

DMX protocol

Robin Strobe - DMX protocol						
Version: 1.2						
Mode 1 – Zone effects mode , Mode 2 –Zone mode , Mode 3 –Three channel mode , Mode 4 – Four channel mode						
Mode/channel				DMX value	Function	Type of control
1	2	3	4			
1	1	1	1		<b>Intensity (8bit)-all zones</b>	
				0-5	Closed (mode 3,4 only)	step
				6-255	Coarse intensity from min. to max. (Mode 3,4 only)	proportional
				0-255	Coarse intensity from min. to max. (Mode 1,2 only)	proportional
2	2	*	*		<b>Intensity (16bit)-all zones</b>	
				0-255	Fine intensity from min. to max.	proportional
3	3	2	2		<b>Duration</b>	
				0-255	Light time duration from min. —>max.	step
4	4	3	3		<b>Rate</b>	
				0-5	No flash	step
				6-255	Flash frequency from min. —>max	step
					<i>Note: Duration time&lt;Rate: flashing</i>	
					<i>Duration time&gt;= Rate: Light continuously On</i>	
5	5	*	4		<b>Special effects</b>	
				0-5	No function (Mode 3,4 only)	step
				0-1	No function (Mode 1,2 only)	step
				2-5	Permanent lightening (Mode 1,2 only)	step
				6-42	Ramp up (use channels Duration and Rate for control)	step
				43-85	Ramp down (use channels Duration and Rate for control)	step
				86-128	Ramp up/down (use channels Duration and Rate for control)	step
				129-171	Random strobe (use channel Rate for control)	step
				172-214	Lightning (use channel Rate for control)	step
				215-255	Spikes (use channels Duration and Rate for control)	step
6	6	*	*		<b>Special Functions</b>	
				0 -19	Reserved	
					<i>To activate following functions , stop in DMX value for at least 3 sec. Corresponding menu items are temporarily overridden.</i>	
				20-24	Graphic display On	step
				25-29	Graphic display Off	step
				30-59	Reserved	
				60-64	Fans mode: Auto	step
				65-69	Fans mode: high	step
				70-79	Douse On*	step
				80-89	Douse Off*	step
				90-99	Dimmer curve: linear	step
				100-109	Dimmer curve: square law	step
				110-255	Reserved	
7	7	*	*		<b>Zone Effects</b>	
				0-2	No function	step
				3-4	Effect 1	step
				5-6	Effect 2	step
				7-8	Effect 3	step
				9-10	Effect 4	step
				11-12	Effect 5	step

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1	2	3	4			
				13-14	Effect 6	step
				15-16	Effect 7	step
				17-18	Effect 8	step
				19-20	Effect 9	step
				21-22	Effect 10	step
				23-24	Effect 11	step
				25-26	Effect 12	step
				27-28	Effect 13	step
				29-30	Effect 14	step
				31-32	Effect 15	step
				33-34	Effect 16	step
				35-36	Effect 17	step
				37-38	Effect 18	step
				39-40	Effect 19	step
				41-42	Effect 20	step
				43-44	Effect 21	step
				45-46	Effect 22	step
				47-48	Effect 23	step
				49-50	Effect 24	step
				51-52	Effect 25	step
				53-255	Reserved	step
<b>8</b>	<b>8</b>	*	*		<b>Zone Effects Speed</b>	
				0-63	Speed from min. →max. without fade time	proportional
				64-127	Speed from max. →min. without fade time (op. direction)	proportional
				128-191	Speed from min. →max. with fade time	proportional
				192-255	Speed from max. →min. with fade time (op. direction)	proportional
*	<b>9</b>	*	*		<b>Zone 1-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>10</b>	*	*		<b>Zone 2-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>11</b>	*	*		<b>Zone 3-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>12</b>	*	*		<b>Zone 4-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>13</b>	*	*		<b>Zone 5-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>14</b>	*	*		<b>Zone 6-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>15</b>	*	*		<b>Zone 7-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>16</b>	*	*		<b>Zone 8-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>17</b>	*	*		<b>Zone 9-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>18</b>	*	*		<b>Zone 10-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>19</b>	*	*		<b>Zone 11-intensity (8bit)</b>	
				0-255	Coarse intensity from 0% to 100%	proportional
*	<b>20</b>	*	*		<b>Zone 12-intensity (8bit)</b>	

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