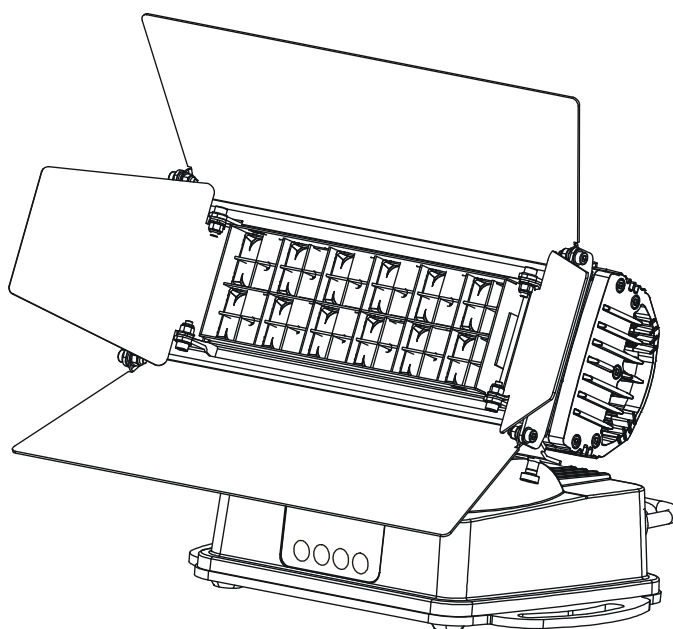




# CityScape 48

(RGBW)



## USER MANUAL

ROBE® Lighting s.r.o. • Czech republic • [www.robe.cz](http://www.robe.cz)

Version 1.1

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**FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY  
BEFORE POWERING OR INSTALLING YOUR CityScape 48 !  
Save it for future reference.**

This device has left our premises in absolutely perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this manual.

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorized modification to the device.

Please consider that damages caused by manual modifications to the device are not subject to warranty.

## 1. Safety instructions

**DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT!**

Make sure that the available voltage is not higher than stated on the rear panel of the fixture.  
This fixture should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supplied, consult your authorized distributor or local power company.

Always disconnect the fixture from AC power before cleaning, removing or installing the fuses, or any part.

Do not overload wall outlets and extension cords as this can result in fire or electric shock.

Make sure that the power cord is never crimped or damaged by sharp edges. Check the fixture and the power cord from time to time.

Do not install the unit near naked flames.

During the operation the housing becomes hot (up to 80°C)

Refer servicing to qualified service personnel.

**This fixture falls under protection class I. Therefore this fixture has to be connected to a mains socket outlet with a protective earthing connection.**

Do not connect this fixture to a dimmer pack.

**Do not look straight at the fixture front LEDs during operation. The intense light beam may damage your eyes.**

If the fixture has been exposed to drastic temperature fluctuation (e.g. after transportation), do not switch it on immediately. The arising condensation water might damage your device. Leave the device switched off until it has reached room temperature.

Avoid brute force when installing or operating the fixture.

The fixture was designed for both indoor and outdoor use. This fixture must not be used for underwater installation.

## CityScape 48 (RGBW)

When choosing the installation spot, please make sure that the fixture is not exposed to extreme heat or dust.

Avoid using the unit in locations subject to possible impacts.

The fixture body never must be covered with cloth or other materials.

Only operate the fixture after having checked that the housing is firmly closed and all screws are tightly fastened.

Make sure that the area below the installation place is blocked when rigging, derigging or servicing the fixture.

Do not block the front objective LEDs with any object when the fixture is under operation.

The fixture becomes very hot during operation. Allow the fixture to cool approximately 30 minutes prior to manipulate with it.

Operate the fixture only after having familiarized with its functions. Do not permit operation by persons not qualified for operating the fixture. Most damages are the result of unprofessional operation!

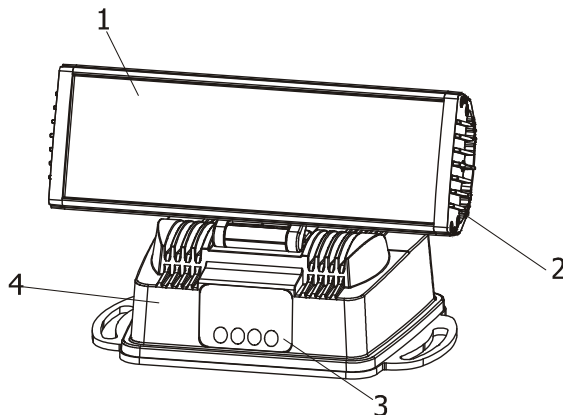
Do not attempt to dismantle or modify the unit.

Please consider that unauthorized modifications on the fixture are forbidden due to safety reasons!

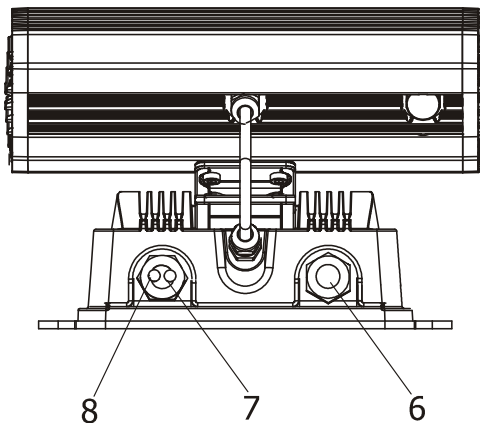
Please use the original packaging if the fixture is to be transported.

If this device will be operated in any way different to the one described in this manual, the product may suffer damages and the guarantee becomes void. Furthermore, any other operation may lead to dangers like short-circuit, burns, electric shock etc.

## 2. Fixture exterior view



- 1. Lens array
- 2. Radiator
- 3. Control board
- 4. Base

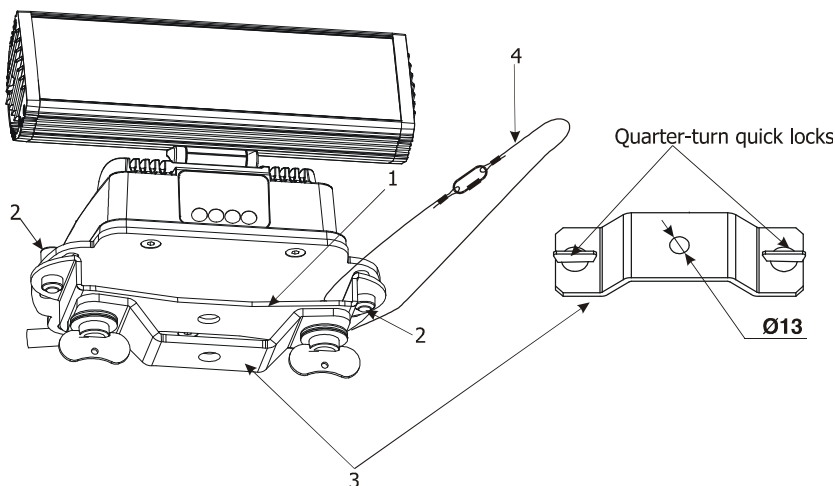


- 6. Power cord
- 7. DMX in
- 8. DMX out

## 3. Installation

### 3.1 Rigging the fixture

The CityScape 48 can be rigged in any orientation on a truss without altering its operation characteristics. Installation on the truss allows the mounting holder (1) fastened to the fixture base with two bolts (2) and the omega holder (3) for fastening a clamp. Pull through the safety rope (4) under the mounting holder and For overhead use, always install a safety rope (4) that can hold at least 10 times the weight of the fixture. You must only use safety rope with screw-on carbine. Pull the safety rope through the mounting holder (1) and over the trussing system.




**Ensure that the structure (truss) to which you are attaching the fixture is secure**

**Caution:** Fixtures may cause severe injuries when crashing down! If you have doubts concerning the safety of a possible installation, do not install the device and consult installation with an expert.

### 32 Connection to the mains

Install a suitable plug on the power cord, note that the cores in the power cord are colored according to the following table.

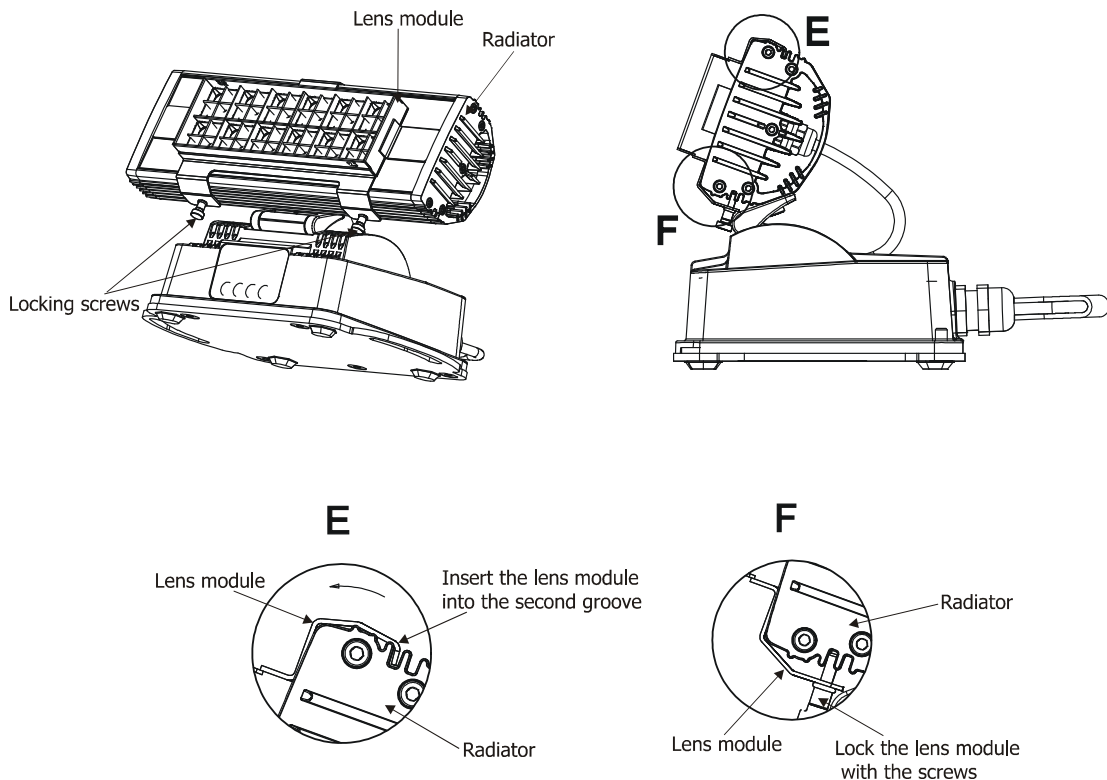
Core (Eu)	Core (US)	Connection	Plug Terminal Marking
Brown	Black	Live	L
Light blue	White	Neutral	N
Yellow/Green	Green	Earth	

**This device falls under class one and must be grounded!**

### 33 Changing the lens array

The CityScape48 has a 25° lens-array module fitted as standard but you can install optional 45° and 45°x15° lens arrays. if you wish to change the lens module, follow this procedure:

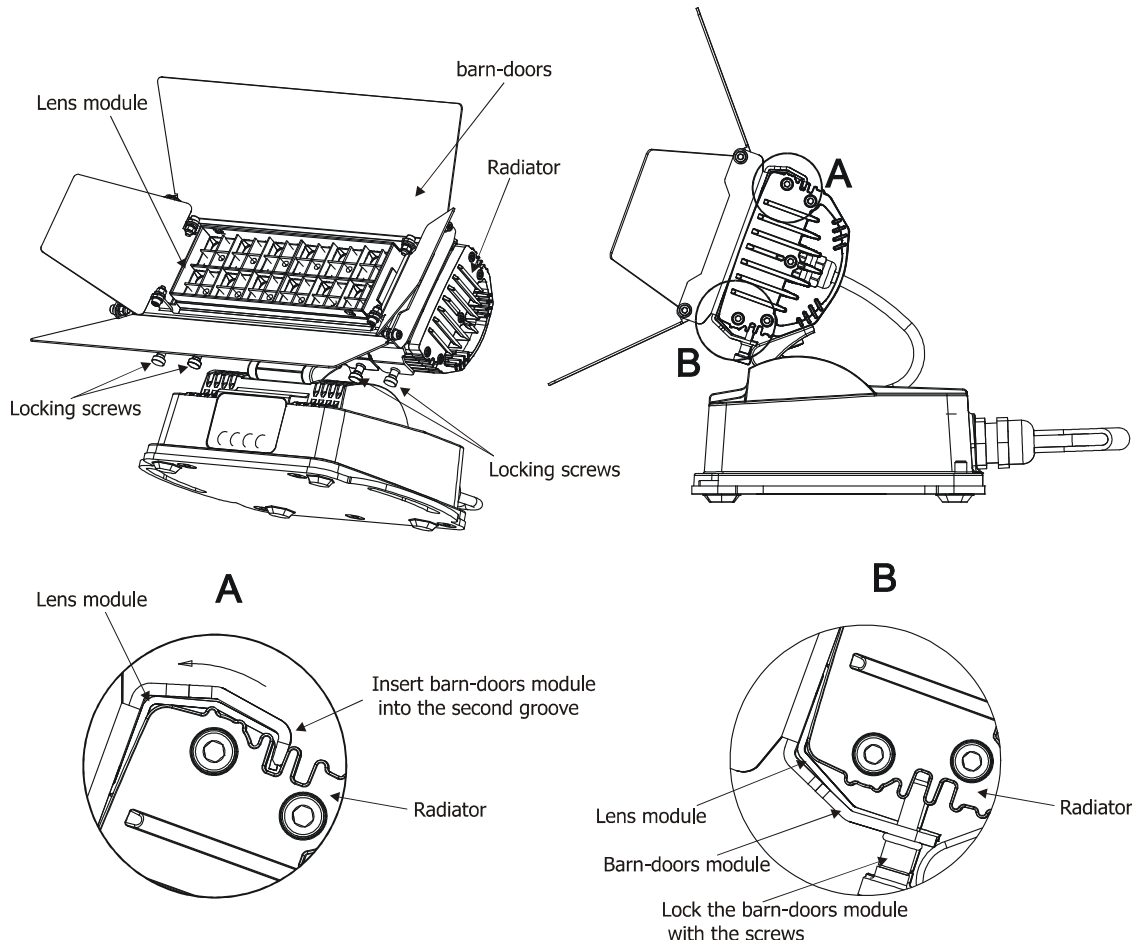
1. Disconnect the fixture from the mains.
2. Remove the 25° lens-array module by loosening the two M2 screws (detail F) at the bottom of the 25° lens-array module and gently raise the bottom of the lens module above radiator.
3. Put the top edge of the lens module into the second groove on the top side of the radiator ( detail E) and the bottom edge into the second groove on the bottom side of the radiator and tighten two locking screws M2 to secure this lens module on the radiator.



### 34 Installation of the barn-doors

You can install the barn-doors to better define illuminated surface. The barn-doors is fastened in the same way that the lens array module.

1. Disconnect the fixture from the mains.
2. Put the top edge of the barn-doors module into the second groove on the top side of the radiator ( detail A) and the bottom edge into the second groove on the bottom side of the radiator and tighten four locking screws M2 to secure this barn-doors module on the radiator.



### 35 DMX 512 connection

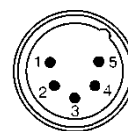
The fixture is equipped with two 5-pin XLR connectors for DMX input/output. Only use a shielded twisted-pair cable designed for RS-485 and 5-pin XLR- connectors in order to connect the controller with the fixture or one fixture with another.

Wiring of the XLR connectors:

DMX output  
XLR socket (rear view):



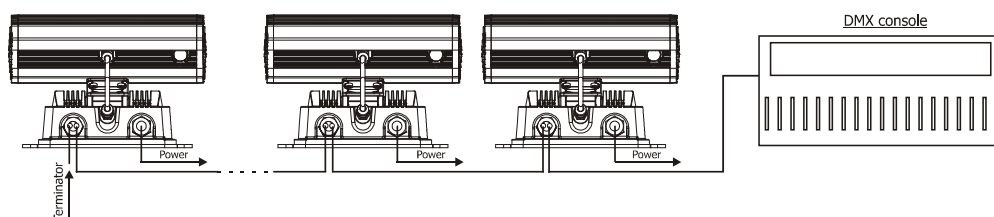
DMX input  
XLR plug (rear view):



1 – Shield      2 - Signal (-)      3 - Signal (+)      4 – Not connected      5 – Not connected

#### To build a DMX chain

1. Connect the DMX output of the controller directly with the DMX input of the first fixture in the DMX chain.
2. Connect the DMX output of the first fixture in the DMX chain with the DMX input of the next fixture.
3. Always connect the DMX output with the input of the next fixture until all fixtures are connected.  
Do not overload the link. Max. 32 fixtures may be connected on a DMX link.

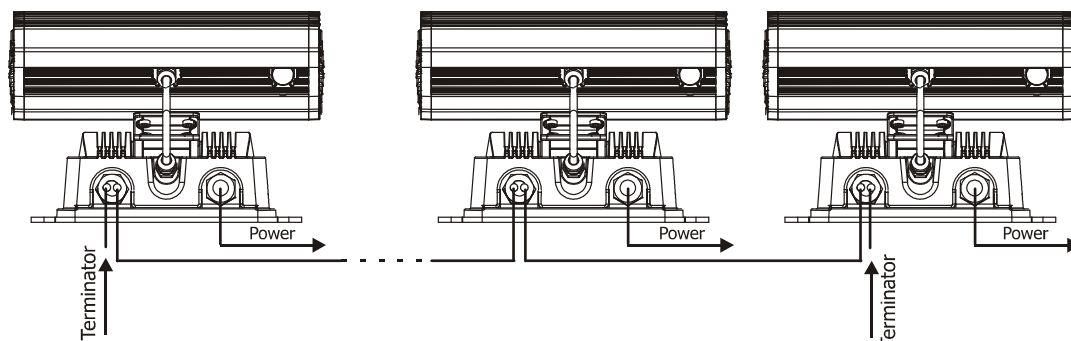


Caution: Terminate the link by installing a termination plug in the output of the last fixture. The termination plug is a male 3-pin XLR plug with a 120 Ohm resistor soldered between Signal (-) and Signal (+).

### 36 Master/slave connection

To build a master/slave chain:

Connect the DMX output of the master fixture in the data chain with the DMX input of the first slave. Always connect output with the input of the next slave until all slaves are connected (up to 32 fixtures).



Caution: It is necessary to terminate the input of the master fixture and the output of the last slave with a 120 Ohm resistor in order to ensure the proper transmission on the data link.



### 37 Stand-alone operation

The fixtures on a data link are not connected to the controller but can execute pre-set programs which can be different for every fixture. To set the program to be played, see the "Stand-alone setting" (menu "**St.AL.**"). "Stand-alone operation" can be applied to the single fixture or to multiple fixtures operating synchronously. Synchronous operation of multiple fixtures requires that they must be connected on a data link and one of them is set as a master (master mode) and the rest as the slaves (slave mode).

To set the fixture as the master or slave, see the " Fixture Address " (menu "**A001**").

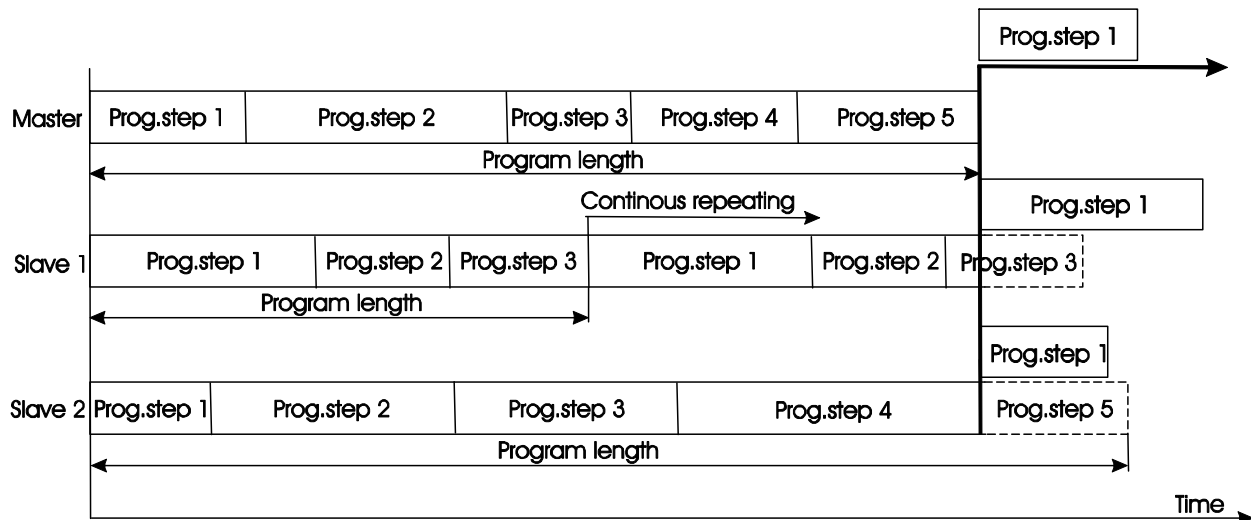
Only one fixture can be set as the master.

The master fixture starts simultaneous program start in the other slave fixtures. All fixtures have a definite, synchronized starting point when playing back their programs. The number of running program is the same in all slaves and depends on the master's choice (menu "**St.AL.**"). Every fixture runs its program repeatedly, starting the program step No.1 when requested by the master.

Example:

If the slave fixture has a shorter program length, it will continuously repeat its program until the master fixture finishes its own program and restarts its program running (slave 1- prog.step 3 will not be finished).

If the slave fixture has a longer program length, it will restart at prog. step 1 before it completes all its prog.steps (slave 2 - prog.step 5 will not be played)- see the picture bellow.



**Note:** Disconnect the fixtures from the DMX controller before master/slave operating, otherwise data collisions can occur and the fixtures will not work properly!

## 4. CityScape 48 (RGBCW) - DMX protocol

Version 1.1

Mode/Channel				Value	Function	Type of control
1	2*	3	4			
-	1	1	1	0 - 255	<b><u>Red LEDs</u></b> Red LEDs saturation control (0-100%)	proportional
-	2	2	2	0 - 255	<b><u>Green LEDs</u></b> Green LEDs saturation control (0-100%)	proportional
-	3	3	3	0 - 255	<b><u>Blue LEDs</u></b> Blue LEDs saturation control (0-100%)	proportional
-	-	4	4	0 - 255	<b><u>White LEDs</u></b> White LEDs saturation control (0-100%)	proportional
1	-	-	5	0 1-15 16 17-55 56 57 - 95 96 97 - 134 135 136 - 174 175 176 - 214 215 216 - 254 255	<b><u>Colour macros (255 values)</u></b> No function (for DMX mode 4) White (for DMX mode 1) White tones (cool→warm) <b>Blue</b> (Blue=full, Red+Green+White=0) Red=0, Green→up, Blue =full, White=0 <b>Light Blue</b> (Red=0, Green=full, Blue =full, White=0) Red=0, Green=full, Blue→down, White=0 <b>Green</b> (Red=0, Green=full, Blue =0, White=0) Red→up, Green=full, Blue=0, White=0 <b>Yellow-green</b> (Red=full, Green=full, Blue=0, White=0) Red=full, Green→down, Blue=0, White=0 <b>Red</b> (Red=full, Green=0, Blue=0, White=0) Red=full, Green=0, Blue→up, White=0 <b>Magenta</b> (Red=full, Green=0, Blue=full, White=0) Red→down, Green=0, Blue=full, White=0 <b>Blue</b> (Red=0, Green=0, Blue=full, White=0)	step proportional step proportional step proportional step proportional step proportional step proportional step proportional step
-	-	-	6	0-31 32-63 64-95 96-127 128-143 144-159 160-191 192-223 224-255	<b><u>Shutter/ Strobe</u></b> Shutter closed Shutter open Strobe-effect from slow to fast Shutter open Opening pulses in sequences slow--> fast Closing pulses in sequences fast --> slow Shutter open Random strobe-effects from slow to fast Shutter open	step step proportional step proportional proportional step proportional step
2	-	-	7	0 - 255	<b><u>Dimmer</u></b> Dimmer intensity from 0% to 100%	proportional
-	-	-	8	0 - 255	<b><u>Dimmer fine</u></b> Fine dimmer intensity from low to high	proportional

\*White LEDs lit proportionally when Red+Green+Blue LEDs are saturated together.

## 5. Control menu map

Default settings=Bold print

Menu Level 1	Menu Level 2	Menu Level 3	Menu Level 4	Menu Level 5	Menu Level 6
A001	dM.Ad.	001-512			
	MA.SL.	d.AbL			
		MASt.			
		SLA			
InFo	Poti.	FuLL	totL		
			rSEt		
		EcO	totL		
			rSEt		
	DM.In.	rEd1	0-255		
		:			
		F.dim	0-255		
	tEMP.	Cur.t.			
		Hi.tE.			
		rSEt			
	VErS.	IC1			
PErS	dM.Pr.	Mod.1			
		Mod.2			
		<b>Mod.3</b>			
		Mod.4			
	dISP.	d.On	<b>On, Off</b>		
		d.Int.	<b>30,60,100</b>		
		turn			
	tEM.U.	°C, °F			
	bALA	On, <b>Off</b>			
	C.bAL.	rEd	<b>0..200..255</b>		

## CityScape 48 (RGBW)

Menu Level 1	Menu Level 2	Menu Level 3	Menu Level 4	Menu Level 5	Menu Level 6
		GrEn	0..... <b>255</b>		
		bLuE	0.. <b>237</b> ..255		
		Stor			
	LOAd	<b>FuLL</b>			
		EcO			
	In.Po.	rEd1	0-255		
		:			
		F.dim	0-255		
		Stor.			
	dFSE				
MAn.M.	PrE.C.	rEd1	rE.01..rE.03		
		:			
		dimr	di.01...di.06		
	Man.C.	rEd1	0-255		
		:			
		F.dim	0-255		
tEst					
St.AL.	Auto	<b>Off</b>			
		tEst			
		PrG.1			
		:			
		PrG.3			
	PLAY	tEst			
		PrG.1			
		:			
		PrG.3			
	Edit	PrG.1	St.01	P.End	1-68
		:	:	rEd1	0-255

Menu Level 1	Menu Level 2	Menu Level 3	Menu Level 4	Menu Level 5	Menu Level 6
		PrG.3	St.68	:	:
				S.tim.	0-25.5 sec
				CoPY	
SPEC.	rdML				
	rdMH				
	Adj.	DMH	rEd1		
			:		
			dimr		
		CaL.U.	rEd1		
			:		
			Wh1		
			Stor.		
	uPd.M.				

## 6. Fixture menu

The control panel menu allows to set the fixture according to your needs, obtain information on its operation, test its various parts and lastly program it, if it has to be used in a Stand-alone mode.

The four control buttons on the front have the following functions:

- ↖ - **ESCAPE** button-leaves menu without saving changes.
- ↵ - **ENTER** button- enters menu, confirms adjusted values and leaves menu.
- ▲ - **UP** and ▼ - **DOWN** buttons - move between menu items on the same level, sets values.

After switching the fixture on, the fixture display shows the current DMX address:

**A001**

Use the UP/DOWN buttons to scroll through the various menu items. To select desired item, press the ENTER.

### 6.1 Fixture Address

**A001**

Use this menu to set the DMX address of the fixture or set the fixture as a Master (Slave).

**dM.Ad.** --- **DMX addressing.** Select this submenu to set a DMX start address.

To set a DMX address.

1. Use the UP/DOWN buttons to find “ **A001** ” menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select desired start address.
4. Press the ENTER button to confirm the choice.

**MA.SL.** --- **Master/slave addressing.** Select this submenu to set the fixture as a master or slave. Option "**d.Abl**" deactivates master/slave setting.

To set a fixture as a master or slave.

1. Use the UP/DOWN buttons to find "A001" menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select " **MA.SL.**" item.
4. Press the ENTER button.
5. Use the UP/DOWN buttons to select either master (MASt) or slave (SLA)
6. Press the ENTER button to confirm the choice.

**Note:** After switching on, the CityScape 48 will automatically detect whether DMX 512 data is received or not. If there is no data received at the DMX input, the display will start to flash with actually set address.

## 6.2 Fixture information



Use this menu to read useful information about the fixture status.

To display desired information.

1. Use the UP/DOWN buttons to find the " InFo" menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select the required menu item.
4. Press the ENTER button to confirm the choice.

**Po.ti.** --- **Power On Time.** Use the menu item to read the number of operation hours for each LEDs operating mode.

**FuLL**---Max light output from the fixture.

**totL** - the function shows the total number of the operation hours in the "FuLL" mode since the CityScape 48 has been fabricated.

**rESet** - the function shows the number of the operation hours that the CityScape 48 has been powered on in the "FuLL" mode since the counter was last reset. In order to reset this counter to 0 you have to press and hold the UP and DOWN buttons and at the same time press the ENTER button.

**EcO**---Economical mode.

**totL** - the function shows the total number of the operation hours in the "EcO" mode since the CityScape 48 has been fabricated.

**rESet** - the function shows the number of the operation hours that the CityScape 48 has been powered on in the "EcO" mode since the counter was last reset. In order to reset this counter to 0 you have to press and hold the UP and DOWN buttons and at the same time press the ENTER button.

**DM.In.**---**DMX values.** Select this function to read DMX values of each channel received by the fixture.

**tEMP** --- **Fixture Temperatures.** Select this menu to read the temperatures of the fixture:

**Cur.t.** --- the current temperature of the fixture inside.

**Hi.tE.** - the menu item shows the max. temperatures of the fixture inside since the CityScape 48 has been fabricated.

**rSet** --- the menu item shows the maximum temperatures of the fixture inside since the counter was last reset. In order to reset this counter to 0 you have to press and hold the UP and DOWN buttons and at the same time press the ENTER button.

Note: The ambient temperature should not exceed 40°C.

The temperatures can be displayed in either °C or °F units - see option "tEM.U" in the menu "Pers".

**VerS.** --- **Software Versions.** Select this function to read the software version of the fixture processor.

## 6.3 Personality



Use this menu to modify the CityScape 48 operating behaviour.

**DM.Pr.** --- **DMX preset.** Select this menu item to set a desired DMX mode. Please refer to the chapter "DMX protocol" for detail description of each DMX mode.

**DiSP.** --- **Display adjusting.** This function allows you to change the display settings.

**d.On** --- this function allows you to keep the display on or to turn off automatically 2 minutes after last pressing any button on the control panel.

**d.Int.** --- select this function to adjust the display intensity (30-min., 100 max.).

**turn** --- select this function to turn the display by 180°.

**tEM.U.** --- **Temperature Unit.** Use this menu in order to display the fixture temperatures in desired units: °C or °F.

**bALA** --- **Balance** Use this menu item to enable (On) or disable (Off) the white balance which is set in the "White colour balance" menu below. If this function is set off, the CityScape 48 will use maximum values (255) of saturation for red, green and blue colour. This function has to be set on before adjusting a white balance.

**C.bAL.** --- **White Colour Balance.** The menu gives access to the setting of the white balance.

To set white colour balance.

1. Use a DMX controller or the "Man.C." menu to set all LEDs on max. saturation.
2. Use the UP/DOWN buttons to find the "Pers." menu.
3. Press the ENTER button.
4. Use the UP/DOWN buttons to select the "C.bAL" menu.
5. Press the ENTER button and the "rEd" item will appear on the display.
6. Press the ENTER button and use the UP/DOWN buttons to set new max. value for the red LEDs.
7. Press the ENTER button to confirm the choice.
8. Use the UP/DOWN buttons to select next colour, the "GrEn".
9. Repeat steps 6-7 for this channel.
10. Use the UP/DOWN buttons to select the last colour, the "bLuE" and repeat steps 6-7 for this colour.

**LoAd** --- **Load of LEDs.** The menu allows to choose 2 different operating modes for fixture's LEDs.

**FuLL** --- Maximum light output. Note: in this mode, the total lumen maintenance is 70% at 10,000 hours.

**EcO.** --- The light output is decreased by 20%. The total lumen maintenance is 70% at 60,000 hours.

**In.Po.** --- **Init effect positions.** Use this function to set all effects to the desired positions to which they will move after switching the fixture on (if DMX is not being received).

Note. If DMX mode 1 is selected, only values set at items "MACr" (macro) and dinr (dimmer) will be accepted.

**dF.SE.** --- **Default Settings.** The menu item sets all fixture parameters to the default (factory) values.

## 64 Manual mode



Use this menu for control the fixture without connected DMX console.

**PrE.C.** --- Preset effects control. Select this menu to call up preset positions of the channel effects.

**Man.C.** --- Manual effect control. Select this menu to control all channels via buttons of the control board.

To control fixture channels.

1. Use the UP/DOWN buttons to find "Man.C" menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select desired effect (channel).

List of control channels:

"rEd1" - red LEDs saturations

"GrE1" - green LEDs saturations

"bLu1" - blue LEDs saturations

"Whi1" - white LEDs saturations

"MACr" - colour macros

"Stro." - a strobe, shutter

"dimr" - a dimmer

"F.dim" a fine dimmer

4. Press the ENTER button and use the UP/DOWN buttons to set value , press the ENTER button to confirm it.

## 6.5 Test sequences



Use this menu to run demo-test sequences without an external controller, which will show you some possibilities of using the CityScape 48.

## 6.6 Stand-alone setting



The fixtures on a data link are not connected to the controller but can execute pre-set programs which can be different for every fixture. "Stand-alone operation" can be applied to the single fixture or to multiple fixtures operating synchronously.

Synchronous operation of multiple fixtures requires that they must be connected on a data link and one of them is set as a master ("MASt") and the rest as the slaves ("SLA"). Up to 32 fixtures can be connected in a master/slave chain. Only one fixture can be set as the master.

Note: Disconnect the fixtures from the DMX controller before master/slave operating, otherwise data collisions can occur and the fixtures will not work properly. See the chapters "Stand-alone operation" and "Master/slave connection".

**Auto.** --- **Automatic playback.** This function allows you to select the program which will be played after switching the fixture on. Selected program will be played continuously in a loop.

1. Use the UP/DOWN buttons to find "St.AL." menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select "Auto" item.
4. Press the ENTER button.
5. Use the UP/DOWN buttons to select desired program.
6. Press the ENTER button to confirm the choice.



**PLAY --- Playing program.** By enter to this menu a complete overview of all programs is offered, from which the program to be run can be selected.

1. Use the UP/DOWN buttons to find “ **St.AL.** ” menu.
2. Press the ENTER button.
3. Use the UP/DOWN buttons to select desired program.
4. Press the ENTER button. The selected program runs in a loop.

**Edit --- Editing a program.** The fixture offers 3 freely editable programs (EPG.1-EPG.3) each up to 68 steps. Every program step includes a fade time-the time taken by the step’s channel status to reach the desired level and a step time-the total time occupied by the step in the program.

E.g. If “F.tim.”=5 second and “S.tim.”=20 second, effects will go to the desired position during 5 seconds and after that they will stay in this position for 15 seconds before going to the next prog. step

1. Use the UP/DOWN buttons to find “ **St.AL.** ” menu and press the ENTER button.
2. Use the UP/DOWN buttons to select “ **Edit** ” menu and press the ENTER button.
3. Use the UP/DOWN buttons to select a program you want to edit (PrG.1-PrG.3 and press ENTER button.
4. Use the UP/DOWN buttons to select a desired program step (“St.01” - “St.68”) and press ENTER button.
5. Use the UP/DOWN buttons to select a channel you want to edit and press the ENTER button.

List of editable items:

“P.End” - a total number of the program steps (value 1-68). This value should be set before start Programming (e.g. if you want to create program with 10 steps, set P.End=10).

“rEd1” - a red LEDs saturation (0-255)

“GrE1” - a green LEDs saturation (0-255)

“bLu1” - a blue LEDs saturation (0-255)

“Whi1” - “Whi4” – a white LEDs saturation (0-255)

“MACr” - colour macros (0-255)

“Stro.” - a strobe, shutter (0-255)

“dimr” - a dimmer (0-255)

“F.dim” - a fine dimmer (0-255)

“F.tim.” - a fade time, (0-25.5) seconds

“S.tim.” - step time, value (0-25.5) seconds

“COPY” - this item duplicates the current prog. step to the next prog. step. The item “P.End” is increased automatically.

6. Use the UP/DOWN buttons to set a DMX value of the channel and then press the ENTER button.
7. Use the UP/DOWN buttons to select next channel and press the ENTER button.
8. After having set all channels in the current program step, press the MODE button to go by one menu level back and select another program step.

## 6.7 Special functions



**rdML --- Code.** This menu item shows the first part of the RDM identification code.

**rdMH --- Code.** This menu item shows the second part of the RDM identification code.

**Adj --- Effect Adjustment.** The menu allows calibration of each LEDs array.

**dMH --- DMX Values.** The menu item enables to control all LEDs before calibrating each LEDs array.

**CAL.U --- Calibrating unit.** The menu serves for fine current calibration of LEDs during fixture burn-in at a factory. Users should not change the setting.

**uPd.M. --- Updating mode.** The menu item allows you to update software in the fixture via either serial or USB port of PC.

The following are required in order to update software:

- PC running Windows 95/98/2000/XP or Linux
- DMX Software Uploader
- Flash cable RS232/DMX No.13050624 (if you want to use a serial port of PC)
- Robe Universal Interface (if you want to use an USB port of PC)

Note1: Software update should execute a qualified person. If you lack qualification, do not attempt the update yourself and ask for help your ROBE distributor.

Note 2: DMX address, programs 1-3 and all items in the menu "PErS" will be set to their default values.

### To update software in the fixture:

#### I. Installation of the DMX Software Uploader.

1. DMX Software Uploader program is available from the ROBE web site at [WWW.robe.cz](http://WWW.robe.cz).
2. Make a new directory ( e.g. Robe\_Uploader) on your hard disk and download the software into it.
3. Unpack the program from the archive.

#### II. Fixture software updating.

1. Determine which of your port is available on your PC and connect it:
  - with the DMX input of the fixture if you using the flash cable RS232/DMX
  - with the DMX input of the Robe Universal Interface if you using the USB cable.

Disconnect the fixture from the other fixtures in a DMX chain. Turn both the computer and the fixture on. Make sure the lamp is switched off (only if the fixture involves a lamp).

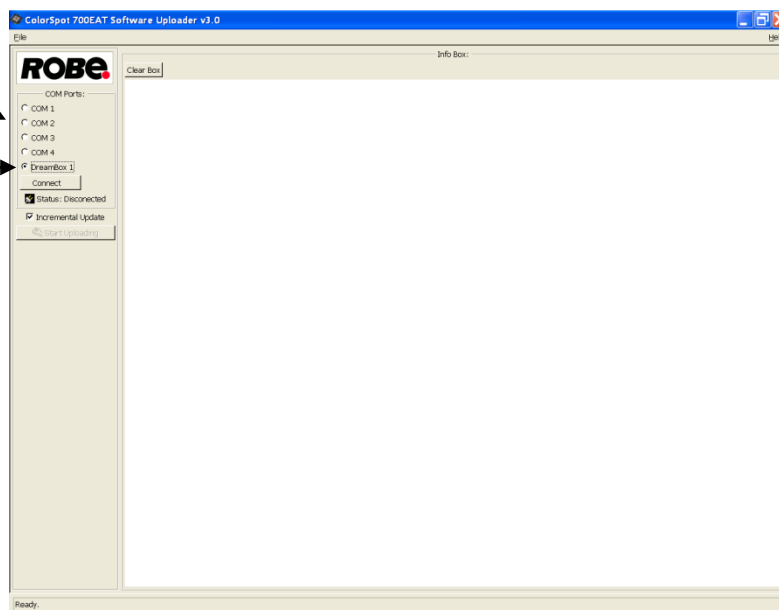
2. Switch the fixture to the updating mode:
  - 1 Use the UP/DOWN buttons to find "SPEC." menu.
  - 2 Press the ENTER button.
  - 3 Use the UP/DOWN buttons to select "uPd." item.
  - 4 Press the ENTER button
  - 5 Use the UP/DOWN buttons to select "yES" option
  - 6 Press the ENTER button

Note: If you do not want to continue in software update, you have to switch off and on the fixture to escape from this menu.

3. We recommend to cancel all running programs before start of the Software Uploader.
4. Run the Software Uploader program. Select desired COM and then click on the Connect button.

Select COM if the  
serial port is used.

Select DreamBox1  
if the USB port is  
used.



If the connection is OK, click on the Start Uploading button to start uploading. It will take several minutes to perform software update. If the option "Incremental Update" is not checked, all processors will be updated (including processors with the same software version).

If you wish to update only later versions of processors, check the Incremental Update box.

Avoid interrupting the process. Update status is being displayed in the Info Box window.

When the update is finished, the line with the text “The fixture is successfully updated” will appear in this window and the fixture will reset with the new software.

**Note:** In the case of an interruption of the upload process (e.g. power cut), the fixture keeps the updating mode and you have to repeat the software update again.

For example: The fixture was switched off before finishing software upload. After switching again the fixture on, the fixture is still in the updating mode and the display is dark. Restart the Software Uploader program and repeat software update from your PC.

## 7. RDM

This fixture is ready for RDM operation. RDM (Remote Device Management) is a bi-directional communications protocol for use in DMX512 control systems, it is the new open standard for DMX512 device configuration and status monitoring.

The RDM protocol allows data packets to be inserted into a DMX512 data stream without adversely affecting existing non-RDM equipment. By using a special „Start Code,“ and by complying with the timing specifications for DMX512, the RDM protocol allows a console or dedicated RDM controller to send commands to and receive messages from specific moving lights.

RDM allows explicit commands to be sent to a device and responses to be received from it.

The list of commands for CityScape 48 is the following.

Parameter ID	Discovery command	SET command	GET command
DISC_UNIQUE_BRANCH	*		
DISC_MUTE	*		
DISC_UN_MUTE	*		
DEVICE_INFO			*
SUPPORTED_PARAMETERS			*
SOFTWARE_VERSION_LABEL			*
DMX_START_ADDRESS		*	*
IDENTIFY_DEVICE		*	*
DEVICE_MODEL_DESCRIPTION			*
MANUFACTURER_LABEL			*
DEVICE_LABEL		*	*
SENSOR_DEFINITION			*
SENSOR_VALUE			*
DISPLAY_LEVEL		*	*
DEVICE_RESET		*	
DMX_PERSONALITY		*	*

## CityScape 48 (RGBW)

DMX_PERSONALITY_DESCRIPTION			*
STATUS_MESSAGES			*
STATUS_ID_DESCRIPTION			*
DEVICE_HOURS			*

Please, see the Robe Universal Interface user manual for detail description of RDM operation.

## 8. Error and information messages

**t.M.Er.**(Temperature measuring error)

The message informs you that the LED module temperature sensor is defective.

**MA.Er** (Master error)

The fixture is set as a master and DMX console is connected to the fixture.

## 9. Technical specifications

### Power supply

- Electronic auto-ranging
- Input voltage: 100 - 240V AC, 50-60 Hz
- Fuse: T 1.25 A H
- Power consumption:
  - Full mode: 60W/122 VA (power factor=0.51, I=0.52A)
  - Eco mode: 37 W/78VA (power factor=0.48, I=0.33A)

### Optic & Effects

- Light source: 48 Luxeon Rebel LEDs (RGBW)
- Optical system: 12° standard lens-array, 25° egg-crate module included; barndoors included; 45° and 45°x15° egg crate modules optionally available
- Lumen Maintenance: 70% @ 60,000 hours (eco mode)
- LED life expectancy: minimum 60.000 hours (eco mode)
- RGBW colour mixing
- Built-in colour macros
- Adjustable strobe sequences
- White colour balance adjusting

### Electronics

- Control panel: 4-digit LED display and four control buttons
- Control: USITT DMX 512 (RDM support)
- DMX protocol modes: 4 (2,3,4, 8 controll channels)
- Operations modes: DMX, Stand-alone, Master/Slave
- Manual control of all effects via control panel
- 3 user editable programs each up to 68 steps

### Strobe

- Strobe effect with variable speed (max. 20 flashes per second)
- Pre-programmed random strobe pulse-effects

### Dimmer

- Smooth 16-bit dimming from 0 - 100 %

### Connection

- DMX data in: 1.3m long cabel with 5-pin XLR (male)\*
- DMX data out: 1.3m long cabel with 5-pin XLR (female)\*
- Power: 1.4m long power cabel without plug \*

\*Power and data cables are suitable for outdoor use but XLR connectors are intended for indoor use only.

### Rigging

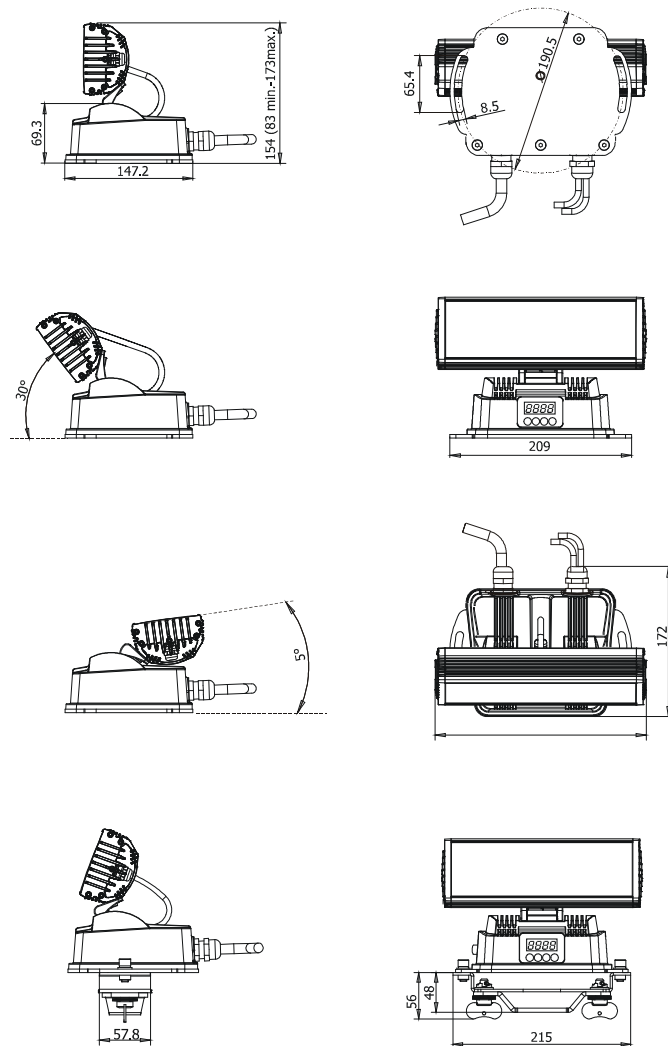
- Via omega holder

### Temperatures

- Maximum ambient temperature: 40° C
- Maximum housing temperature: 80° C

## CityScape 48 (RGBW)

### Dimensions (mm)



### Weight

- 3 kg

### Protection factor

- IP 65 (except 5-pin XLR connectors)

### Included items

- 1 x CityScape 48
- 1 x Lens module 25° (No. 10980061)
- 1 x barn-doors module (No. 10980062)
- 1 x mounting holder (No. 99012673)
- 1 x omega holder (No. 99010420)
- 1 x User manual

### Optional accessories

- Lens module 45° (No. 10980065)
- Lens module 45° x 15° (No. 10980066)
- Flash cable RS232/DMX (No. 13050624)

*Note: By reason of the fast-moving development of LED technology, later products may have better light parameters than previous products.*

## 10. Cleaning and maintenance

***DANGER !***

***Disconnect from the mains before starting any cleaning or maintenance work***

Rinse off loose dirt with low pressure water spray. Wash the housing with a soft brush or sponge and a mild, non-abrasive washing detergent. Rinse it.

There are no serviceable parts inside the device.

Maintenance and service operations are only to be carried out by a qualified person.

Should you need any spare parts, please use genuine parts.

*Specifications are subject to change without notice.*

*January 20, 2009*

