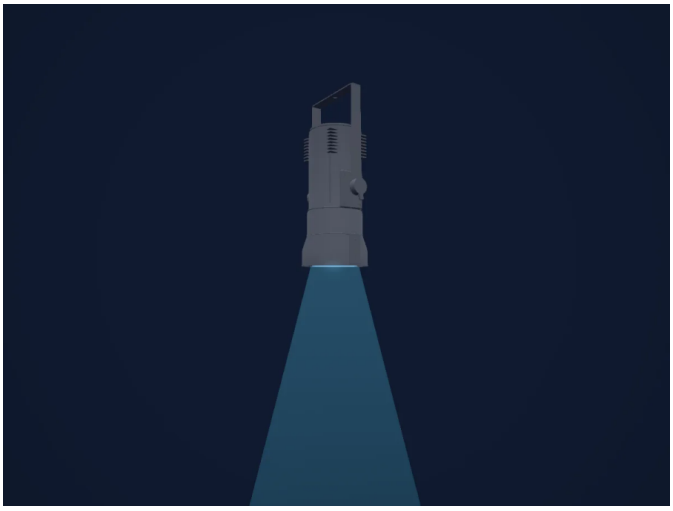
Robe Lighting

Robin ParFect 150 RGBW



Manufacturer	**Robe Lighting**
Type	**PAR**
DMX modes	**2**
DMX footprint	**11, 17 channels**
Beam angle	**3.8-60°**
Size (W × H × D)	**240 × 500 × 192 mm**
GDTF fixture type	**1E30291F-96BD-41BE-B632-1E...**

Controls

Zoom · Extra LED colours · RGB colour mixing · Colour temperature · Colour wheel · Strobe · Dimmer

Safety-relevant functions

Fixture reset · Service functions

DMX modes

Mode 2 - Reduced 8 - bit	11 ch
Mode 1 - Standard 16 - bit	17 ch

Mode 2 - Reduced 8 - bit

11 channels

Ch	Function	Default	DMX values
1	Control1	0	0–19 No feature 20–24 Display ON 25–29 Display OFF 30–34 RGBW colour mixing mode 35–39 CMY colour mixing mode 40–59 NoFeature 4 60–64 Dimmer curve - square law 65–69 Dimmer curve - linear 70–74 Fans mode Auto 75–79 Fans mode High 80–84 White point 8000K ON 85–89 White point 8000K OFF 90–94 Fans mode: Quiet 95–149 NoFeature 9 150–159 Zoom reset 160–169 NoFeature 11 170–171 Tungsten effect simulation (750W) On 172–173 Tungsten effect simulation (1000W) On 174–175 Tungsten effect simulation (1200W) On 176–177 Tungsten effect simulation (2000W) On 178–179 Tungsten effect simulation (2500W) On 180–181 Tungsten effect simulation Off 182–255 NoFeature 13
2	Color Macro1	0	
3	Red	255	
4	Green	255	
5	Blue	255	
6	White	255	
7	C TO	0	0–254 8000K 255–255 2700K
8	Color Mix Mode	45	0–9 Virtual colors (Virtual has priority) 10–19 Maximum mode (highest values have priority) 20–29 Minimum mode (lowest values have priority) 30–39 Multiply mode (multiply Virtual and Colour Mix) 40–49 Addition mode (Virtual + Colour mix) 50–59 Subtraction mode (Virtual - Colour mix) 60–69 Inverted Subtraction mode (Virtual - Colour mix) 70–128 Reserved 129–129 Virtual colors (virtual has priority) 130–254 Crossfade (crossfade between Virtual and Colour ... 255–255 Colour channels (Colour mix has priority)
9	Zoom	128	0–254 Wide 255–255 Narrow
10	Shutter / Strobe	32	0–31 Shutter closed 32–63 Shutter open 64–91 Shutter1Strobe · Slow to fast 1/10 0.1–8.72 Hz 92–95 Shutter1Strobe · Slow to fast 10/10 9.04–10 Hz 96–127 Shutter open 128–140 Shutter1StrobePulseOpen · Slow to fast 1/7 0.1–8.... 141–143 Shutter1StrobePulseOpen · Slow to fast 7/7 8.68–1... 144–155 Shutter1StrobePulseClose · Fast to slow 1/7 156–159 Shutter1StrobePulseClose · Fast to slow 7/7 160–191 Shutter open 192–222 Strobe random slow 223–223 Strobe random fast 224–255 Shutter open
11	Dimmer	0	0–254 Closed 255–255 Open

Mode 1 - Standard 16 - bit

17 channels

Ch	Function	Default	DMX values
1	Control1	0	0–19 No feature 20–24 Display ON 25–29 Display OFF 30–34 RGBW colour mixing mode 35–39 CMY colour mixing mode 40–59 NoFeature 4 60–64 Dimmer curve - square law 65–69 Dimmer curve - linear 70–74 Fans mode Auto 75–79 Fans mode High 80–84 White point 8000K ON 85–89 White point 8000K OFF 90–94 Fans mode: Quiet 95–149 NoFeature 9 150–159 Zoom reset 160–169 NoFeature 11 170–171 Tungsten effect simulation (750W) On 172–173 Tungsten effect simulation (1000W) On 174–175 Tungsten effect simulation (1200W) On 176–177 Tungsten effect simulation (2000W) On 178–179 Tungsten effect simulation (2500W) On 180–181 Tungsten effect simulation Off 182–255 NoFeature 13
2	Color Macro1	0	
3	Red	255	
4	Red Fine	255	Fine byte of Red
5	Green	255	
6	Green Fine	255	Fine byte of Green
7	Blue	255	
8	Blue Fine	255	Fine byte of Blue
9	White	255	
10	White Fine	255	Fine byte of White
11	C TO	0	0–254 8000K 255–255 2700K
12	Color Mix Mode	45	0–9 Virtual colors (Virtual has priority) 10–19 Maximum mode (highest values have priority) 20–29 Minimum mode (lowest values have priority) 30–39 Multiply mode (multiply Virtual and Colour Mix) 40–49 Addition mode (Virtual + Colour mix) 50–59 Subtraction mode (Virtual - Colour mix) 60–69 Inverted Subtraction mode (Virtual - Colour mix) 70–128 Reserved 129–129 Virtual colors (virtual has priority) 130–254 Crossfade (crossfade between Virtual and Colour ... 255–255 Colour channels (Colour mix has priority)
13	Zoom	128	0–254 Wide 255–255 Narrow
14	Zoom Fine	0	Fine byte of Zoom

Mode 1 - Standard 16 - bit (continued)

Ch	Function	Default	DMX values
15	Shutter / Strobe	32	0–31 Shutter closed 32–63 Shutter open 64–91 Shutter1Strobe · Slow to fast 1/10 0.1–8.72 Hz 92–95 Shutter1Strobe · Slow to fast 10/10 9.04–10 Hz 96–127 Shutter open 128–140 Shutter1StrobePulseOpen · Slow to fast 1/7 0.1–8.... 141–143 Shutter1StrobePulseOpen · Slow to fast 7/7 8.68–1... 144–155 Shutter1StrobePulseClose · Fast to slow 1/7 156–159 Shutter1StrobePulseClose · Fast to slow 7/7 160–191 Shutter open 192–222 Strobe random slow 223–223 Strobe random fast 224–255 Shutter open
16	Dimmer	0	0–254 Closed 255–255 Open
17	Dimmer Fine	0	Fine byte of Dimmer

Fixture model: gdtf-robe-lighting-robin-parfect-150-rgbw-43311
Original HitLight primitive mesh from manufacturer visual/dimensional references. No third-party CAD,photo texture or logo embedded. Exact ...
Creator: HitLight