

9.5.2023

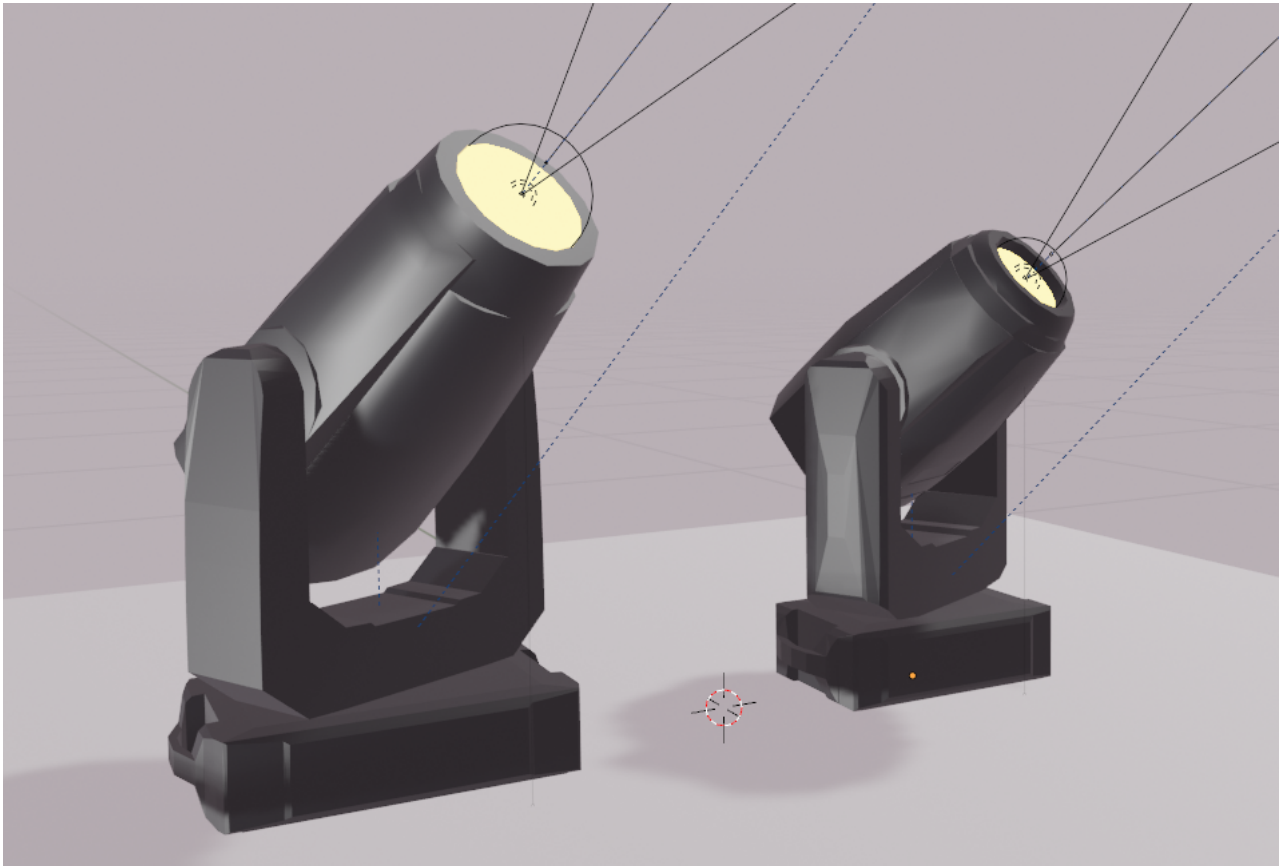
Robe again delivers on the GDTF promise at Prolight 2023

Products Involved

[iFORTE® FS](#) [iESPRITE®](#) [iPAINTE®](#) [iTetra2™](#) [iBeam 350™](#) [FOOTSIE1™](#) [FOOTSIE2™](#)

The GDTF initiative by Robe Lighting has generated an incredible buzz at Prolight + Sound. Year after year, Robe has made it a priority to release GDTF files on schedule, and this year was no different. In fact, all GDTF files for the latest Robe devices launched at PL&S were released even before the exhibition began.

The Prolight + Sound show was a momentous occasion for Robe Lighting, as they unveiled six cutting-edge products: the [iFORTE® FS](#), [iESPRITE®](#), [iPAINTE®](#), [iTetra2™](#), [iBeam 350™](#), and [FOOTSIE](#). The [FOOTSIE](#) series, in particular, comes in three variants for each of [FOOTSIE1™](#) and [FOOTSIE2™](#). Along with these innovative devices, Robe has [released GDTF files](#) for each product (11 files in total) to ensure seamless integration with your lighting console, planning tool, visualizer or a game engine. Don't miss out on this opportunity to take your lighting design to the next level - check out the links below for product documentation and GDTF files.



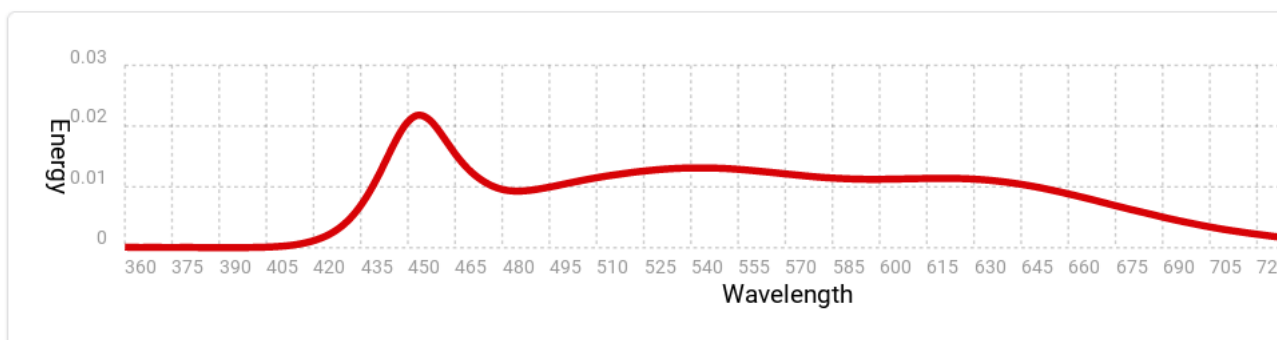
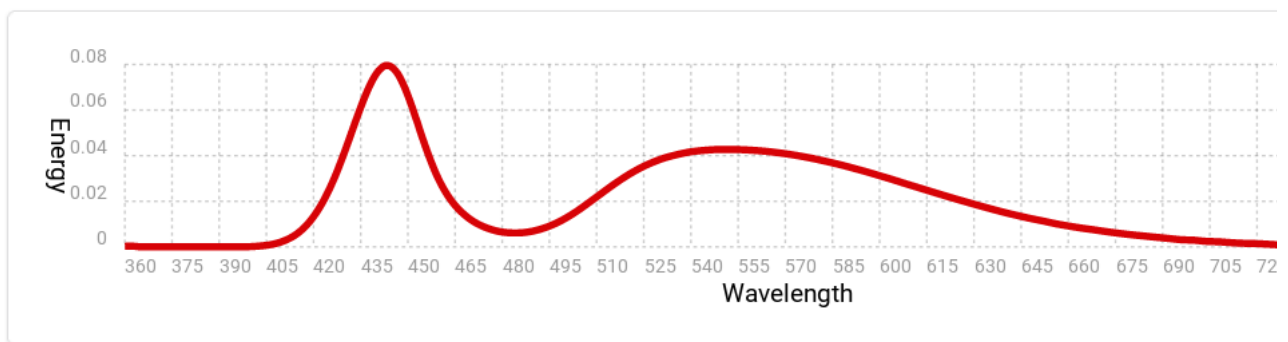
GDTF file data: 3D models with details, color and surface definition, yet optimized for high performance rendering.

The [GDTF files for Robe lighting devices](#) are a game-changer for lighting professionals. These files contain all the information you need to seamlessly incorporate Robe's latest products into your existing lighting setup. With GDTF support in your console, planning tool, or visualizer (see [list of supported tools and projects](#)) you can quickly and easily add Robe's devices to your scenes and see how they fit in. If your preferred tools don't yet support GDTF, we encourage you to reach out to your application vendor and urge them to adopt this industry standard. Thanks to GDTF, fixture definition file issues such as missing, faulty, delayed, or unsupported files are now a thing of the past.

- | | | | |
|------------|---------------|----------------|-------------------|
| ○ 1 Open | ○ 1 Open | ○ 1 Open/white | ○ 1 Open/white |
| ● 2 Gobo1 | ● 2 Gobo1 | ● 2 Deep red | ● 2 Multicolor |
| ● 3 Gobo2 | ● 3 Gobo2 | ● 3 Deep blue | ● 3 Laser green |
| ● 4 Gobo3 | ● 4 Gobo3 | ● 4 Orange | ● 4 Lavender |
| ● 5 Gobo4 | ● 5 Gobo4 | ● 5 Green | ● 5 Filter CRI 80 |
| ● 6 Gobo5 | ● 6 Gobo5 | ● 6 Congo blue | ● 6 Filter CRI 90 |
| ● 7 Gobo6 | ● 7 Gobo6 | | |
| ● 8 Gobo7 | ● 8 Gobo7 | | |
| ● 9 Gobo8 | ● 9 Gobo7 old | | |
| ● 10 Gobo9 | | | |

GDTF file data: Gobo and Color wheel images and colors.

The **GDTF initiative** is gaining a great momentum, with an ever-increasing number of device manufacturers getting on board. At **GDTF Share**, the official GDTF repository, we're seeing a constant flow of manufacturer-backed files. What's more, in the month leading up to the PL&S exhibition, the **GDTF Share new files upload rate increased by an astonishing 100%**. This incredible growth rate is yet another testament to the industry's eagerness to embrace the GDTF format. Software tools that support GDTF can take full immediate advantage of this influx of new files and offer their users unparalleled flexibility and precision in their lighting designs.



GDTF file data: Transferable Engine spectrum - High Power and High Color Fidelity variants.

Links for product documentation and GDTF files of the PL&S 2023 released products**iFORTE[®] FS**

- GDTF file
- DMX Charts, User manuals, Dimensions...

iESPRITE[®]

- GDTF file
- DMX Charts, User manuals, Dimensions...

iPAINTE[®]

- GDTF file
- DMX Charts, User manuals, Dimensions...

iTetra2[™]

- GDTF file
- DMX Charts, User manuals, Dimensions...

iBeam 350[™]

- GDTF file
- DMX Charts, User manuals, Dimensions...

FOOTSIE1[™]

- Robin Footsie1 RGBW GDTF file
- Robin Footsie1 TW GDTF file
- Robin Footsie1 WW GDTF file
- DMX Charts, User manuals, Dimensions...

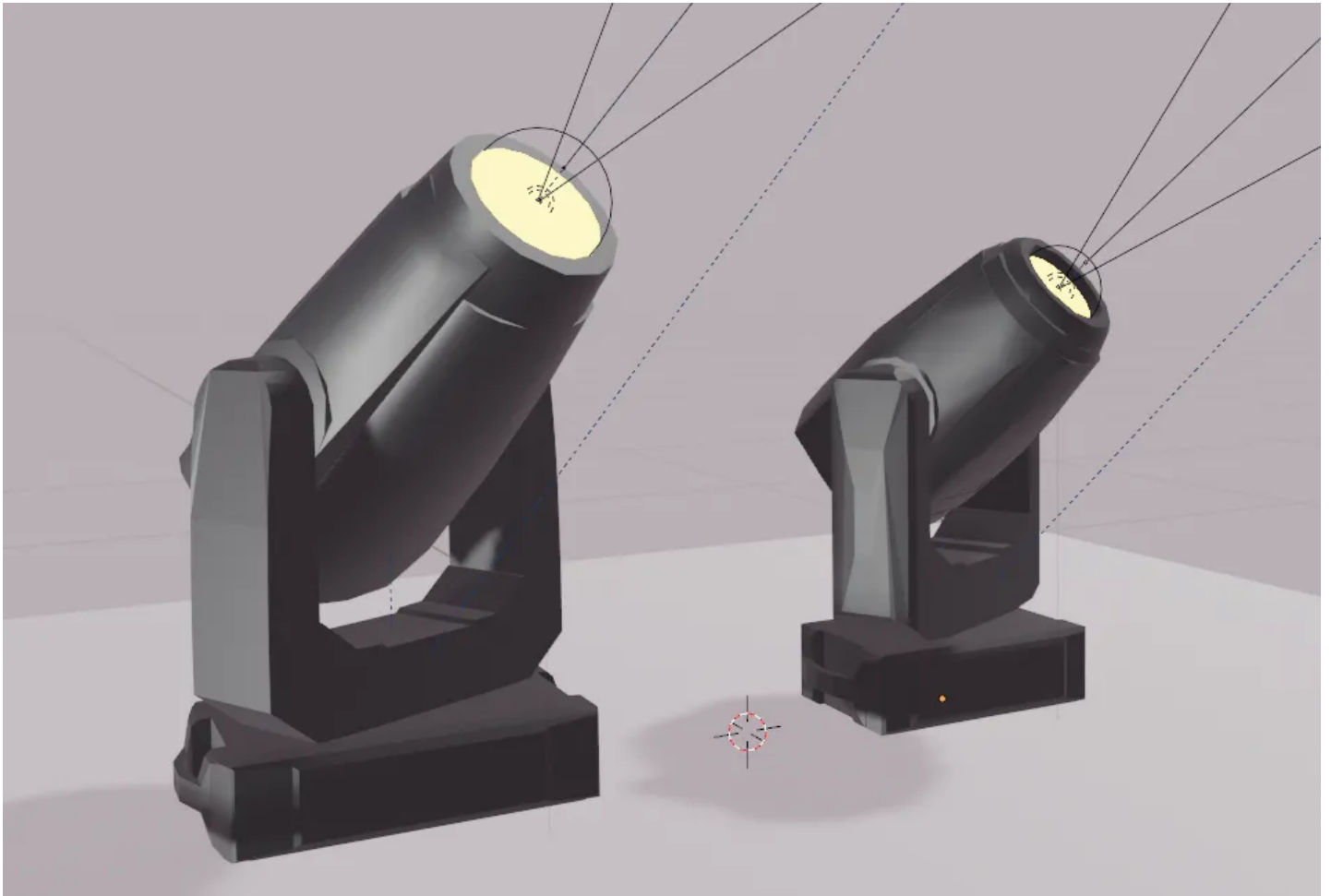
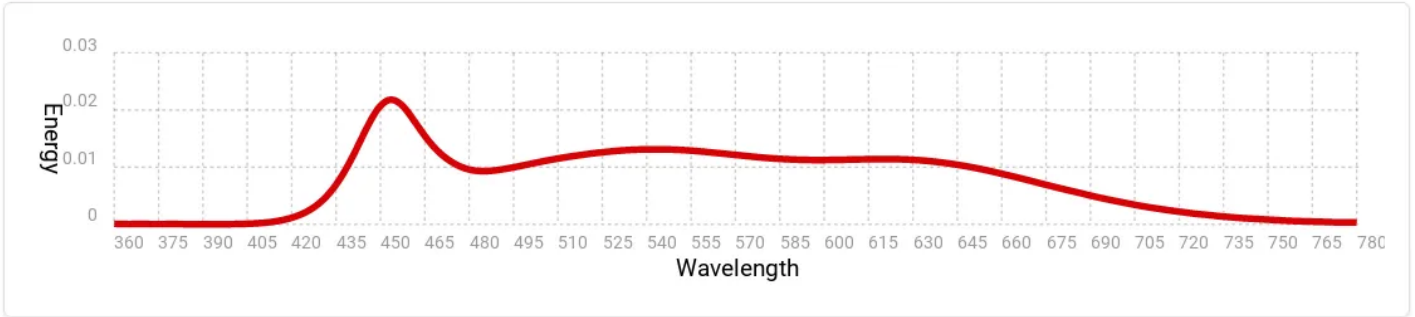
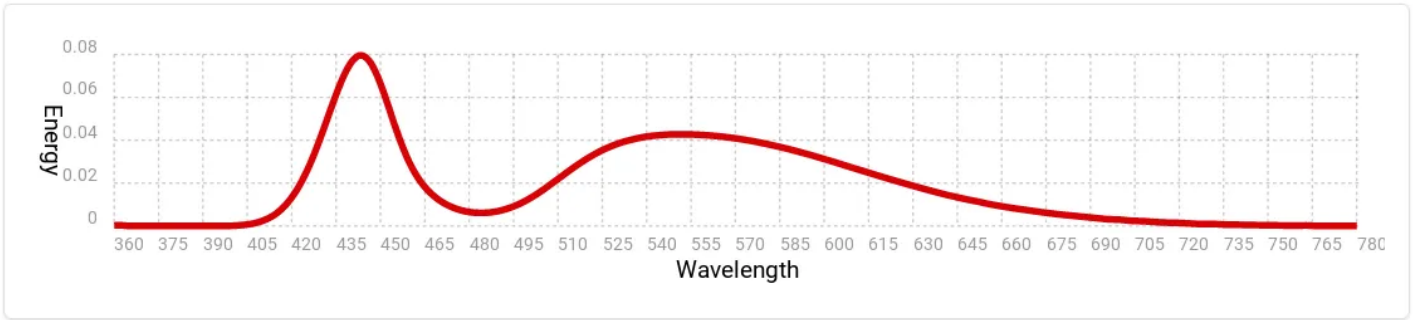
FOOTSIE2[™]

- Robin Footsie2 RGBW GDTF file
- Robin Footsie2 TW GDTF file
- Robin Footsie2 WW GDTF file
- DMX Charts, User manuals, Dimensions...

WE PROUDLY SUPPORT



- | | | | | |
|------------|---------------|----------------|-------------------|-------------------------------------|
| ○ 1 Open | ○ 1 Open | ○ 1 Open/white | ○ 1 Open/white | ○ 1 Open |
| ● 2 Gobo1 | ● 2 Gobo1 | ● 2 Deep red | ● 2 Multicolor | ● 2 Filter 4 (Medium Bastard Amber) |
| ● 3 Gobo2 | ● 3 Gobo2 | ● 3 Deep blue | ● 3 Laser green | ● 3 Filter 10 (Medium Yellow) |
| ● 4 Gobo3 | ● 4 Gobo3 | ● 4 Orange | ● 4 Lavender | ● 4 Filter 19 (Fire) |
| ● 5 Gobo4 | ● 5 Gobo4 | ● 5 Green | ● 5 Filter CRI 80 | ● 5 Filter 26 (Bright Red) |
| ● 6 Gobo5 | ● 6 Gobo5 | ● 6 Congo blue | ● 6 Filter CRI 90 | ● 6 Filter 58 (Lavender) |
| ● 7 Gobo6 | ● 7 Gobo6 | | | ● 7 Filter 68 (Sky Blue) |
| ● 8 Gobo7 | ● 8 Gobo7 | | | ● 8 Filter 71 (Tokyo Blue) |
| ● 9 Gobo8 | ● 9 Gobo7 old | | | ● 9 Filter 79 (Just Blue) |
| ● 10 Gobo9 | | | | ● 10 Filter 88 (Lime Green) |



DMX Mode Overview of Mode 1 - Standard 16 bit

Break 1 (49ch)

1 HL: 0 DF: 32768 RTM: None Yoke_Pan 1	2 HL: 0 DF: 32768 RTM: None Yoke_Pan 2	3 HL: 0 DF: 32768 RTM: None Head_Tilt 1	4 HL: 0 DF: 32768 RTM: None Head_Tilt 2	5 HL: 0 DF: 0 RTM: None Base_PositionMSpeed 1	6 HL: 0 DF: 0 RTM: None Base_Control1 1	7 HL: 0 DF: 10 RTM: None Base_LEDFrequency 1	8 HL: 0 DF: 128 RTM: None Base_LEDFrequencyAdjust 1	9 HL: 0 DF: 0 RTM: None Base_IntensityIndication 1
10 HL: 0 DF: 0 RTM: None Head_Color1 1	11 HL: 0 DF: 0 RTM: None Head_Color1 2	12 HL: 0 DF: 0 RTM: None Head_Color2 1	13 HL: 0 DF: 0 RTM: None Head_Color2 2	14 HL: 0 DF: 0 RTM: None Head_ColorSub_C 1	15 HL: 0 DF: 0 RTM: None Head_ColorSub_M 1	16 HL: 0 DF: 0 RTM: None Head_ColorSub_Y 1	17 HL: 0 DF: 0 RTM: None Head_CTO 1	18 HL: 0 DF: 0 RTM: None Head_ColorMacro 1
19 HL: 0 DF: 0 RTM: None Base_ColorMixMSpeed 1	20 HL: 0 DF: 0 RTM: None Base_ColorMixMTime 1	21 HL: 0 DF: 0 RTM: None Base_ZoomMSpeed 1	22 HL: 0 DF: 0 RTM: None Base_AnimationWheel 1	23 HL: 0 DF: 128 RTM: None Base_AnimationWheel1Pos 1	24 HL: 0 DF: 0 RTM: None Base_AnimationWheel1Macr 1	25 HL: 0 DF: 0 RTM: None Head_Gobo1 1	26 HL: 0 DF: 0 RTM: None Head_Gobo2 1	27 HL: 0 DF: 0 RTM: None Head_Gobo2Pos 1
28 HL: 0 DF: 32767 RTM: None Head_Gobo2Pos 2	29 HL: 0 DF: 0 RTM: None Head_Prism 1	30 HL: 0 DF: 128 RTM: None Head_Prism1Pos 1	31 HL: 0 DF: 0 RTM: None Head_Frost 1	32 HL: 0 DF: 0 RTM: None Head_Iris 1	33 HL: 0 DF: 0 RTM: None Head_Iris 2	34 HL: 32768 DF: 32768 RTM: None Head_Zoom 1	35 HL: 32768 DF: 32768 RTM: None Head_Zoom 2	36 HL: 0 DF: 32767 RTM: None Head_Focus 1
37 HL: 32768 DF: 32768 RTM: None Head_Focus 2	38 HL: 0 DF: 128 RTM: None Head_ShaperRot 1	39 HL: 0 DF: 0 RTM: None Head_Blade1A 1	40 HL: 0 DF: 128 RTM: None Head_Blade1Rot 1	41 HL: 0 DF: 0 RTM: None Head_Blade4A 1	42 HL: 0 DF: 128 RTM: None Head_Blade4Rot 1	43 HL: 0 DF: 0 RTM: None Head_Blade3A 1	44 HL: 0 DF: 128 RTM: None Head_Blade3Rot 1	45 HL: 0 DF: 0 RTM: None Head_Blade2A 1
46 HL: 0 DF: 128 RTM: None Head_Blade2Rot 1	47 HL: 32 DF: 32 RTM: None Head_Shutter 1	48 HL: 65535 DF: 0 RTM: Grand Head_Dimmer 1	49 HL: 65535 DF: 0 RTM: Grand Head_Dimmer 2					