

Tel: +420-571-751500 Fax: +420-571-751515 Email: info@robe.cz

8.3.2017

# Software releases for DL7 fixtures and other updates to technical documentation

Regular rundown of updates and news from the software and technical areas of ROBE Lighting.

### **Software Updates**

Small update was released for LEDWash  $600^{\,\text{TM}}$  and for LEDWash  $600^{\,\text{TM}}$  (the update is the same for both types of units), adding DMX Mode 6 with 8bit color control of LED rings (this is especially useful for media servers).

Robin Square<sup>™</sup> software was updated to make correction to RDM identification (this was introduced in previous update and could only surface during Kling-Net session negotiation). Robin DL7S Profile<sup>™</sup> and DL7F Wash<sup>™</sup> are being updated with software that brings many improvements and new possibilities to this very special 7-LED based fixtures. See below section for more details. After performing this software update, bring each color up to full intensity for a second or two (each color separately), in order to for new full intensity current calibration adjustments to take effect.

ColorStrobe<sup>™</sup> / ColorStrobe Lite<sup>™</sup> software was renamed from Strobe RGBW to ColorStrobe. The ROBE Uploader might pop-up a message about duplicate libraries due to this but after restart of the ROBE Upload software this message is cleared.

#### **DL7 color mixing improvements and changes**

DL7 Profile and DL7 Wash software update brings many new features, possibilities and changes. The internal color mixing software has been greatly improved, including better color transitions, color mixing, dimming and calibrations handling, thermal compensations and more. We believe there will be small to no differences after updating but we do advice you to check your programming after the update. The list of changes is quite long, check the changelog file for even small details, here is listing and description of the most important changes:

Color mixing ratio

Previously, color ratio was calculated on bases of uniformity and thermal stability with base white point of about 9500K. Newly, colors are mixed according to white point of either 8000K or by custom defined white as given by CTC (if applied as per new Chromatic White switch, see below). Thermal stability is no longer affecting color ratio.

CTC



Tel: +420-571-751500 Fax: +420-571-751515 Email: info@robe.cz

Previously, CTC was only affecting white output. Newly, CTC is affecting whites, and can also have an effect on other colors (as per new Chromatic White switch, see below) - this then also applies to macros (virtual color wheel LEE colors).

#### Chromatic White

When this function is ON (by default it is OFF, for backwards compatibility reasons), the CTC channel influences all colors and calibrated white outputs. It essentially means that you can set your nominal color temperature of white output of the fixture by CTC and when you add colors, it is as when adding gel filters to a given type of halogen lamp fixture.

#### Wavelength correction

This is a new feature, ON by default, which enables automatic correction of LED colors according to their corresponding wavelengths in order to get to get same colors from more fixtures. White outputs are not affected by this.

#### UV stability

Again, a new feature, by default it is ON. For units after recalibration, disabling UV Stability is actually beneficial as the calibration procedure was much improved and the units can use more of their Congo Blue/UV spectrum.

#### Other changes, quick summary

Better thermal compensation in wider temperature range, starting from 0°C (it was previously starting at about 20°C).

Improved Intensity Mode with much better color transitions (especially when Chromatic White is on). In some cases (Yellow + UV color combinations) some colors that were previously automatically added are now not included in the mix, resulting in a small intensity drop. Colors can be added back in manually.

Improved internal LED zones driving for even better flicker free operation.

#### DMX charts/User manual changes

To be able to utilize some of the new settings remotely from a desk, make sure to edit or update the fixture personality in your desk. As usually, we have notified major desk manufacturers in advance about these changes to make sure they have enough time to provide updates for the fixture personalities for their DMX consoles.

#### Technical bulletins

Several updated and new Technical bulletins have been uploaded online, mainly:

TB54 ROBE Uploader - describing all aspects of ROBE Uploader software usage.

TB56 BMFL Beam Exposure Protection - additional techniques to prevent externally caused damage to the BMFL internal parts.

TB55 BMFL Frost filters - frost filters improvements in the Robin BMFL Spot and Blade fixtures. TB35 Robin Touchscreen Display - Information about Robin Display PCB, calibration procedures, PCB information and DMX schematics.

Tel: +420-571-751500 Fax: +420-571-751515 Email: info@robe.cz



See them in the Technical Bulletins File Category of the Support section, some might require login-in with your user credentials to access these files.

# **Price list of spare parts**

Price list and part lists have been updated and are available online (requires distributor login) in the Support section. Spares catalog has also been updated to contain all these newly added parts and since the begging of this year it also lists all spares for Service Manuals of Anolis products.

#### Certification

New and updated certification paperwork (TUV certificates, cETLus ATMs, declarations of conformity, noise measurements...) have been uploaded to the website for many products, including the BMFL<sup>m</sup> family, Spiider $^{m}$ , Spikie $^{m}$ , DL7S Profile $^{m}$  and DL7F Wash $^{m}$ .

# Technical newsletter emailing changes

As you might have noticed, we have moved emailing from the ROBE website to dedicated emailing service. Should we miss anyone during the transition, to subscribe/unsubscribe, email us back at any time to perform the required change.

