

ROBE LEDWASH 600



INVENTORY

The Robe 600s are supplied as a set of 4 in a wheeled flightcase. Only by special arrangement may they be parted out for smaller hires. When supplied as a set of 4, their inventory is thus:

Item	Quantity
Robe LEDWash 600	4
Safety Chain	4
Omega Clamp w/ Hook	8
Wheeled Flight Case	1



INTRODUCTION

The Robe LEDWash 600 is an RGBW (Red-Green-Blue-White) moving wash light. It is supplied with clamps for rigging at height, but may also be placed at floor level, thanks to its flat base. The Robe 600 is a bright fixture, with a wide zoom and colour range, as well as some rudimentary pixel effects. It also supports Artnet, for DMX control over an ethernet connection.

The Robe 600 is an *intelligent* lighting fixture – this means it needs a DMX-capable lighting desk with colour and focus controls (such as an ETC Nomad or Ion) to control it properly.

DOS AND DON'TS

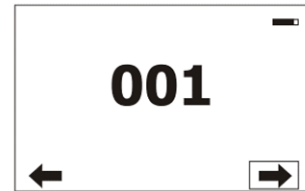
- DO NOT use these fixtures outdoors – they are not waterproof!
- DO NOT connect these fixtures to a dimmer circuit of any kind unless the dimmer circuit has a *bypass* or *non-dim* mode.
- DO NOT obstruct the range of movement of these fixtures – they will try to move immediately when powered on.
- DO heed all safety warnings associated with the equipment.
- DO use the included safety chains when rigging the fixtures.

BASIC CONFIGURATION

SETTING THE DMX ADDRESS AND PERSONALITY

The Robe 600 can be remotely controlled from a lighting console via DMX. For DMX control, the Robe 600 needs a unique DMX address that does not overlap with any other equipment in the system, for example, the house dimmers or any other LED fixtures.

The Robe 600 features a built-in battery, allowing basic configuration even when the fixture does not have mains power. To wake the Robe 600 up, press the [ENTER/Display On] button. If the screen does not light up, the battery may be exhausted. In this case, simply plug the Robe 600 into non-dim mains power and the display will come on. Tapping the display once will show the current DMX address. Touch the green arrow in the bottom right corner to enter the *Address* menu, from which the address may be set.

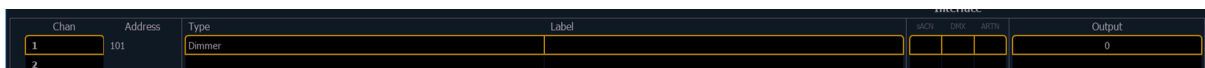


The Robe 600 has five DMX modes or personalities. For theatrical purposes, **Mode 1 (37 channels) is most suitable**. The Robe 600 should be in Mode 1 by default – if it is not, consult the full fixture manual for instructions on how to change it.

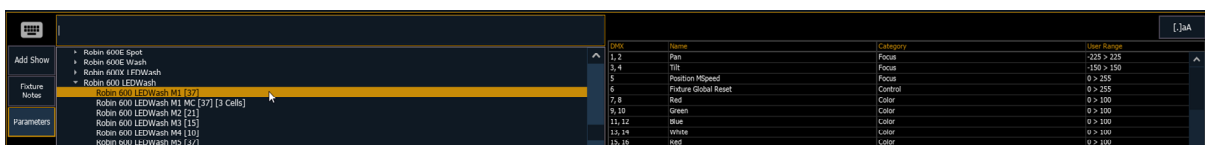
When patching multiple Robe 600s, their addresses must not overlap. For example, a Robe 600 in 37-channel mode on address 101 uses the address range 101-137. Therefore the next Robe 600 should use address 138, the next 175, and so on.

PATCHING THE ROBE 600 IN EOS

To access the Patch screen in Eos press [Displays] and then the {Patch} softkey. Type the channel number you wish your fixture to appear as in Eos, then press [At], then type in the DMX address you set on the fixture. For example, [1] [At] [1][0][1] [Enter] would patch a Robe 600 at DMX address 101 to appear as channel 1 in Eos.

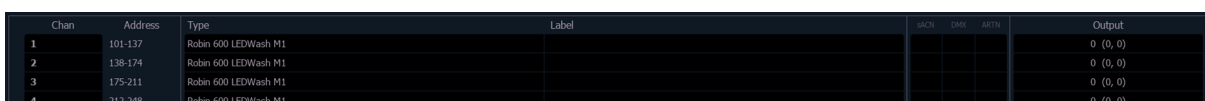


We now need to set the fixture type, so that Eos knows what kind of light it is controlling. These may be found in Type > Search > Robe > Robin 600 LEDWash > Robin 600 LEDWash M1 [37], as shown here:



If you wish to use the fixture's three 'ring zones' for basic pixel effects, select Robin 600 LEDWash M1 MC [37] [3 Cells] instead. This uses the same M1 personality but enables individual control of the three rings of LEDs. This will, however, increase the complexity of controlling the fixture in Eos. If you don't need individual control of the rings, then don't use the MC option.

A successful final patch for four Robe 600s in M1 might look like this:



EXAMPLE CONFIGURATIONS

These are some worked examples of typical uses of the Robe 600. This is not an exhaustive list – the Robe 600s can work in many spaces, though you may need additional adapters (e.g. 13A-16A or 15A-16A) and an ETC Nomad if the venue does not have an Eos control desk. If in doubt (particularly regarding safely rigging the fixtures), consult the venue’s technician or a Hires Rep.

KEBLE O’REILLY (GRID LEVEL)

Additional equipment needed: 5-pin XLR cable(s).

1. Set the DMX address and personality of the Robe 600. The Keble O’Reilly dimmers typically run on a different universe to intelligent lights, so you don’t need to worry about overlapping with them.
2. Select an ‘X’ socket near where you are rigging the Robe 600, for example X60. Go to the patchbay in the O’Reilly tech box and use the patch cables to supply the X socket with non-dim power of the correct phase. Be sure to consult with the O’Reilly Theatre Technician if you are unsure how to do this.
3. Rig the Robe 600 safely, including the supplied safety chain.
4. Plug the Robe 600 into the ‘X’ circuit using the integrated 16A cable.
5. Switch on the non-dim power using the switches to the top right of the patchbay.
6. Connect the Robe 600 to the O’Reilly’s DMX network using a 5-pin XLR cable. There are many DMX ports at grid level. DMX data to additional fixtures may be daisy-chained out of by either (but not both) of the Robe 600s DMX OUT ports.
7. Follow the usual instructions for patching the Robe 600, but when setting the address in Eos, place it on universe 2. For example, to set channel 1 to be a Robe 600 on DMX address 101 in universe 2, type [1] [At] [2] [/] [1][0][1] [Enter].

PILCH STUDIO (GRID LEVEL)

Additional equipment needed: 15A-16A adapter(s), 5-pin XLR cable(s)

1. Set the DMX address and personality of the Robe 600. Make sure the address is greater than 60, so that it does not overlap with the Pilch dimmer addresses.
2. Rig the Robe 600 safely, including the supplied safety chain.
3. Select a dimmer circuit near where have rigged the Robe 600. Go to the dimmer rack in the cupboard (behind the stage right door) and set this circuit to ‘Bypass’ mode using the switches near the bottom of the dimmer panels. This will supply the socket with hot power.
4. Plug the Robe 600 into the circuit using the integrated 16A cable and a 15A-16A adapter. Be aware that the Robe 600 will start to move at this point, and keep fingers clear.
5. Connect the Robe 600 to the Pilch’s DMX network using a 5-pin XLR cable (or a 3-pin XLR cable and a 5-to-3 adapter). There are two DMX ports at grid level, and either will work for this purpose. DMX data to additional fixtures may be daisy-chained out of by either (but not both) of the Robe 600s DMX OUT ports.
6. Patch the Robe 600 as usual.