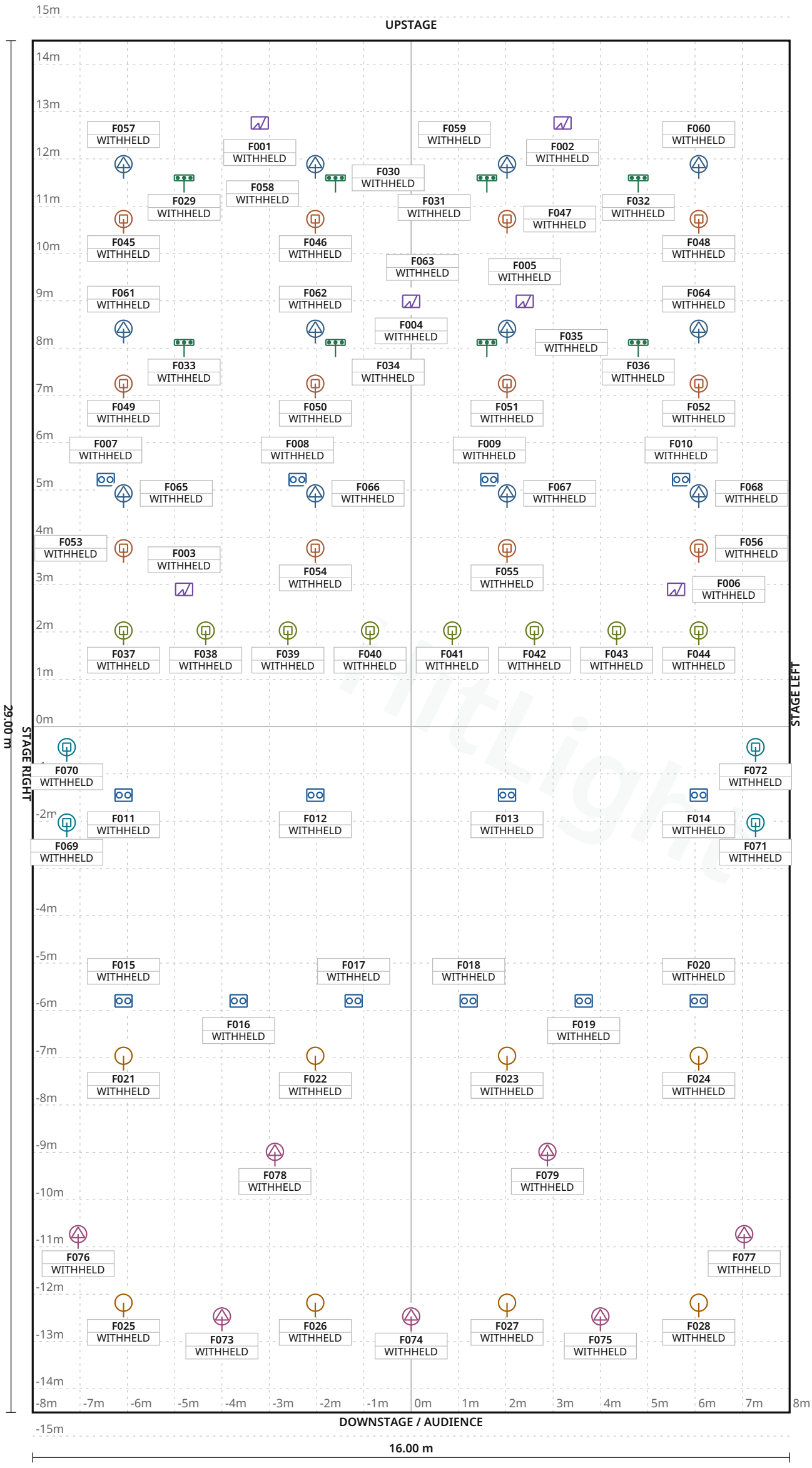
UPSTAGE




## FIXTURE LEGEND

- **Visual** substitute · 4-lite Blinder — Blinder · 14×
- **Visual** substitute · Basic Conventional PAR Light · 8×
- **Visual** substitute · LED BAR 6 CH - H — LED Bar · 8×
- **Atomic 3000 DMX** — Strobe · 6×
- **Robin 300** LEDWash — Moving Head · 4×
- **Robin DLX Spot** — Profile Spot · 7×
- **Robin LEDBeam** 150 RGBW — Moving Head · 8×
- **Robin LEDBeam** 350 — Moving Head · 12×
- **Robin Painte** — Profile Spot · 12×

Stage 16.00 m W × 29.00 m D · Grid 1 m



# Bosuil, de · Main room

**LIGHT PLOT · PLAN · Main room**

HitLight · Bosuil, de

Vrakkerveld 2c, 6002AZ, Weert, Netherlands

**DWG HL · SCALE 1:100 · metric · PRINT AT 100%**

Drawn HitLight

Generated from the saved show

SOURCE d1891bd78044

# SYMBOL LEGEND

9 TYPES · 79 FIXTURES · COLOUR BY TYPE



**HitLight placeholder Visual substitute · 4-lite Blinder**

Blinder · 1Ch - Mode · 1 ch · category symbol

**14 physical · 14 plotted**

0 disabled · 0 unplaced



**HitLight placeholder Visual substitute · Basic Conventional**

PAR Light · Default · 1 ch · category symbol

**8 physical · 8 plotted**

0 disabled · 0 unplaced



**HitLight placeholder Visual substitute · LED BAR 6 CH - H**

LED Bar · 9 CH · 6 ch · category symbol

**8 physical · 8 plotted**

0 disabled · 0 unplaced



**Martin Professional Atomic 3000 DMX**

Strobe · 4 Channel · 4 ch · category symbol

**6 physical · 6 plotted**

0 disabled · 0 unplaced



**Robe Lighting Robin 300 LEDWash**

Moving Head · Mode 2 Reduced  RGBW 16bit · 21 ch · category symbol

**4 physical · 4 plotted**

0 disabled · 0 unplaced



**Robe Lighting Robin DLX Spot**

Profile Spot · Mode 1 RGBW · 35 ch · category symbol

**7 physical · 7 plotted**

0 disabled · 0 unplaced



**Robe Lighting Robin LEDBeam 150 RGBW**

Moving Head · Mode 1 - Standard 16 - bit · 22 ch · category symbol

**8 physical · 8 plotted**

0 disabled · 0 unplaced



**Robe Lighting Robin LEDBeam 350**

Moving Head · Mode 1 - Standard 16 - bit · 22 ch · category symbol

**12 physical · 12 plotted**

0 disabled · 0 unplaced



## Bosuil, de · Main room

SYMBOL LEGEND · Main room

HitLight · Bosuil, de

Vrakkerveld 2c, 6002AZ, Weert, Netherlands

DWG HL · METRIC

Drawn HitLight

Generated from the saved show

SOURCE d1891bd78044

**Robe Lighting Robin Painte**

Profile Spot · Mode 2 - enhanced gobo control · 45 ch · category symbol

**12 physical · 12 plotted**

0 disabled · 0 unplaced

HitLight

# GENERAL NOTES

1. Source-based lighting plan. Confirm the current rig with the venue.
2. PARTIAL: included fixtures are not a full physical-unit census.
3. DMX PATCH WITHHELD: provisional or unchecked addresses are not published.
4. The reconstruction retains its documented coverage and geometry assumptions; confirm the current setup with the venue.

HitLight

# DMX PATCH

79 FIXTURES · 0 UNIVERSES

| Fixture / name | Manufacturer / model | Mode | Ch | DMX | Range | Position / mount | Status / notes |
|---|---|---|---|---|---|---|---|
| **UNPATCHED / INVALID** | | | | | | | |
| F001 · MartinAtomic3000DMX · 1 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F002 · MartinAtomic3000DMX · 2 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F003 · MartinAtomic3000DMX · 3 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F004 · MartinAtomic3000DMX · 4 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F005 · MartinAtomic3000DMX · 5 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F006 · MartinAtomic3000DMX · 6 | Martin Professional / Atomic 3000 DMX | 4 Channel | 4 | WITHHELD | TBC | UNPLACED | Enabled |
| F007 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F008 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F009 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F010 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F011 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F012 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F013 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F014 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F015 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F016 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F017 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F018 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F019 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F020 · PLACEHOLDER · FOSBlinderUn... | HitLight placeholder / Visual substitute ... | 1Ch - Mode | 1 | WITHHELD | TBC | UNPLACED | Enabled |

**No patched universes**



## Bosuil, de · Main room

**DMX PATCH · Main room**

HitLight · Bosuil, de

Vrakkerveld 2c, 6002AZ, Weert, Netherlands

**DWG HL · METRIC**

Drawn HitLight

Generated from the saved show

SOURCE d1891bd78044

# DMX PATCH · CONTINUED

79 FIXTURES · 0 UNIVERSES

| Fixture / name | Manufacturer / model | Mode | Ch | DMX | Range | Position / mount | Status / notes |
|---|---|---|---|---|---|---|---|
| **UNPATCHED / INVALID** | | | | | | | |
| F021 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F022 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F023 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F024 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F025 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F026 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F027 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F028 · PLACEHOLDER · LupoDayLED1... | HitLight placeholder / Visual substitute ... | Default | 1 | WITHHELD | TBC | UNPLACED | Enabled |
| F029 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F030 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F031 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F032 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F033 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F034 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F035 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F036 · PLACEHOLDER · QueledCW5W... | HitLight placeholder / Visual substitute ... | 9 CH | 6 | WITHHELD | TBC | UNPLACED | Enabled |
| F037 · RobeLEDBeam150RGBW · 1 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F038 · RobeLEDBeam150RGBW · 2 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F039 · RobeLEDBeam150RGBW · 3 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F040 · RobeLEDBeam150RGBW · 4 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |

**No patched universes**



## Bosuil, de · Main room

**DMX PATCH · Main room**

HitLight · Bosuil, de

Vrakkerveld 2c, 6002AZ, Weert, Netherlands

**DWG HL · METRIC**

Drawn HitLight

Generated from the saved show

SOURCE d1891bd78044

# DMX PATCH · CONTINUED

79 FIXTURES · 0 UNIVERSES

| Fixture / name | Manufacturer / model | Mode | Ch | DMX | Range | Position / mount | Status / notes |
|---|---|---|---|---|---|---|---|
| **UNPATCHED / INVALID** | | | | | | | |
| F041 · RobeLEDBeam150RGBW · 5 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F042 · RobeLEDBeam150RGBW · 6 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F043 · RobeLEDBeam150RGBW · 7 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F044 · RobeLEDBeam150RGBW · 8 | Robe Lighting / Robin LEDBeam 150 RGBW | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F045 · RobeLEDBeam350 · 1 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F046 · RobeLEDBeam350 · 2 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F047 · RobeLEDBeam350 · 3 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F048 · RobeLEDBeam350 · 4 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F049 · RobeLEDBeam350 · 5 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F050 · RobeLEDBeam350 · 6 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F051 · RobeLEDBeam350 · 7 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F052 · RobeLEDBeam350 · 8 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F053 · RobeLEDBeam350 · 9 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F054 · RobeLEDBeam350 · 10 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F055 · RobeLEDBeam350 · 11 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F056 · RobeLEDBeam350 · 12 | Robe Lighting / Robin LEDBeam 350 | Mode 1 - Standard 16 -... | 22 | WITHHELD | TBC | UNPLACED | Enabled |
| F057 · RobePainte · 1 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F058 · RobePainte · 2 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F059 · RobePainte · 3 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F060 · RobePainte · 4 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |

**No patched universes**

# DMX PATCH · CONTINUED

79 FIXTURES · 0 UNIVERSES

| Fixture / name | Manufacturer / model | Mode | Ch | DMX | Range | Position / mount | Status / notes |
|---|---|---|---|---|---|---|---|
| **UNPATCHED / INVALID** | | | | | | | |
| F061 · RobePainte · 5 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F062 · RobePainte · 6 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F063 · RobePainte · 7 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F064 · RobePainte · 8 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F065 · RobePainte · 9 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F066 · RobePainte · 10 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F067 · RobePainte · 11 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F068 · RobePainte · 12 | Robe Lighting / Robin Painte | Mode 2 - enhanced gobo... | 45 | WITHHELD | TBC | UNPLACED | Enabled |
| F069 · RobeRobin300LEDWash · 1 | Robe Lighting / Robin 300 LEDWash | Mode 2 Reduced RGBW ... | 21 | WITHHELD | TBC | UNPLACED | Enabled |
| F070 · RobeRobin300LEDWash · 2 | Robe Lighting / Robin 300 LEDWash | Mode 2 Reduced RGBW ... | 21 | WITHHELD | TBC | UNPLACED | Enabled |
| F071 · RobeRobin300LEDWash · 3 | Robe Lighting / Robin 300 LEDWash | Mode 2 Reduced RGBW ... | 21 | WITHHELD | TBC | UNPLACED | Enabled |
| F072 · RobeRobin300LEDWash · 4 | Robe Lighting / Robin 300 LEDWash | Mode 2 Reduced RGBW ... | 21 | WITHHELD | TBC | UNPLACED | Enabled |
| F073 · RobeRobinDLX · 1 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F074 · RobeRobinDLX · 2 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F075 · RobeRobinDLX · 3 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F076 · RobeRobinDLX · 4 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F077 · RobeRobinDLX · 5 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F078 · RobeRobinDLX · 6 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |
| F079 · RobeRobinDLX · 7 | Robe Lighting / Robin DLX Spot | Mode 1 RGBW | 35 | WITHHELD | TBC | UNPLACED | Enabled |

**No patched universes**



## Bosuil, de · Main room

DMX PATCH · Main room

HitLight · Bosuil, de

Vrakkerveld 2c, 6002AZ, Weert, Netherlands

**DWG HL · METRIC**

Drawn HitLight

Generated from the saved show

SOURCE d1891bd78044

# VALIDATION APPENDIX

WARNING · PATCH_WITHHELD

DMX patch facts are withheld pending source verification. This planning document cannot be used for hardware output.

Objects: — · Remediation: correct the saved show data and regenerate.

ERROR · STAGE_DIMENSIONS_UNCONFIRMED

Confirm the stage dimensions before producing a final technical document.

Objects: 9B9859F9-07E5-441F-B78D-0B027AE6C086 · Remediation: correct the saved show data and regenerate.

WARNING · TITLE_METADATA_INCOMPLETE

Some professional title-block metadata is missing; the document will show an em dash.

Objects: d699d0871cb7efaa2a4738fe · Remediation: correct the saved show data and regenerate.

HitLight

# VENUE & DRAWING SOURCES

Bosuil, de

Main room · House rig

Vrakkerveld 2c, 6002AZ, Weert, NL

https://www.debosuil.nl/

Sources checked 2026-10-19

Symbols: HitLight-owned category artwork. No manufacturer model geometry or original source pages included.

Source-based reconstruction. Confirm the current installation and equipment availability with the venue.

Scale, fixture positions, mounting heights and aiming may include estimates; this is not a rigging specification.

Provisional fixture matches are labelled as placeholders. The recorded subset is not a complete physical inventory.

DMX addresses are withheld from public plans until their exact source patch is reconciled.

The reconstruction retains its documented coverage and geometry assumptions; confirm the current setup with the venue.

Official venue information: https://www.debosuil.nl/ · checked 2026-10-19

Physical venue location: https://www.debosuil.nl/bezoekers-info/contact/ · checked 2026-10-19

Physical venue location: https://www.debosuil.nl/bezoekers-info/repetieruimtes/ · checked 2026-10-19

Physical venue location: https://www.debosuil.nl/bezoekers-info/tech-specs/ · checked 2026-10-19

Public venue page: https://www.hitlight.app/venues/netherlands/bosuil-de-d699d087

HitLight