Robin iPointe - DMX protocol				
Version: 1.2 **Mode 1**-Standard 16-bit, **Mode 2** -Reduced 8-bit				
Mode/channel		**DMX Value**	**Function**	**Type of control**
1	**2**			
1	**1**		**Pan**	
		0 - 255	Pan movement by 540° (128=default)	proportional
2	**2**		**Pan Fine**	
		0 - 255	Fine control of pan movement (0=default)	proportional
3	**3**		**Tilt**	
		0 - 255	Tilt movement by 265° (128=default)	proportional
4	**4**		**Tilt fine**	
		0 - 255	Fine control of tilt movement (0=default)	proportional
5	**5**		**Pan/Tilt speed , Pan/Tilt time**	
		0	Standard mode (0=default)	step
		1	Max. Speed Mode	step
			Pan/Tilt speed mode	
		2 - 255	Speed from max. to min.	proportional
			Pan/Tilt time mode	
		2 - 255	Time from 0.2 sec. to 25.5 sec.	proportional
6	**6**		**Power/Special functions**	
		0 - 9	Reserved (0=default)	
			To activate following functions , stop in DMX value for at least 3 s and shutter must be closed (except CRI setting) at least 3 sec. („Shutter,Strobe" channel 37/33 must be at range: 0-31 DMX). Corresponding menu items are temporarily overridden except DMX Input.	
		10-14	DMX input: Wired DMX *	step
		15-19	DMX input: Wireless DMX *	step
			* function is active only10 seconds after switching the fixture on	
		20-24	Graphic display On	step
		25-29	Graphic display Off	step
			To activate CRI setting, stop in DMX value for at least 3 seconds.	
		30-34	High CRI (CRI=90)	step
		35-39	Standard CRI (CRI=80)	step
		40-44	Eco mode (Lamp power 265 W)	step
		45-49	Standard mode (Lamp power 310 W)	step
		50-54	Close proximity mode On	step
		55-59	Close proximity mode Off	step
		60-64	Fans mode: Auto	step
		65-69	Fans mode: High	step
		70-74	Dimmer curve: Square law	step
		75-79	Dimmer curve: Linear	step
		80-84	Pan/Tilt compatibility On	step
		85-89	Pan/Tilt compatibility Off	step
		90-94	Pan/Tilt speed mode	step
		95-99	Pan/Tilt time mode	step
		100-101	Blackout while pan/tilt moving	step
		102-103	Disabled blackout while pan/tilt moving	step
		104-105	Blackout while prism wheel 1 (wheel 2) moving	step
		106-107	Disabled blackout while prism wheel 1 (wheel 2) moving	step
		108-119	Reserved	

Mode/channel		DMX Value	Function	Type of control
1	2			
		120-124	Parking position On	step
		125-129	Parking position Off	step
			To activate following functions, stop in DMX value for at least 3 seconds.	
		130 - 139	Lamp On	step
		140 - 149	Pan/Tilt reset	step
		150 - 159	Colour system reset	step
		160 - 169	Gobo wheels reset	step
		170 - 179	Dimmer/Shutter/Hot Spot reset	step
		180 - 189	Zoom/focus/frost/prism wheels reset	step
		190 - 199	Effect wheel reset	step
		200 - 209	Total reset	step
		210 - 229	Reserved	
		230 - 239	Lamp Off	step
			The following RoboSpot related commands are only applicable when the RoboSpot is connected:	
		240 - 244	RoboSpot enabled	step
		245 - 249	RoboSpot disabled - except handle faders and pan/tilt	step
		250 - 255	RoboSpot fully disabled	step
7	**7**		**Cyan**	
		0 - 255	Cyan from min. saturation --> full cyan (0=default)	proportional
8	**8**		**Magenta**	
		0 - 255	Magenta from min. saturation --> full magenta (0=default)	proportional
9	**9**		**Yellow**	
		0 - 255	Yellow from min. saturation --> full yellow (0=default)	proportional
10	**10**		**Colour wheel**	
			Continual positioning	
		0	Open/white (0=default)	proportional
		9	Deep Red	proportional
		18	Deep Blue	proportional
		27	Yellow	proportional
		37	Light green	proportional
		46	Magenta	proportional
		55	Lavender	proportional
		64	Pink	proportional
		73	Dark green	proportional
		82	CTO 2700K	proportional
		91	Blue	proportional
		101	Orange	proportional
		110	CTO 3200K	proportional
		119	UV (Kongo blue)	proportional
		128-129	White	step
			Positioning	
		130-134	Deep Red	step
		135-138	Deep Blue	step
		139-143	Yellow	step
		144-147	Light green	step
		148-152	Magenta	step
		153-157	Lavender	step
		158-161	Pink	step

Mode/channel		DMX Value	Function	Type of control
1	2			
		162-166	Dark green	step
		167-171	CTO 2700K	step
		172-176	Blue	step
		177-180	Orange	step
		181-185	CTO 3200K	step
		186-189	UV (Kongo blue)	step
		190 - 215	Forwards rainbow effect from fast to slow	proportional
		216 - 217	No rotation	step
		218 - 243	Backwards rainbow effect from slow to fast	proportional
		244 - 249	Random colour selection by audio control	step
			(Set microphone sensitivity in menu „Personality")	
		250 - 255	Auto random colour selection from fast to slow	proportional
11	*		**Colour wheel - fine positioning**	
		0 - 255	Fine positioning (0=default)	proportional
12	**11**		**Virtual colour wheel**	
		0	Open/white (0=default)	step
		1-2	Filter 4 (Medium Bastard Amber)	step
		3-4	Filter 10 (Medium Yellow)	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 71 (Tokyo Blue)	step
		15-16	Filter 79 (Just Blue)	step
		17-18	Filter 88 (Lime Green)	step
		19-20	Filter 90 (Dark Yellow Green)	step
		21-22	Filter 100 (Spring Yellow)	step
		23-24	Filter 101 (Yellow)	step
		25-26	Filter 102 (Light Amber)	step
		27-28	Filter 103 (Straw)	step
		29-30	Filter 104 (Deep Amber)	step
		31-32	Filter 105 (Orange)	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 116 (Medium Blue-Green)	step
		41-42	Filter 117 (Steel Blue)	step
		43-44	Filter 118 (Light Blue)	step
		45-46	Filter 119 (Dark Blue)	step
		47-48	Filter 120 (Deep Blue)	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

Mode/channel 1	Mode/channel 2	DMX Value	Function	Type of control
		67-68	Filter 139 (Primary Green)	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 158 (Deep Orange)	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 179 (Chrome Orange)	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 205 (Half C.T. Orange)	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 715 (Cabana Blue)	step
		129-130	Filter 778 (Millennium Gold)	step
		131-132	Filter 793 (Vanity Fair)	step
		133-255	Raw DMX	proportional
13	**12**		**Effect Speed**	
			Speed of Cyan and Magenta and Yellow movement	
		0-255	Speed of CMY movement from max. to min. (0=default)	proportional
14	**13**		**CMY & Colour wheel time**	
		0	Function is off (0=default)	step
		1 - 255	Time of CMY and col. wheel movement (0.1sec-->25.5sec.)	proportional
15	**14**		**Zoom & Focus & Frost & Prism time**	
		0	Function is off (0=default)	step
		1 - 255	Time of zoom/ focus movement (0.1 sec-->25.5 sec.)	proportional
		1-100	Time of frost movement (0.1 sec -->10 sec)	proportional
		1-50	Time of prism movement (0.1 sec-->5 sec.)	proportional
16	**15**		**Effect wheel positioning**	
		0-19	No function (0=default)	step
		20-127	Proportional indexing	proportional
		128-170	Ramping from open to full position (max--->min. speed)	proportional

Mode/channel		DMX Value	Function	Type of control
1	2			
		171-213	Ramping from open to half position (max. --->min. speed)	proportional
		214-255	Ramp. from half position to full position (max. --->min. speed)	proportional
17	**16**		**Effect wheel rotation**	
		0	No rotation	step
		1 - 127	Forwards rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129 -255	Backwards rotation from slow to fast	proportional
18	**17**		**Effect wheel animations**	
		0-3	No animation (0=default)	
			Note : All animations were created at distance of 5 m from screen with zoom=16 DMX. Focus value for each animation is stated in brackets	
			Coloured animations. *The channels are blocked: CMY , Colour wheel, Virtual colour wheel, Effect wheel positioning, Effect wheel rot., Rotat. Gobos and Rot. Gobo rotation*	
		4-5	Animation Macro 1 (Focus=159 DMX at 5 m)	step
		6-7	Animation Macro 2 (Focus=154 DMX at 5 m)	step
		8-9	Animation Macro 3 (Focus=154 DMX at 5 m)	step
		10-11	Animation Macro 4 (Focus=157 DMX at 5 m)	step
		12-13	Animation Macro 5 (Focus=157 DMX at 5 m)	step
		14-15	Animation Macro 6 (Focus=166DMX at 5 m)	step
		16-17	Animation Macro 7 (Focus=145 DMX at 5 m)	step
		18-19	Animation Macro 8 (Focus=162 DMX at 5 m)	step
		20-21	Animation Macro 9 (Focus=162 DMX at 5 m)	step
		22-23	Animation Macro 10 (Focus=162 DMX at 5m)	step
			Black and white animations *. The channels are blocked: Effect wheel positioning, Effect wheel rot., Rotat. Gobos and Rot. Gobo rotation*	
		24-25	Animation Macro 1 (Focus=159 DMX at 5 m)	step
		26-27	Animation Macro 2 (Focus=154 DMX at 5 m)	step
		28-29	Animation Macro 3 (Focus=154 DMX at 5 m)	step
		30-31	Animation Macro 4 (Focus=157 DMX at 5 m)	step
		32-33	Animation Macro 5 (Focus=157 DMX at 5 m)	step
		34-35	Animation Macro 6 (Focus=166DMX at 5 m)	step
		36-37	Animation Macro 7 (Focus=145 DMX at 5 m)	step
		38-39	Animation Macro 8 (Focus=162 DMX at 5 m)	step
		40-41	Animation Macro 9 (Focus=162 DMX at 5 m)	step
		42-43	Animation Macro 10 (Focus=162 DMX at 5m)	step
		44-255	Raw DMX	proportional
19	**18**		**Static gobo wheel**	
		0-3	Open/Hole (0=default)	step
			Positioning	
		4-9	Gobo 1	step
		10-15	Gobo 2	step
		16-21	Gobo 3	step
		22-27	Gobo 4	step
		28-33	Gobo 5	step
		34-39	Gobo 6	step
		40-45	Gobo 7	step
		46-51	Gobo 8	step
		52-57	Gobo 9	step

Mode/channel		DMX	Function	Type of
1	2	Value		control
		58-63	Gobo 10	step
		64-69	Beam reducer 1	step
		70-75	Beam reducer 2	step
		76-81	Beam reducer 3	step
		82-87	Beam reducer 4	step
			Shaking gobos from slow to fast	
		88-95	Gobo 1	proportional
		96-103	Gobo 2	proportional
		104-111	Gobo 3	proportional
		112-119	Gobo 4	proportional
		120-127	Gobo 5	proportional
		128-135	Gobo 6	proportional
		136-143	Gobo 7	proportional
		144-151	Gobo 8	proportional
		152-159	Gobo 9	proportional
		160-167	Gobo 10	proportional
		168-175	Beam reducer 1	proportional
		176-183	Beam reducer 2	proportional
		184-191	Beam reducer 3	proportional
		192-199	Beam reducer 4	proportional
		200-201	Open/hole	step
		202 - 222	Forwards gobo wheel rotation from fast to slow	proportional
		223 - 243	Backwards gobo wheel rotation from slow to fast	proportional
		244 - 249	Random gobo selection by audio control	step
			(Set microphone sensitivity in menu „Personality")	
		250 - 255	Auto random gobo selection from fast to slow	proportional
20	**19**		**Rotating gobo wheel**	
			Index - set indexing on channel 21/20	
		0	Open/Hole (0=default)	step
		1-4	Hole (flat field)	step
		5-7	Gobo 1	step
		8-10	Gobo 2	step
		11-13	Gobo 3	step
		14-16	Gobo 4	step
		17-19	Gobo 5	step
		20-22	Gobo 6	step
		23-25	Gobo 7	step
		26-28	Gobo 8	step
		29-31	Gobo 9	step
			Rotation - set rotation on channel 21/20	
		32-34	Gobo 1	step
		35-37	Gobo 2	step
		38-40	Gobo 3	step
		41-43	Gobo 4	step
		4-46	Gobo 5	step
		47-49	Gobo 6	step
		50-52	Gobo 7	step
		53-55	Gobo 8	step
		56-59	Gobo 9	step

Mode/channel 1	Mode/channel 2	DMX Value	Function	Type of control
			Shaking gobo from slow to fast	
			Index - set indexing on channel 21/20	
		60-67	Gobo 1	proportional
		68-75	Gobo 2	proportional
		76-83	Gobo 3	proportional
		84-91	Gobo 4	proportional
		92-99	Gobo 5	proportional
		100-107	Gobo 6	proportional
		108-115	Gobo 7	proportional
		116-123	Gobo 8	proportional
		124-129	Gobo 9	proportional
			Shaking gobo from slow to fast	
			Rotation - set rotation on channel 21/20	
		130-137	Gobo 1	proportional
		138-145	Gobo 2	proportional
		146-153	Gobo 3	proportional
		154-161	Gobo 4	proportional
		162-169	Gobo 5	proportional
		170-177	Gobo 6	proportional
		178-185	Gobo 7	proportional
		186-193	Gobo 8	proportional
		194-199	Gobo 9	proportional
		200 - 201	Open/hole	step
		202 - 222	Forwards gobo wheel rotation from fast to slow	proportional
		223 - 243	Backwards gobo wheel rotation from slow to fast	proportional
		244 - 249	Random gobo selection by audio control	step
			(Set microphone sensitivity in menu „Personality")	
		250 - 255	Auto random gobo selection from fast to slow	proportional
21	**20**		**Rot. gobo indexing and rotation**	
			Gobo indexing - set position on channel 20/19	
		0 - 255	Gobo indexing	proportional
			Gobo rotation - set position on channel 20/19	
		0	No rotation	step
		1 - 127	Forwards gobo rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129 - 255	Backwards gobo rotation from slow to fast	proportional
22	*****		**Rot. gobo indexing/rotation - fine**	
		0-255	Fine indexing/rotation (0=default)	proportional
23	**21**		**Prism wheel 1**	
			This wheel is blocked If Rotating gobo wheel >0 DMX	
		0 - 3	Open position/hole (0=default)	step
			Index - set indexing on channel 24/22	
		4-7	Prism 1 - 6-facet linear	step
		8-11	Prism 2 - cylindrical	step
		12-15	Prism 3 - 8-facet 12° circular	step
			Rotation - set rotation on channel 24/22	
		16-19	Prism 1 - 6-facet linear	step
		20-23	Prism 2 - cylindrical	step
		24-27	Prism 3 - 8-facet 12° circular	step

Mode/channel		DMX Value	Function	Type of control
1	2			
		28-255	Raw DMX	proportional
24	**22**		**Prism wheel 1 indexing/rotation**	
			Prism indexing - set position on channel 23/21	
		0 - 255	Prism 1 indexing	proportional
			Prism 1 rotation - set position on channel 23/21	
		0	No rotation	step
		1 - 127	Forwards prism rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129-255	Backwards prism rotation from slow to fast	proportional
25	**23**		**Prism wheel 2**	
		0 - 3	Open position/hole (0=default)	step
			Index - set indexing on channel 26/24	
		4-7	Prism 1 - 6-facet linear	step
		8-11	Prism 2 - 32-facet circular	step
		12-15	Prism 3 - 8-facet 18° circular	step
			Rotation - set rotation on channel 26/24	
		16-19	Prism 1 - 6-facet linear	step
		20-23	Prism 2 - 32-facet circular	step
		24-27	Prism 3 - 8-facet 18° circular	step
		28-255	Raw DMX	proportional
26	**24**		**Prism wheel 2 indexing/rotation**	
			Prism indexing - set position on channel 25/23	
		0 - 255	Prism 1 indexing	proportional
			Prism 1 rotation - set position on channel 25/23	
		0	No rotation	step
		1 - 127	Forwards prism rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129-255	Backwards prism rotation from slow to fast	proportional
27	**25**		**Pattern sellection**	
			The channels are blocked: Prism Wheel 1/2, Prism Wheel 1/2 rotation	
		0-3	Open position/hole (0=default)	step
			Index - set indexing on channel 28/26	
		4-5	Pattern 1	step
		6-7	Pattern 2	step
		8-9	Pattern 3	step
		10-11	Pattern 4	step
		12-13	Pattern 5	step
		14-15	Pattern 6	step
		16-17	Pattern 7	step
		18-19	Pattern 8	step
		20-21	Pattern 9	step
		22-23	Pattern 10	step
		24-25	*Pattern 11*	step
		26-27	*Pattern 12*	step
			Rotation - set rotation on channel 28/26	
		28-29	Pattern 1	step
		30-31	Pattern 2	step
		32-33	Pattern 3	step
		34-35	Pattern 4	step

Mode/channel		DMX	Function	Type of
1	2	Value		control
		36-37	Pattern 5	step
		38-39	Pattern 6	step
		40-41	Pattern 7	step
		42-43	Pattern 8	step
		44-45	Pattern 9	step
		46-47	Pattern 10	step
		48-49	*Pattern 11*	step
		50-51	*Pattern 12*	step
			Dynamic patterns-set rotation on channel 28/26	
		52-53	Pattern 13	step
		54-55	Pattern 14	step
		56-57	Pattern 15	step
		58-59	Pattern 16	step
		60-61	Pattern 17	step
		62-63	Pattern 18	step
		64-65	*Pattern 19*	step
		66-67	*Pattern 20*	step
		68-255	Raw DMX	proportional
28	**26**		**Pattern rotation and indexing**	
			The channels are blocked: Prism Wheel 1/2, Prism Wheel 1/2 rot.	
			Pattern indexing - set position on channel 27/25	
		0 - 255	Pattern indexing	proportional
			Pattern rotation - set position on channel 27/25	
		0	No rotation	step
		1 - 127	Forwards pattern rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129-255	Backwards pattern rotation from slow to fast	proportional
29	**27**		**Beam shaper selection**	
			The channels are blocked: Pris.Wheel 1 and 2, Static gobo, Rotating gobo, Frost (Light frost only)	
		0 - 3	Open position/hole (0=default)	step
			Index - set indexing on channel 30/28	
		4-7	Beam shaper 1	step
		8-11	Beam shaper 2	step
		12-15	Beam shaper 3	step
		16-19	Beam shaper 4	step
			Rotation - set rotation on channel 30/28	
		20-23	Beam shaper 1	step
		24-27	Beam shaper 2	step
		28-31	Beam shaper 3	step
		32-35	Beam shaper 4	step
		36-255	Reserved	
30	**28**		**Beam shaper rotation and indexing**	
			Beam shaper indexing - set position on channel 29/27	
		0 - 255	Shaper indexing	proportional
			Beam shaper rotation - set position on channel 29/27	
		0	No rotation	step
		1 - 127	Forwards shaper rotation from fast to slow	proportional
		128	No rotation (128=default)	step
		129-255	Backwards shaper rotation from slow to fast	proportional

Mode/channel		DMX Value	Function	Type of control
1	2			
31	**29**		**Frost**	
		0	Open (0=default)	step
			Light Frost	
			Max. time of Light frost movement 0 -->100% (100% -->0) is 10 sec.	
		1-50	Light Frost from 0% to 100%	proportional
		51-53	100% Light Frost	step
		54-63	Pulse closing from slow to fast	proportional
		64-73	Pulse opening from fast to slow	proportional
		74-83	Ramping from fast to slow	proportional
		84-86	Open	step
			Medium Frost	
			Max. time of Medium frost movement 0 -->100% (100% -->0) is 10 sec.	
		87-136	Medium Frost from 0% to 100%	proportional
		137-139	100% Medium Frost	step
		140-149	Pulse closing from slow to fast	proportional
		150-159	Pulse opening from fast to slow	proportional
		160-169	Ramping from fast to slow	proportional
		170-172	Open	step
			Combined Frost	
			Note: Combined Frost and Prism weeel 1 cannot be inserted into light beam at the same time . The Prism wheel 1 has priority to Combined Frost .	
			Max. time of Medium frost movement 0 -->100% (100% -->0) is 10 sec.	
		173-222	Medium Frost from 0% to 100% (Light Frost inserted)	proportional
		223-225	100% Medium Frost (Light Frost inserted)	step
		226-235	Pulse closing from slow to fast	proportional
		236-245	Pulse opening from fast to slow	proportional
		246-255	Ramping from fast to slow	proportional
32	**30**		**Zoom**	
		0 - 255	Zoom from max. to min.beam angle (128=default)	proportional
33	*		**Zoom - fine**	
		0-255	Fine zooming (0=default)	proportional
34	**31**		**Focus**	
		0 - 255	Continuous adjustment from far to near (128=default)	proportional
35	*		**Focus Fine**	
		0- 255	Fine focusing (0=default)	proportional
36	**32**		**Hot-Spot control**	
		0	Automatic Hot-Spot control (0=default)	step
		1-255	Hot-Spot control (from min. to max. intensity of image centre)	proportional
37	**33**		**Shutter/ strobe**	
		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, Full lamp power	step
38	**34**		**Dimmer intensity**	

Mode/channel		DMX Value	Function	Type of control
1	2			
		0 - 255	Dimmer intensity from 0% to 100% (0=default)	proportional
39	*		**Dimmer intensity - fine**	
		0 - 255	Fine dimming (0=default)	proportional

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