b>				
	P/T Mode	<b>Speed</b>				
		Time				
	P/T Feed	On, <b>Off</b>				
	BLC DMC	On, <b>Off</b>				
	Act BLC	<b>P/T Mov</b>	On, <b>Off</b>			
	C Cal M	On, <b>Off</b>				
	Display	Turn				
		On/Off T	On, <b>Off</b>			
		Contrast	0-15			
		Backlight	0-15			
	LED Engi	Ceil P.	On, <b>Off</b>			
		Rear P.	On, <b>Off</b>			
GRP Engi	Aspect R					
			Keep AR	On, <b>Off</b>		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
		Gobo Sel Mode	<b>ABCD</b>			
		Gobo Sel Mode	Numer			
		SS Gobo Swap T	0-30 s, <b>3 s</b>			
		Ref Rate	<b>50Hz</b> , 60Hz			
		Optics M	Wide Optics			
			None			
	Fans	<b>Auto</b> , High				
	Defaults					
<b>Manual</b>	DMX Ctrl	Pan	0-255			
		:				
		Dimr.	0-255			
	LED Engi	Ext Inp	On, <b>Off</b>			
		Keystone	0-255, 128 center			
		LED On/Off	On, Off			
<b>Test Prg</b>	Static	Pan	(0-255)			
		Tilt	(0-255)			
		Focus	(0-255)			
		Run				
	Dynamic					
<b>St Alone</b>	Auto Run	<b>Play Off</b>				
		DMX Prg 1				
		:				
		DMX Prg 9				
	PI DMX Prg	DMX Prg 1				
		:				
		DMX Prg 9				
	Rc DMX Prg	DMX Prg 1				
		:				
		DMX Prg 9				
<b>Reset</b>	Reset GE					
	Reset P/T					
	Reset Focu					
	Reset All					
<b>User Media</b>	No USB					
	Mirror Media	From Minime				
		To Minime				
	Mirror Program	From Minime				
		To Minime				
	Mirror Update	To Minime				
	Convert Inter					
	Delete Int. Me.					
<b>Special</b>	RDM High					
	RDM Low					
	Wireless	Stat				
		Unlink				
	'HDMI Delay'	Off, <b>On</b>				
	Calib	Cal PTF	Pan C	0-255		
			Tilt C.	0-255		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
			Focu C.	0-255		
			Focu V			
			Focu H			
			Store			
		Cal Col	Red C	0-255		
			Green C	0-255		
		Hori Align	-3°.....+3°			
			Blue C	0-255		
			Gamma C	0-5		
			Store			
	Sw Upd					
	Hw Upd					
	MAC High					
	MAC Low					

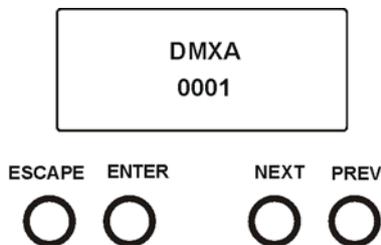
## 5. Control menu

The Robin MiniMe is equipped with 2-row LCD display which allows to set the fixture's behaviour according to your needs, obtain information on its operation, test its various parts and lastly program it, if it has to be used in a stand-alone mode.

Control panel:

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

[NEXT] , [PREV] buttons for moving between menu items and for value adjusting.



[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.

### 5.1 Addressing (DMXA)

**Mode - Set operating mode.** Use this menu item to set DMX operating mode ("DMX") or ArtNet operation mode ("ArtNet"). If the ArtNet mode is selected, DMX address (D 001) and Universe (U 000) are shown by rotation.

**IP Addr - Set IP Address.** Use this menu to set desired IP address of the fixture.

**IP NetM - Set NetMask.** Use this menu to set desired NetMask of the fixture.

**Reset Addresses - Reset addresses.** This menu item sets IP address, netmask and ArtNet universe to default values.

**DMX Addr - Set DMX address.** Use this menu item to set desired DMX start address of the fixture, which is defined as the first channel from which the Robin MiniMe will respond to the controller.

If you set, for example, the address 23, the Robin MiniMe will use channels 23 - 54 for control. Please, be sure that you do not have any overlapping channels in order to control each Robin MiniMe correctly and independently from any other fixture on the DMX data link.

**ArtN Uni - Set ArtNet Universe.** Use this menu item to set desired ArtNet Universe.

### 5.2 Fixture information (Info)

**POn Time - Power on time.** Select this menu to read the number of fixture operation hours.

**Total** - The item shows the total number of the operation hours since the Robin MiniMe has been fabricated.

**Reset** - The item shows the number of the operation hours that the Robin MiniMe has been powered on since the counter was last reset. In order to reset this counter to 0, press the [Enter] button twice.

**LOn Time - Light source on time.** Select this menu to read the number of the light LED source operation hours.

**Total** - The item shows the total number of the LED source operation hours since the Robin MiniMe has been fabricated.

**Reset** - The item shows the number of the LED source operation hours that the Robin MiniMe has been powered on since the counter was last reset. In order to reset this counter to 0, press the [Enter] button twice.

**Air Fil - Air filter.** Regular cleaning of the air filter is very important for the fixture's life and performance.

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.

**Aler P - 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 filters. 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 all air filters and change the value in this menu on acceptable level. Min. level of alert period is 10 hours, max. is 300 hours.

**R Ti - Remaining Time.** The item allows you to read the time which remains to cleaning air filters. The time period is set in the menu mentioned above.

Expired time period is signalled by a negative mark (-) at the time value and a warning message on the display.

Clean the air filter and reset the counter by pressing the [Enter] button twice.

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

**Temp - Temperature.** The menu shows temperatures in the fixture.

**Current** - A current temperature in the fixture head and CPU.

**Highest** - A maximum temperature in the fixture head and CPU since the fixture has been fabricated.

**High Res** - A maximum temperature in the fixture head and CPU 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.

**Sw Ver - Software versions.** Select this item to read the software version of the fixture modules.

**GE** - A graphic engine

**IC-1** - A pan/tilt and zoom module

## 5.3 Personality (Pers)

**Pan Rev - Pan reverse.** The item allows to invert pan movement.

**Tilt Rev - Tilt reverse.** The item allows to invert tilt movement.

**P/T Mode - Pan and Tilt movement mode.** Use this menu to set mode of the pan/tilt movement.

**Speed** - Both Pan and tilt will move with the same speed as adjusted at the channel 5 "Pan/Tilt speed, Pan/Tilt time".

**Time** - 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".

**P/T Feed - Pan & Tilt Feedback.** The menu item allows to return the moving head to the required pan/tilt position after changing the position by an external force if this option is set on.

Note. The Pan/Tilt Feedback should be permanent On, the option Off is not suitable for standard operation and the head of the fixture can be damaged!

**BLC DMC - 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.

**Act Blc - Active blackout.** Use this menu if you wish to close the light output during effect changes.

**P/T Mov** - The menu item allows to close light output while the pan/tilt coordinates are changing.

**C Cal M - Colour calibration mode.** The function switches on/off the colour calibration mode. If the function is active, a white colour (0-15 DMX) at the channel "Virtual colour Wheel" is set to 8000K.

**Display - Display adjusting.** This menu allows you to adjust the display behaviour.

**Turn** - This function turns the display by 180°. The display can be also turned by pressing and holding the [ESCAPE] button.

**On/Off T** - This 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 this function to adjust contrast of the display (0-15).

**Backlight**- Use this function to adjust backlight of the display (0-15).

**LED Engi - Led engine options.** Enter the menu if you want to set special options for LED engine.

**Ceil P - Ceiling projection.** When this function is "On", the picture is top (bottom and left) right reversed.

This function enables to project the image from a ceiling mounting of the MiniMe.

**Rear P - Rear projection.** When this function is "On", the picture is left (right) reversed.

This function enables to project the image to a rear projection screen.

**GRP Engi - Graphic engine options.** Enter the menu if you want to set special options for graphic engine.

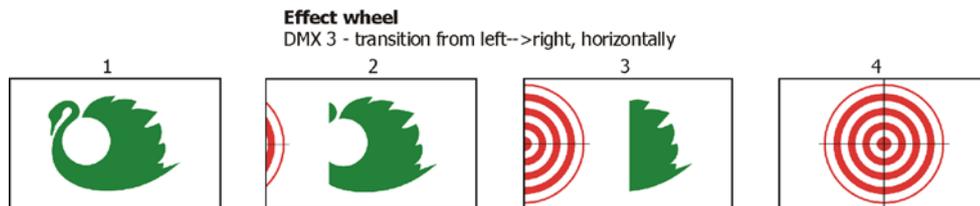
**Aspect R - Keeping Aspect ratio.** If this function is "On", the fixture keeps native aspect ratio of played pictures (videos).

If this function is "Off", all pictures (videos) are played in the aspect ratio 16:10 regardless of native aspect ratio of each picture (video).

**Gobo Sel Mode - Gobo selection mode.** The media files assigned to the DMX values can be sorted either in alphabetical ( item ABCD) or numerical order (item Numer).

Default assigning is the alphabetical order.

**SS Gobo Swap T - Slide Show gobo swap time.** The option sets time period during which a gobo stay in a position before changing at the "Gobos presentation" function (channel 17/ Digital gobo wheel/ DMX range of 251-252).



**Ref Rate - Refresh rate.** Select desired refresh rate 50Hz or 60Hz.

**Optics M - Optics mode.** The option " Wide Optics" corrects distortion of the image if the Lens wide-angle 1:1.5 is used.

**Fans - Fan mode.** Use the menu to set the fixture fans to max. fan power mode ("High") or to the auto-control mode ("Auto").

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

## 5.4 Manual Control (Manual)

**DMX Ctrl - DMX channels control.** Use the menu to manually control each channel effect.

**LED Engi - LED Engine options**

**Ext Inp** - Via this menu option is possible to activate the external input (HDMI).

**Keystone** - The item allows to use LED engine keystone when the external input is active.

**Led On/Off** - The item allows to switch off LED engine when the external input is active.

## 5.5 Stand-alone (St Alone)

**Auto Run - Presetting playback.** This 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.

**PL DMX Prg - Play DMX program.** Select this menu to run one of 9 programs which have been recorded via the menu "Rc DMX Prg". When the program is running, pressing the [ENTER] pauses its running.

**Rc DMX Prg - Record DMX program.** The menu allows you to record DMX data that receives the fixture and then replay them again via the menu "PL. DMX Prg". There is a menu of 9 programs which can be used for recording DMX data.

Select desired program and press the [ENTER] to start recording. To stop recording, press the [ENTER] again.

Recorded programs can be copied to the USB memory stick (menu "User Media") and after that loaded into another fixture (s).

## 5.6 Reset (Reset)

This option enables to index all effects and return them to their standard positions.

**Reset GE** - reset of the graphic engine module.

**Reset P/T** - reset of the pan/tilt module.

**Reset Focu** - reset of the focus module.

**Reset All** - reset of all fixture modules.

## 5.7 User Media (User Media)

Custom media files can be saved in the fixture memory or can be called from the external USB drive.

**No USB** - This item will appear if no USB flash drive is connected.

**Init USB** - This item will appear if an USB flash drive without desired folder structure is connected. Press [ENTER] to start initialization. Initialization process creates folder called 'minime' in the root folder of the USB flash drive. Inside this folder are three subfolders: extmedia, intmedia, update.

Top level folder



Recommended and supported filesystem on the USB flash drive is FAT16

**exmedia** - the folder serves for media files which will be played directly from this folder.

**intmedia** - the folder serves for media files which will be loaded into fixture memory.

**programs** - the folder serves for recorded programs (St Alone--> Rc DMX).

**update** - the folder for update file.

These folders structure may be also created by means of your computer, but exactly the same names, order and small letters have to be kept.

The folder exmedia (intmedia) serves for a collection of custom media files. In the folder, the Robin MiniMe sorts files in alphabetical or numerical order and assigns them to DMX values. Max. number of media files in the folder is 250.

**We recommend to follow the 3-digit conventions for media files, where a 3-digit number is followed by an underscore and a name e.g.: 001\_mountains.jpg, 002\_landscape.jpg.....**

The numerical order is suitable in the case that you need to assign certain media files to specified DMX values.

Example: The table below show differences in file DMX assignment between the alphabetical and numerical sorting.

The table also includes file names without a 3-digit convention to illustrate their behaviour in the numerical sorting.

Media file name	DMX value at Alphabetical Sorting	DMX value at Numerical Sorting
001_testfile1.jpg	1	1
020_testfile2.jpg	2	20
19_testfile3.jpg	3	19
3_testfile4.jpg	4	3
460_testfile5.jpg	5	Not Assigned*
testfile.jpg	6	Not Assigned**

\* The 3-digit number has to be in the range of 001-250.

\*\* The media file name does not contain any digit.

To use custom media files, you have to set relevant DMX values on the channel 16 (Digital gobo wheel selection).

DMX	Function
0-31	Default-Factory Digital gobo wheel
32-63	Internal Custom Digital gobo wheel
64-95	External Custom Digital gobo wheel (USB memory stick)

Supported file formats are:

jpg for pictures (resolution up to 4096 x 4096 pixels)

mpeg4 and h264 for videos (resolution up to 1920 x1080 pixels, optimal 1280x800)

Note: the native resolution of the light projection engine is 1280x800 pixels, therefore optimal resolution for pictures and videos is 1280x800 pixels.

Note: AVI, MOV etc. is a container with video and audio in it. For example, you can have AVI file with audio encoded as mp3, video as mpeg2. This file cannot be played. Another AVI file can have audio as ogg vorbis and video as h264. This file can be played. Whether the Robin MiniMe can play the file or not depends on the encoding, not on the container.

**Mirror Media** - This menu allows to load files from the folder intmedia (on the USB memory stick) into the fixture and vice versa.

**From Minimi** - the option copies custom media files from the fixture into USB memory stick (custom files only).

**To Minimi** - the option copies custom media files from USB memory stick into the fixture.

There is 9.5 GB free space available for custom content in the fixture.

**Note: Custom media files in the fixture memory will be overwritten.**

Factory files stay without change.

**Mirror Program** - This menu allows to load programs from the folder programs (on the USB memory stick) into the fixture and vice versa.

**From Minimi** - the option copies created programs (menu "St Alone") from the fixture into USB memory stick.

**To Minimi** - the option copies programs from the USB memory stick into the fixture.

**Note: Created programs in the fixture will be overwritten.**

**Convert Inter** - The option converts custom pictures (only) in the fixture into optimal resolution (1280x800 pixels) for the Robe MiniMe. These converted pictures can be copied back to the USB memory stick (option "Mirror Media").

**Delete Int. Me.** - This menu delete media files in the fixture's memory.

#### ***To copy custom files into fixture***

1. Connect the MiniMe to the mains.
2. Plug the USB flash drive into the fixture.
3. Initialize the USB flash drive (via menu "Init USB") and unplug it.
4. Plug the USB flash drive into computer.
5. Upload content into folder (intmedia) and unplug it.
6. Plug the USB flash drive back into the MiniMe.
7. Mirror content into the MiniMe (only intmedia) via menu "Mirror Media".
8. Unplug the USB flash drive from the MiniMe .

## **5.8 Special functions (Special)**

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

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

**Wireless - Wireless DMX information.** The menu allows 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.

**HDMI Delay - HDMI delay.** If this function is set off, there is not a 3 second delay when switching between Internal and External HDMI input from DMX channel 6 "Special functions"(DMX range of 210-229 DMX).

**Calib - Calibration menu.** The menu allows fine adjustment of the pan, tilt, focus, white colour and Gamma curve.

**Cal PTF - Calibration of pan, tilt and focus.**

**Pan C** - fine calibration of pan

**Tilt C** - fine calibration of tilt

**Focu C** - fine calibration of focus

**Focu V** - version of mechanical focus (should be set once more if the light source has been changed).

**Focu H** - setting of focus hysteresis (should be set once more if the light source has been changed).

**Store** - saves adjusted values into memory

**Cal Col - Calibration of white colour and gamma curve.**

**Red C** - a red saturation setting

**Green C** - a green saturation setting

**Blue C** - a blue saturation setting

**Gamma C** - a gamma setting

**Store** - saves adjusted values into memory

*Calibration of pan/tilt/focus via the control board.*

1. Disconnect DMX controller from the fixture and enter the "Calib" menu.
2. Enter the "Cal PTF" menu.
3. Use the [PREV] and [NEXT] to find "Pan" and press [ENTER].
4. Set desired value and save it by pressing [ENTER].
5. Repeat steps 3 and 4 for tilt and focus.
6. After calibrating all effects, find item "Store" and press [ENTER]. to save all adjusted values and reset the fixture.

*Calibration of white colour.*

1. Disconnect DMX controller from the fixture and enter the "Calib" menu.
2. Enter the "Manual" menu, open shutter and dimmer and set "Cyan", "Magen", "Yellow", "Virt C" items to 0.
3. Enter the "Cal Col" menu. By means of the Red, Green and Blue items adjust the 8000K colour temperature as exactly as possible ( $\Delta u'v' = 0$ ).
4. After calibrating, find item "Store" and press [ENTER]. to save all adjusted colours and reset the fixture

**Hori Align** - Digital calibration of the RGB LED device. This function allows digitally "align" RGB LED device in the fixture head in case, that it is placed askew.

**Sw Upd** - Graphical software update. The item starts update of the graphical software in the fixture. Insert the USB flash drive with update file into USB port, select this option and press [ENTER]. Version of the new software will be displayed, eg, v 003 ?.

If you want to run update, press [ENTER] again.

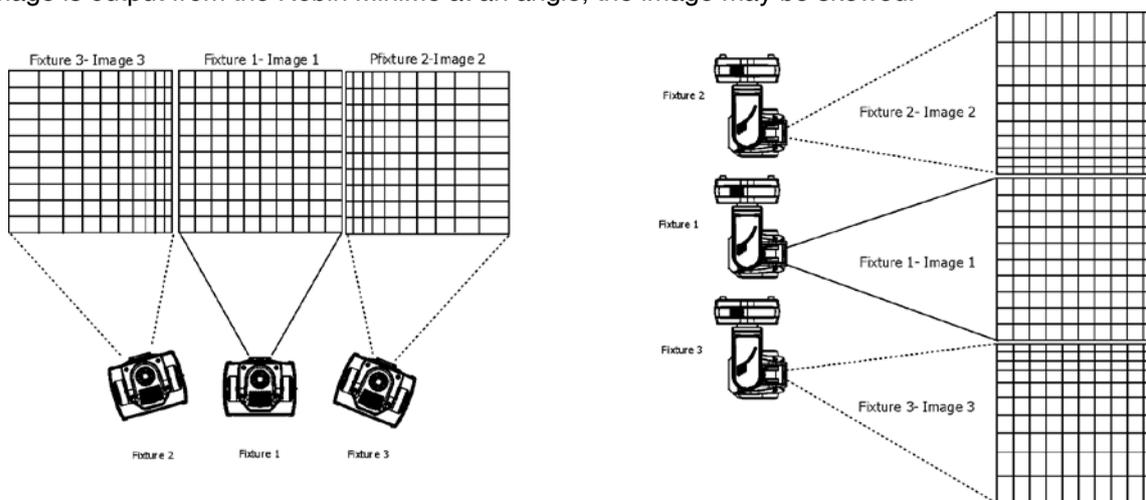
**FW Upd** - Firmware update. The item starts update of hardware functions like pan, tilt, focus...etc. and should be performed after graphical software update

**To perform software update of the fixture**

1. Connect the MiniMe to the mains.
2. Plug the USB flash drive into the fixture.
3. Initialize the USB flash drive (via menu "Init USB") and unplug it.
4. Plug the USB flash drive into computer.
5. Download update file from Robe website into your computer.  
Note: Please make sure the full name of the update file is minime\_vxxx.tar.gz (vxxx=version number) before you upload it into the USB flash drive.
6. Upload update file into folder (update) and unplug it.
7. Plug the USB flash drive back into the MiniMe.
8. Run graphical software update via menu "Sw Upd".
9. Run firmware update update via the menu " FW Upd" (if the notice " Do Fw Upd " appeared)

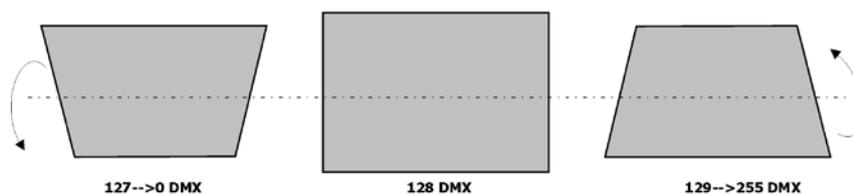
## 6. Keystones

If an image is output from the Robin MiniMe at an angle, the image may be skewed.

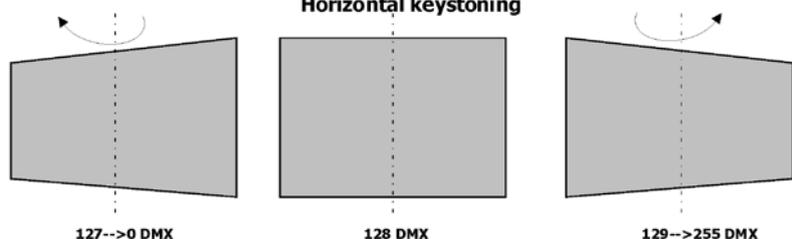


Two keystone channels (KeyStoning Vertical, KeyStoning Horizontal) adjust the image shape, aspect ratio is kept. Default DMX value for both channels is 128, it means that no keystone correction has been used.

### Vertical keystoneing



### Horizontal keystoneing



The channel "KeyStoning Vertical" turns image along X-axis.

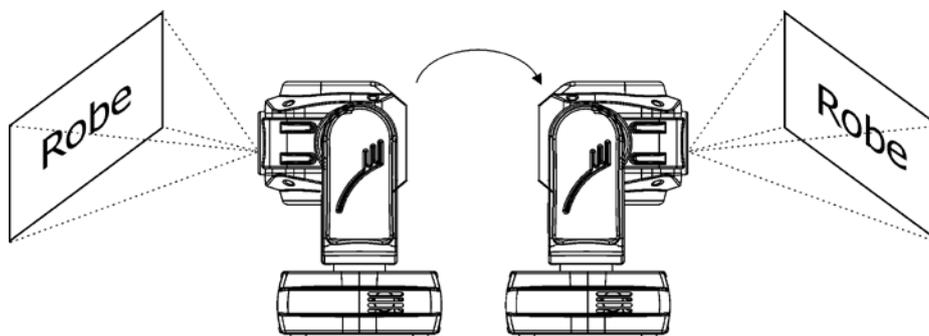
The channel "KeyStoning Horizontal" turns image along Y-axis.

The keystone values can also be used to create interesting skewing effects.

Note: The horizontal keystone is not running while the Robin MiniMe displays external HDMI source.

The option "Save AutoKeystoneing" from DMX chart (channel Special functions, range 230-234) allows to save adjusted values of the keystone channels and correct them automatically when head position is changed: First use the Keystoning Vertical channel and the Keystoning Horizontal channel to adjust image shape, after that go and stay at this DMX range for 3 seconds to write keystoneing values into memory. To activate AutoKeystoneing, set channels Horizontal and Vertical Keystoning to 0. Now, if you move with the fixture head on another place in the same plane, the image shape will be automatically corrected.

If you move the head in a tilt into opposite position, the image shape will be automatically corrected again and the image will not be turned:



## 7. Using external HDMI input

If you want to use the external HDMI input of the fixture, you have to activate the external HDMI input via setting DMX value into range of 220-229 on the channel 6 (Special functions). If you want to return back to the internal HDMI, set DMX value into range of 210-219 on this channel. Stay in desired DMX range for at least 3 seconds.

**The horizontal keystone is not running while the Robin MiniMe displays external HDMI source.**

## 8. Error and information messages

### DMX address blinks



It means that no DMX signal is received. Check DMX connectors and cables, check connection between the fixture and the control desk.

### Exclamation mark at sign "Art"



It means that no ArtNet signal is received. Check RJ 45 connectors and cables, check connection between the fixture and the control desk.

### Tilt Err

This message will appear after the reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or the stepping motor is defective or its driving IC on the PCB. The head is not located in the default position after the reset.

### Pan Err

This message will appear after the reset of the fixture if the head's magnetic-indexing circuit malfunctions (sensor failed or magnet is missing) or the stepping motor is defective or its driving IC on the PCB. The head is not located in the default position after the reset.

### Focus Err

This message will appear after the reset of the fixture if the focus module malfunctions (sensor failed or magnet is missing) or the stepping motor is defective or its driving IC on the PCB.

### Temp Err

This message informs you that head temperature exceeded 70°C and light source has been switched off.

### InnCom Err

This message informs you that communication between Raspberry and a pan/tilt PCB is faulty.

### Ethernet Err

This message informs you that some ethernet error has occurred e.g. faulty network card.

### Need Hw Upd

This message informs you that hardware update has to be performed.

### No proj. Reply

This message informs you that the projector in the fixture head does not communicate with the fixture base.

### **Clear air Filt.**

This message informs you that the menu item remaining time ("R Ti ") in the menu "Information" is at 0 value. Clean air filter and reset this counter.

### **Head Fan Err.**

This message informs you that the small rear fan in the fixture head is faulty and the light source has been switched off.

## **9. Technical Specifications**

### **Electrical**

Power supply:.....electronic auto-ranging  
Input voltage range:..... 100-240V, 50-60Hz  
Fuse:.....T 3.15A/250V ~  
Power consumption \*:.....100W@230V,I=0.43A, power factor=0.87  
\*Allow for a deviation of +/-10%  
  
Mains input: CE - max. 16A  
                  cETLus - max. 10 A  
Mains output: CE - max. 15A  
                  cETLus - max. 9 A

### **Light engine**

Light source: RGB LED device  
Light output: 300 ANSI lumens  
Rated light source life: 20000 hours

### **Digital gobo/image/video projection output**

Aspect ratio: 16:10  
Native resolution: WXGA (1280x800)  
Throw ratio: 3.5:1  
Contrast ratio: 700:1  
Display colours: 16.7 million colours

### **Hardware**

Raspberry Pi Model B 512MB RAM

### **Operating system**

Linux

### **Graphic engine**

Digital gobo wheel with gobos, images and videos  
Gobo rotation and indexing  
Video speed control  
RGB or CMY colour mixing  
Virtual colour wheel with pre-programmed 234 colours including 8000K white  
Colour effect wheel with wide range of built-in colour effects (colour transitions and cross-fades, multiple colour images, rainbow effects)  
Effect wheel with wide range of graphic effects  
Effect speed control  
Horizontal/Vertical keystoneing  
Smooth dimmer  
Shutter and strobe effects  
Supported Image Format: JPG (up to 4096 x 4096 pixels)\*  
Supported Video Formats: MPEG4, h264 (resolution up to 1920x1060 pixels)\*

*\*The native resolution of the light projection engine is 1280x800 pixels therefore optimal resolution for pictures and videos is 1280x800 pixels.*

## **Free space available for custom content**

9.5 GB

## **Focus**

Motorized focus

## **Strobe**

Independent strobe effect with variable speed (0.3 - 20Hz)  
Random strobe effect

## **Dimmer**

Smooth dimmer from 0 - 100 %

## **Pan/Tilt**

Max. pan movement range: 450°  
Max. tilt movement range: 270°  
16 bit movement resolution  
Automatic Pan/Tilt position correction  
Remotely controllable speed of pan/tilt movement for easy programming

## **Control**

Upload and projection of custom artwork, photographs and videos  
Live input via external HDMI  
Setting & Addressing: two-row LCD display & 4 control buttons  
Protocols: USITT DMX-512, RDM, ArtNet  
Optional wireless external module available: CRMX™ technology from Lumen Radio  
Control channels: 24  
Ethernet port: Art-Net, ready for ACN  
Recommended and supported filesystem on USB memory devices: FAT16

## **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  
Producer: LumenRadio

## **Connection**

DMX data in/out: Locking 5-pin XLR  
2 x USB 2.0 connector (series A)  
ArtNet: RJ 45 (Neutrik Ethercon)  
External video input: 1 x HDMI  
AC power IN: Chassis connector Neutrik PowerCon, A-type, NAC3MPA  
AC power OUT: Chassis connector Neutrik PowerCon, B-type, NAC3MPB

## **Rigging**

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

## **Temperatures**

Ambient operating temperature : 0 - 40° C  
Maximum housing temperature : 60° C

## **Distances**

Min. distance from flammable surfaces: 0.5 m  
Min. distance to projection surface: 0.8 m

**Total heat dissipation**

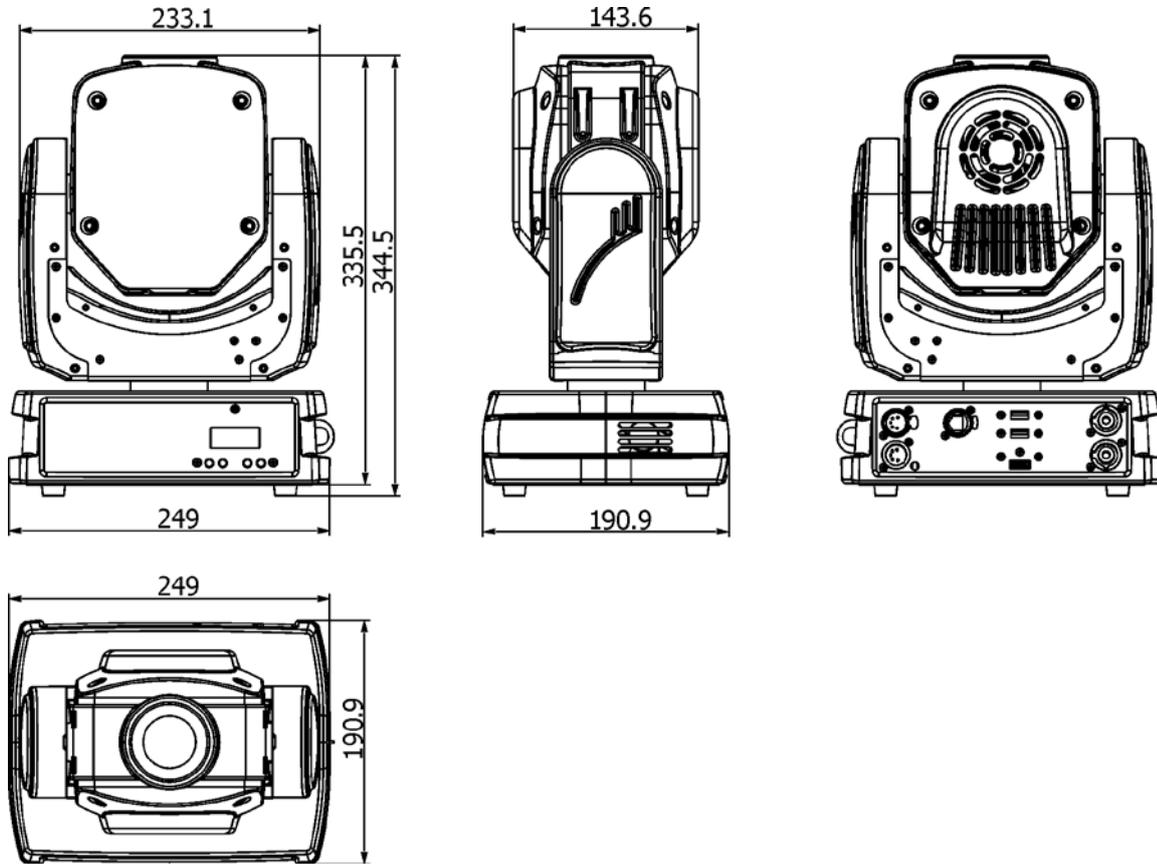
307 BTU/h (calculated)

90 Wh (calculated)

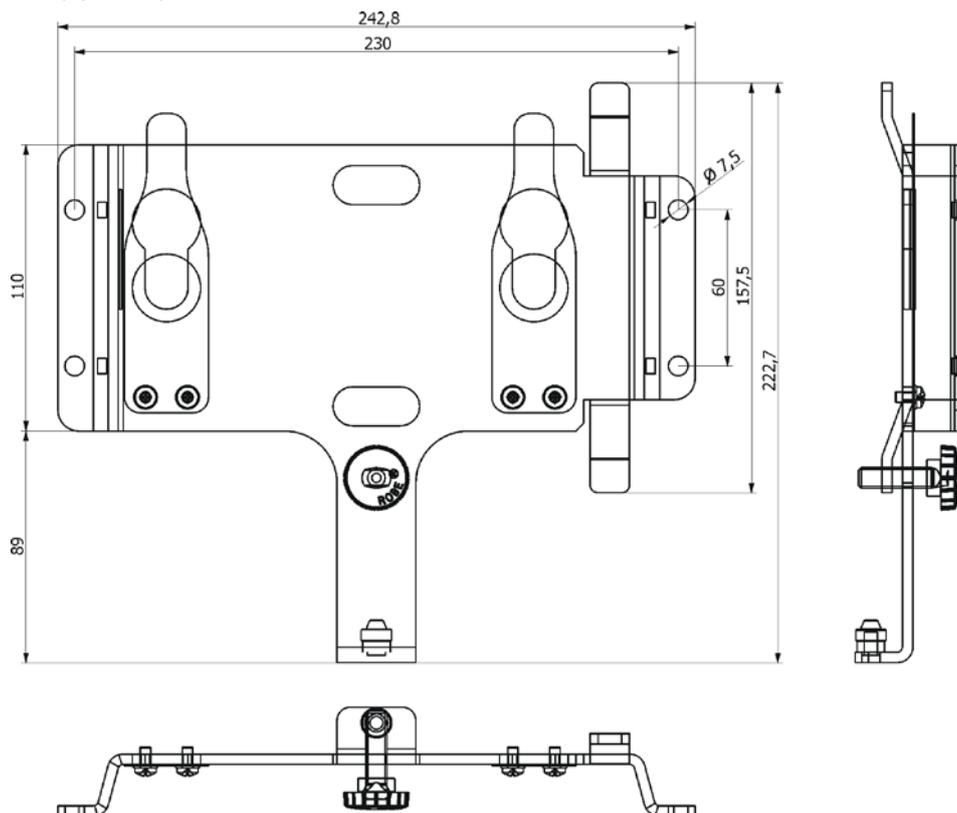
**Weight (net):**

5.7 kg

**Dimensions (mm)**



**Mounting bracket (optional)**



## Accessories

Omega holder (P/N 99010420).....1 piece

## Optional accessories

(P/N 1098 0222) ROBE Wireless CRMX white

(P/N 10980197) Lens wide-angle 1:1.5 black

(P/N 10980211) Lens wide-angle 1:1.5 white

(P/N 1098 0208) Mounting bracket for MiniMe black

(P/N 1098 0209) Mounting bracket for MiniMe white

(P/N1305 1731) Mains Cable PowerCon In/open ended, 2m

(P/N 1305 1724) Mains Cable PowerCon In/Schuko, 2m

(P/N 1305 1725) Mains Cable PowerCon In/CEE 16A, 2m

(P/N 1305 1726) Mains Cable PowerCon In/US, 2m

(P/N 1305 1727) Daisy Chain PowerCon In/Out, EU, 2m

(P/N 1305 1728 ) Daisy Chain PowerCon In/Out, US, 2m

# Robin MiniMe - Illuminance/Image Size Chart

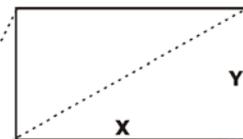
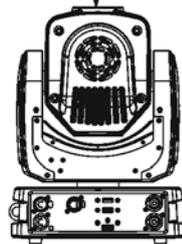
## Lens wide-angle 1:1.5

(Throw distance ratio 2.3 : 1)

### Illuminance - centre (white output)

### Image Size

12 lx 1.1 fc	14m (46')	X=6.14m (20.15') Y=3.84m (12.59')
14 lx 1.3 fc	13m (43')	X=5.7m (18.71') Y=3.56m (11.69')
16 lx 1.5 fc	12m (39')	X=5.26m (17.27') Y=3.29m (10.79')
19 lx 1.8 fc	11m (36')	X=4.82m (15.83') Y=3.02m (9.89')
23 lx 2.6 fc	10m (33')	X=4.39m (14.39') Y=2.74m (8.99')
28 lx 2.6 fc	9m (30')	X=3.95m (12.95') Y=2.47m (8.09')
36 lx 3.3 fc	8m (26')	X=3.51m (11.51') Y=2.19m (7.19')
47 lx 4.4 fc	7m (23')	X=3.07m (10.07') Y=1.92m (6.3')
64 lx 6 fc	6m (20')	X=2.63m (8.63') Y=1.64m (5.4')
92 lx 9 fc	5m (16')	X=2.19m (7.19') Y=1.37m (4.5')
144 lx 13 fc	4m (13')	X=1.75m (5.76') Y=1.1m (3.6')
256 lx 24 fc	3m (10')	X=1.32m (4.32') Y=0.82m (2.70')
575 lx 53.4 fc	2m (7')	X=0.88m (2.88') Y=0.55m (1.80')



## 10. Maintenance and cleaning

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

A soft lint-free cloth moistened with any good glass cleaning fluid is recommended for objective lens, under no circumstances should alcohol or solvents be used!

**Never use alcohol or solvents for cleaning lenses in the moving head!  
Use wet cloth only.**

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.

The front lens may require monthly cleaning as smoke-fluid tends to building up residues, reducing the light-output very quickly. The cooling fans should be cleaned according to the situation (at least annually). The interior of the base should be cleaned at least annually using a vacuum-cleaner or an air-jet.

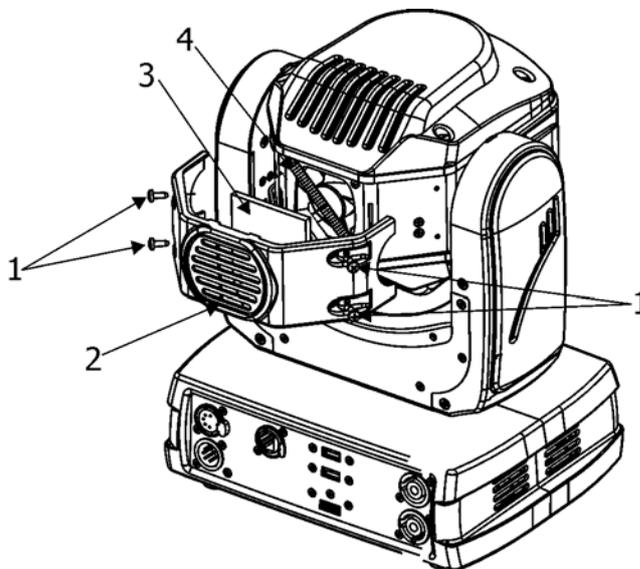
More complicated maintenance and service operations are only to be carried out by authorized distributors.

**Important! Check the air filter periodically and clean before it become  
clogged!**

Clean the air filter placed in the rear side of the fixture head . Use a vacuum cleaner, compressed air or you can wash them and put back dry.

After replacing the air filters, reset the elapsed time counter in the menu "Information" (Info--->Air Fil--->Ela T).

- 1- fastening screws
- 2- rear cover of the head
- 3- Air filter
- 4- Velcro fastener



### 10.1 Replacing a fuse

This replacement has to be realized by a qualified person or ROBE service worker only.

## 11. ChangeLog

This section summarizes all types of changes in the user manual.

Version of the manual	Date of issue	Description of changes
1.3	8/12/2013	DMX chart version 0.93 was renamed at version 1.0
1.4	7/01/2014	Added chapter " 7. Using external HDMI input." Changes in technical specifications DMX chart version 1.1 (change at channel 17)
1.5	15/01/2014	DMX chart version 1.2. Changes in menu Personality and User Media
1.6	10/03/2014	Added chapters 3.4 Using the mounting bracket 3.5 Installing the wide-angle lens module
1.7	21/05/2014	Added menu items: 'Pers'->GRP Engi'->'Ref Rate'-> '50 Hz' / '60 Hz'. 'Pers'->GRP Engi'->'Optics M'->'Wide Optics' / 'None' 'Special'->'HDMI Delay'->'Delay Off' (no 3sec. delay) / 'Delay On' 'Special'->'Calib'->'Hori Align'-> Range from -3.0° to 3.0°
1.8	04/09/2014	Added menu item: 'DMXA'->'Reset Addreses'. New error messages: No proj. reply Head Fan Err DMX chart version 1.3 (change at channel 17-Video Speed Control)

## DMX protocol

Robin MiniMe - DMX protocol, version 1.3			
Channel	DMX Value	Function	Type of control
1		<b>Pan</b>	
	0 - 255	Pan movement by 450°	proportional
2		<b>Pan fine</b>	
	0 - 255	Fine control of pan movement	proportional
3		<b>Tilt</b>	
	0 - 255	Tilt movement by 270°	proportional
4		<b>Tilt fine</b>	
	0 - 255	Fine control of tilt movement	proportional
5		<b>Pan/Tilt speed , Pan/Tilt time</b>	
	0	Standard mode	step
	1	Max. Speed Mode	step
		<b>Pan/Tilt speed mode</b>	
	2 - 255	Speed from max. to min.	proportional
		<b>Pan/Tilt time mode</b>	
6		<b>Special functions</b>	
		<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 23 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden).</i>	
	0-49	Reserved	
	50 - 59	Pan/Tilt speed mode	step
	60 - 69	Pan/Tilt time mode	step
	70 - 79	Blackout while pan/tilt moving	step
	80 - 89	Disabled blackout while pan/tilt moving	step
	90-94	Ceiling projection On	step
	95-99	Ceiling projection Off	step
	100-104	Rear projection On	step
	105-109	Rear projection Off	step
	110 - 129	Reserved	
		<i>To activate following functions, stop in DMX value for at least 3 seconds.</i>	
	130-134	Keep aspect ratio On	step
	135-139	Keep aspect ratio Off	step
	140 - 149	Pan/Tilt reset	step
	150 - 179	Reserved	
	180 - 189	Focus reset	step
	190 - 199	Graphic engine reset(software update executing)	step
	200 - 209	Total reset	step
210-219	Internal HDMI	step	
220-229	External HDMI	step	
230-234	Save AutoKeystoning	step	
235 - 255	Reserved		
7		<b>Digital zoom</b>	
	0-127	Zoom from min. -->real size	proportional
	128	real size (default)	step
	129-255	Zoom from real size -->max.	proportional
8		<b>Focus</b>	
	0 - 255	Continuous adjustment from far to near	proportional

DMX protocol

Channel	DMX Value	Function	Type of control
<b>9</b>		<b>Keystoning Vertical</b>	
	0-255	Vertical keystoning (128 Default)	proportional
<b>10</b>		<b>Keystoning Horizontal</b>	
	0 - 255	Horizontal keystoning (128 Default)	proportional
<b>11</b>		<b>Cyan</b>	
	0 - 255	Cyan (white-->full cyan)	proportional
<b>12</b>		<b>Magenta</b>	
	0 - 255	Magenta (white-->full magenta)	proportional
<b>13</b>		<b>Yellow</b>	
	0 - 255	Yellow (white-->full yellow)	proportional
<b>14</b>		<b>Virtual colour wheel</b>	
	0-15	White (8000K)	step
	16	Blue	step
	17-55	Blue ---> Cyan	proportional
	56	Cyan	step
	57-95	Cyan ---> Green	proportional
	96	Green	step
	97-134	Green ---> Yellow	proportional
	135	Yellow	step
	136-174	Yellow ---> Red	proportional
	175	Red	step
	176-214	Red ---> Magenta	proportional
	215	Magenta	step
	216-246	Magenta ---> Blue	proportional
	247	Blue	step
	248-255	Reserved	
<b>15</b>		<b>Colour Effect wheel</b>	
	0	No function	step
		<b>Static effects</b>	
	1	Horizontal linear shade, white-->black	step
	2	Horizontal Linear shade, black-->white	step
	3	Vertical linear shade, black-->white	step
	4	Vertical linear shade, white-->black	step
	5	Diagonal shade, white -->black	step
	6	Diagonal shade, black -->white	step
	7	Horizontal linear shade, white-->red	step
	8	Horizontal Linear shade, red-->white	step
	9	Vertical linear shade, red-->white	step
	10	Vertical linear shade, white-->red	step
	11	Diagonal shade, white -->red	step
	12	Diagonal shade, red -->white	step
	13	Horizontal linear shade, white-->green	step
	14	Horizontal Linear shade, green-->white	step
	15	Vertical linear shade, green-->white	step
	16	Vertical linear shade, white-->green	step
	17	Diagonal shade, white -->green	step
	18	Diagonal shade, green -->white	step
	19	Horizontal linear shade, white-->blue	step
20	Horizontal Linear shade, blue-->white	step	
21	Vertical linear shade, blue-->white	step	

DMX protocol

Channel	DMX Value	Function	Type of control
	22	Vertical linear shade, white-->blue	step
	23	Diagonal shade, white -->blue	step
	24	Diagonal shade, blue -->white	step
	25	Horizontal linear shade, white-->cyan	step
	26	Horizontal Linear shade, cyan-->white	step
	27	Vertical linear shade, cyan-->white	step
	28	Vertical linear shade, white-->cyan	step
	29	Diagonal shade, white -->cyan	step
	30	Diagonal shade, cyan -->white	step
	31	Horizontal linear shade, white-->magenta	step
	32	Horizontal Linear shade, magenta-->white	step
	33	Vertical linear shade, magenta-->white	step
	34	Vertical linear shade, white-->magenta	step
	35	Diagonal shade, white -->magenta	step
	36	Diagonal shade, magenta -->white	step
	37	Horizontal linear shade, white-->yellow	step
	38	Horizontal Linear shade, yellow-->white	step
	39	Vertical linear shade, yellow-->white	step
	40	Vertical linear shade, white-->yellow	step
	41	Diagonal shade, white -->yellow	step
	42	Diagonal shade, yellow -->white	step
	43	RGBW shades	step
	44	CMYW shades	step
	45	RGBY shades	step
	46	RMBG shades	step
	47-49	Reserved	
		<b><i>Dynamic effects</i></b>	
	50	Colour changing black -->white, slowly	step
	51	Colour changing black -->white, fast	step
	52	Colour changing red -->white, slowly	step
	53	Colour changing red -->white, fast	step
	54	Colour changing green -->white, slowly	step
	55	Colour changing green -->white, fast	step
	56	Colour changing blue -->white, slowly	step
	57	Colour changing blue -->white, fast	step
	58	Colour changing yellow -->white, slowly	step
	59	Colour changing yellow -->white, fast	step
	60	Colour changing magenta -->white, slowly	step
	61	Colour changing magenta -->white, fast	step
	62	Colour changing cyan -->white, slowly	step
	63	Colour changing cyan -->white, fast	step
	64	Colour changing (slow) red -->green -->blue -->yellow	step
	65	Colour changing (fast) red -->green -->blue -->yellow	step
	65	Colour changing (fastest) red -->green -->blue -->yellow	step
	66-69	Reserved	
	70	Horizontal linear shade, white-->black and vice versa, slowly	step
	71	Horizontal linear shade, white-->black and vice versa,fast	step
	72	Vertical linear shade, white-->black and vice versa, slowly	step
	73	Vertical linear shade, white-->black and vice versa, fast	step
	74	Diagonal shade, black -->white and vice versa, slowly	step

DMX protocol

Channel	DMX Value	Function	Type of control
	75	Diagonal shade, black -->white and vice versa, fast	step
	76	Shade black -->white, slow rotation, clockwise	step
	77	Shade black -->white, fast rotation, clockwise	step
	78	Shade black -->white, slow rotation, anticlockwise	step
	79	Shade black -->white, fast rotation, anticlockwise	step
	80	Horizontal linear shade, white-->red and vice versa, slowly	step
	81	Horizontal linear shade, white-->red and vice versa,fast	step
	82	Vertical linear shade, white-->red and vice versa, slowly	step
	83	Vertical linear shade, white-->red and vice versa, fast	step
	84	Diagonal shade, red -->white and vice versa, slowly	step
	85	Diagonal shade, red -->white and vice versa, fast	step
	86	Shade red -->white, slow rotation, clockwise	step
	87	Shade red -->white, fast rotation, clockwise	step
	88	Shade red -->white, slow rotation, anticlockwise	step
	89	Shade red -->white, fast rotation, anticlockwise	step
	90	Horizontal linear shade, white-->green and vice versa, slowly	step
	91	Horizontal linear shade, white-->green and vice versa,fast	step
	92	Vertical linear shade, white-->green and vice versa, slowly	step
	93	Vertical linear shade, white-->green and vice versa, fast	step
	94	Diagonal shade, green -->white and vice versa, slowly	step
	95	Diagonal shade, green -->white and vice versa, fast	step
	96	Shade green -->white, slow rotation, clockwise	step
	97	Shade green -->white, fast rotation, clockwise	step
	98	Shade green -->white, slow rotation, anticlockwise	step
	99	Shade green -->white, fast rotation, anticlockwise	step
	100	Horizontal linear shade, white-->blue and vice versa, slowly	step
	101	Horizontal linear shade, white-->blue and vice versa,fast	step
	102	Vertical linear shade, white-->blue and vice versa, slowly	step
	103	Vertical linear shade, white-->blue and vice versa, fast	step
	104	Diagonal shade, blue -->white and vice versa, slowly	step
	105	Diagonal shade, blue -->white and vice versa, fast	step
	106	Shade blue -->white, slow rotation, clockwise	step
	107	Shade blue -->white, fast rotation, clockwise	step
	108	Shade blue -->white, slow rotation, anticlockwise	step
	109	Shade blue -->white, fast rotation, anticlockwise	step
	110	Horizontal linear shade, white-->cyan and vice versa, slowly	step
	111	Horizontal linear shade, white-->cyan and vice versa,fast	step
	112	Vertical linear shade, white-->cyan and vice versa, slowly	step
	113	Vertical linear shade, white-->cyan and vice versa, fast	step
	114	Diagonal shade, cyan -->white and vice versa, slowly	step
	115	Diagonal shade, cyan -->white and vice versa, fast	step
	116	Shade cyan -->white, slow rotation, clockwise	step
	117	Shade cyan -->white, fast rotation, clockwise	step
	118	Shade cyan -->white, slow rotation, anticlockwise	step
	119	Shade cyan -->white, fast rotation, anticlockwise	step
	120	Horizontal linear shade, white-->magenta and vice versa, slowly	step
	121	Horizontal linear shade, white-->magenta and vice versa,fast	step
	122	Vertical linear shade, white-->magenta and vice versa, slowly	step
	123	Vertical linear shade, white-->magenta and vice versa, fast	step
	124	Diagonal shade, magenta -->white and vice versa, slowly	step

DMX protocol

Channel	DMX Value	Function	Type of control
	125	Diagonal shade, magenta -->white and vice versa, fast	step
	126	Shade magenta -->white, slow rotation, clockwise	step
	127	Shade magenta -->white, fast rotation, clockwise	step
	128	Shade magenta -->white, slow rotation, anticlockwise	step
	129	Shade magenta -->white, fast rotation, anticlockwise	step
	130	Horizontal linear shade, white-->yellow and vice versa, slowly	step
	131	Horizontal linear shade, white-->yellow and vice versa,fast	step
	132	Vertical linear shade, white-->yellow and vice versa, slowly	step
	133	Vertical linear shade, white-->yellow and vice versa, fast	step
	134	Diagonal shade, yellow -->white and vice versa, slowly	step
	135	Diagonal shade, yellow -->white and vice versa, fast	step
	136	Shade yellow -->white, slow rotation, clockwise	step
	137	Shade yellow -->white, fast rotation, clockwise	step
	138	Shade yellow -->white, slow rotation, anticlockwise	step
	139	Shade yellow -->white, fast rotation, anticlockwise	step
	140	RGBW shades, slow rotation , clockwise	step
	141	RGBW shades, fast rotation ,clockwise	step
	142	RGBW shades, slow rotation , anticlockwise	step
	143	RGBW shades, fast rotation ,anticlockwise	step
	144	Random colours slowly, black between colours	step
	145	Random colours fast, black between colours	step
	146	Random colours slowly, white between colours	step
	147	Random colours fast, white between colours	step
	148	Random colours slowly	step
	149	Random colours fast	step
	150	Horizontal black shade -->random colour, slowly	step
	151	Horizontal black shade -->random colour, fast	step
	152	Vertical black shade -->random colour, slowly	step
	153	Vertical black shade -->random colour, fast	step
	154	Diagonal black shade -->random colour, slowly	step
	155	Diagonal black shade -->random colour, fast	step
	156	Black shade -->random colour, slow rotation ,clockwise	step
	157	Black shade -->random colour, fast rotation ,clockwise	step
	158	Black shade -->random colour, slow rotation ,anticlockwise	step
	159	Black shade -->random colour, fast rotation ,anticlockwise	step
	160	Random colour in two corners, slow rotation, clockwise	step
	161	Random colour in two corners, fast rotation, clockwise	step
	162	Random colour in two corners, slow rotation, anticlockwise	step
	163	Random colour in two corners, fast rotation, anticlockwise	step
	164	Random colour in four corners, slow rotation, clockwise	step
	165	Random colour in four corners, fast rotation, clockwise	step
	166	Random colour in four corners, slow rotation, anticlockwise	step
	167	Random colour in four corners, fast rotation, anticlockwise	step
	168	Horizontal colour transition, slowly, random	step
	169	Horizontal colour transition, fast, random	step
	170	Vertical colour transition, slowly, random	step
	171	Vertical colour transition, fast, random	step
	172	Diagonal colour transition, slowly	step
	173	Diagonal colour transition, fast	step
	174	Horizontal/Vertical/Diagonal colour transition slowly	step

## DMX protocol

Channel	DMX Value	Function	Type of control
	175	Horizontal/Vertical/Diagonal colour transition fast	step
	176-255	Reserved	
<b>16</b>		<b>Digital gobo wheel selection</b>	
	0-31	Default-Factory Digital gobo wheel	step
	32-63	Internal Custom Digital gobo wheel	step
	64-95	External Custom Digital gobo wheel (USB memory stick)	step
	96-255	Reserved (for future functions)	
<b>17</b>		<b>Digital gobo wheel</b>	
	0	Open	step
	1-250	Gobos/videos (by one DMX value:1,2,3.....250)	proportional
		<i>The following distribution serves for factory gobos/videos only</i>	
	1-59	Black and white gobos (by one DMX value: 1, 2, 3.....59)	proportional
	60-202	Colour pictures (by one DMX value: 60, 61, 62.....202)	proportional
	203-216	Animations (by one DMX value: 203, 204, 2050...216)	proportional
		<i>To activate following two functions, set a transition effect (1-48) at Effect Wheel - channel 21</i>	
	251	Gobos presentation (gobos selected randomly)	step
	252	Gobos presentation (gobos selected in alphabetical order)	step
	253-255	Reserved	
<b>18</b>		<b>Video speed control</b>	
	0	Original speed	step
	1	Pause	step
	2-127	Speed from min. (1/4 of original speed) to original speed	proportional
	128-255	Speed from original to max. (4x original speed)	proportional
<b>19</b>		<b>Digital gobo indexing and rotation</b>	
	0 - 127	Gobo indexing	proportional
	128-191	Forwards gobo rotation from fast to slow	proportional
	192-193	No rotation	step
	194- 255	Backwards gobo rotation from slow to fast	proportional
<b>20</b>		<b>Digital gobo gobo indexing and rotation fine</b>	
	0-255	Fine indexing (rotation)	proportional
<b>21</b>		<b>Effect wheel</b>	
		<i>The following effects are controlled by means of the "Effect speed/Time" channel below. Type of control is stated in the column on the right.</i>	
	0	Open position (hole)	step
		<b>Transition effects between two gobos (pictures)</b>	
	1	Random transition	1
	2	Transition with blending	1
	3	Transition from left --> right, horizontally	1
	4	Transition from right --> left, horizontally	1
	5	Stripe transition from left --> right, horizontally	1
	6	Stripe transition from right -->left, horizontally	1
	7	3-stripe transition from left-->right, horizontally	1
	8	3-stripe transition from right-->left, horizontally	1
	9	6-stripe transition from left-->right, horizontally	1
	10	6-stripe transition from right-->left, horizontally	1
	11	Transition up --> down, vertically	1
	12	Transition down -->up, vertically	1
	13	Stripe transition up --> down, vertically	1
	14	Stripe transition down -->up, vertically	1

## DMX protocol

Channel	DMX Value	Function	Type of control
	15	3-stripe transition up-->down, vertically	1
	16	3-stripe transition down-->up, vertically	1
	17	6-stripe transition up-->down, vertically	1
	18	6-stripe transition down-->up, vertically	1
	19	Transition 2 from left --> right, horizontally (diffusion edge)	1
	20	Transition 2 from right --> left, horizontally (diffusion edge)	1
	21	Transition 2 up --> down, vertically (diffusion edge)	1
	22	Transition 2 down -->up, vertically (diffusion edge)	1
	23	Iris transition out--> in	1
	24	Iris transition in--> out	1
	25	Iris transition out--> in (Diffusion edge)	1
	26	Iris transition in--> out (Diffusion edge)	1
	27	Iris transition 3 out--> in (more diffusion edge)	1
	28	Iris transition 3 in--> out (more diffusion edge)	1
	29	Moving transition from left --> right	1
	30	Moving transition from left --> right	1
	31	Moving transition up --> down	1
	32	Moving transition from down --> up	1
	33	Drop transition	1
	34	Simple transition	1
	35	Pixel transition	1
	36	Transition via blending	1
	37	Transition with white output	1
	38	Crossing transition	1
	39	Picture in picture transition	1
	40	Direct transition	1
	41	Transition with vertical rotation	1
	42	Transition with horizontal rotation	1
	43	Transition with diagonal rotation	1
	44	Transition with diagonal rotation-opposite direction	1
	45	Zoom out transition	1
	46	Zoom in transition	1
	47	Zoom transition in horizontal direction	1
	48	Zoom transition in vertical direction	1
	49-79	Reserved	
		<b><i>Effects applied at one gobo (picture)</i></b>	
	80	Kaleidoscope 1	3
	81	Kaleidoscope 2	3
	82	Kaleidoscope 3	3
	83	Kaleidoscope 4	3
	84	Kaleidoscope 5	3
	85	Sunflower Kaleidoscope (coarse)	3
	86	Sunflower Kaleidoscope (soft)	3
	87	Sunflower kaleidoscope (slow)	4
	88	Sunflower kaleidoscope (faster)	4
	89	Sunflower kaleidoscope (fastest)	4
	90-99	Reserved	
	100	Circle Iris in/out	2
	101	Circle Iris in/out (diffusion edge)	2
	102	Vertical Ellipse Iris in/out	2

DMX protocol

Channel	DMX Value	Function	Type of control
	103	Horizontal Ellipse Iris in/out	2
	104	Reserved	
	105	Positive/negative (black and white)	2
	106	White/negative (black and white)	2
	107	Positive/negative (coloured)	2
	108	Pixeling	2
	109-179	Reserved	
		<b>Manual effects</b>	
	180	Circular Iris	5
	181	Elliptical Iris -vertical	5
	182	Elliptical Iris-horizontal	5
	183	Black mask	6
	184	Inverse black mask	6
	185	White mask	6
	186	Inverse white mask	6
	187	Gobo/video movement in horizontal (X) axis	7
	188	Gobo/video movement in vertical (Y) axis	7
	189	Reserved	
	190	Crossfade effect	8
	191	Addition effect	8
	192	Substraction effect	8
	193	Multiplication effect	8
	194	Minimum effect	8
	195	Maximum effect	8
	196-255	Reserved	
<b>22</b>		<b>Effect Speed/Time</b>	
		<b>Type of control 1</b>	
	0	Presentation* (time=0.8 sec)	step
	1-250	Time from 0,1 sec. to 25 sec.	proportional
	251-255	Stop	step
		*Presentation serves for showing effect	
		<b>Type of control 2</b>	
	0	Presentation (time=0.8 sec)	step
	1-126	Time from 0,1 sec. to 12,6 sec.	proportional
	127-128	Stop	step
	129-254	Time from 12.6 sec to 0.1 sec. - opposite direction	proportional
	255	Stop	step
		<b>Type of control 3</b>	
	0	Presentation	step
	1-255	Effect speed from min. to max.	proportional
		<b>Type of control 4</b>	
	0	Presentation (4 corners)	step
	1-255	Number of corners from min. to max.	proportional
		<b>Type of control 5</b>	
	0	Open	step
	1-255	Iris from open to close	proportional

## DMX protocol

Channel	DMX Value	Function	Type of control
		<b>Type of control 6</b>	
	0	Open	step
	1-255	Mask effect from min. level to max. level	proportional
		<b>Type of control 7</b>	
	0-127	Movement from edge to centre	proportional
	128	Centre	step
	129--255	Movement from centre to edge	proportional
		<b>Type of control 8</b>	
	0-255	Continuous effect changing	proportional
<b>23</b>		<b>Shutter/ strobe</b>	
	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 - 191	Shutter open	step
	192 - 223	Random strobe-effect from slow to fast	proportional
	224 - 255	Shutter open	step
<b>24</b>		<b>Dimmer</b>	
	0 - 255	Dimmer intensity from 0% to 100%	proportional

