



## Rainbow Knight Personality Descriptions (RGBA and RGBW)

### Personality #1 - **8bit LEGACY (4ch)**:

This mode uses 4 raw intensity faders (red, green, blue, amber/white)

### Personality #2 - **16bit LEGACY (8ch)**:

This mode uses 8 faders to control the colors (red coarse, red fine, green coarse, green fine, blue coarse, blue fine, amber/white coarse, amber/white fine)

### Personality #3 - **8bit+ MASTER (5ch)**:

This mode uses 4 raw intensity faders (red, green, blue, amber/white) and uses a fifth fader for master dimmer.

### Personality #4 - **8bit+CCT\_2CH (2ch)**:

This mode uses two faders to control CCT and intensity (the variable color temperature white light comes from preset recipes inside the fixture). The first fader is CCT (000 is warm and 255 is cool), and the second fader is intensity.

### Personality #5 - **8bit\_1MASTER (1ch)**:

This mode can be used to "lock" in a specific color/recipe. For example, if the user is in personality #1 and mixes a color purple, then switches to personality #5, the color purple will be locked into memory. Even when the fixture is power cycled, the color purple will always come up. This locked in color can be dimmed with a single channel of DMX, which means this personality uses a single raw fader.

Personality #6 - **8bit+ DUAL (6ch)**: This mode allows the user to switch between CCT white mode, and raw color mode using the 6th DMX fader. When the 6th channel is below 50% (0-127), the fixture will use 4 raw intensity faders (red, green, blue, amber/white) and channel 5 for master dimmer. When the 6th channel is above 50% (128-255), the first channel will be CCT, and channel 5 will remain master dimmer (channel 2, 3, 4 will do nothing).

### Personality #7 - **8bit NO PWM (4ch)**:

This mode uses 4 raw intensity faders and does NOT PWM the LEDs - the fixture adjusts the currents to change the brightness. This causes the fixture to be more "steppy" between brightness settings, but will never flicker on camera (even at high frame rates).

### Personality #8 - **8bit C\_WASH (2ch)**:

This mode uses 2 faders. The first fader adjusts the colorwash speed (000 fastest, 255 slowest). The second fader adjusts the intensity. These settings can be "locked in" by switching to Personality #5 which means the fixture will continue to colorwash without DMX present.

# Rainbow Knight Channel Assignment

## Personality 1 (8 Bit):

1. Red
2. Green
3. Blue
4. Amber/White

## Personality 3 (8 Bit+Master):

1. Red
2. Green
3. Blue
4. Amber/White
5. Master Dimmer

## Personality 5 (8 Bit 1 Master):

1. Master Dimmer

## Personality 7 (No PWM):

1. Red
2. Green
3. Blue
4. Amber/White

## Personality 2 (16 Bit):

- |                 |                       |
|-----------------|-----------------------|
| 1. Red Coarse   | 5. Blue Coarse        |
| 2. Red Fine     | 6. Blue Fine          |
| 3. Green Coarse | 7. Amber/White Coarse |
| 4. Green Fine   | 8. Amber/White Fine   |

## Personality 4 (CCT Mode):

1. Color Temp
2. Master Dimmer

## Personality 6 (8 Bit+Dual):

- |                      |                      |
|----------------------|----------------------|
| If Dual is below 50% | If Dual is above 50% |
| 1. Red               | 1. Color Temperature |
| 2. Green             | 2. NA                |
| 3. Blue              | 3. NA                |
| 4. Amber/White       | 4. NA                |
| 5. Master Dimmer     | 5. Master Dimmer     |
| 6. Dual              | 6. Dual              |

## Personality 8 (8bit C\_WASH):

1. Colorwash Speed
2. Colorwash Intensity

## Dark Knight Personality Descriptions (UV)

Personality #1 - **8bit LEGACY (1ch)**:

This mode uses 1 raw intensity fader (UV)

Personality #2 - **16bit LEGACY (2ch)**: This mode uses 2 faders to control the colors (UV Coarse, UV Fine)

Personality #3 - **8bit+ MASTER (2ch)**:

This mode uses 1 raw intensity fader (UV) and uses a second fader for master dimmer.

Personality #4 - **8bit NO PWM (1ch)**:

This mode uses 1 raw intensity fader and does NOT PWM the LEDs - the fixture adjusts the currents with analog to change the brightness. This causes the fixture to be more "steppy" between brightness settings, but will never flicker on camera (even at high frame rates).

Personality #5 - **8bit\_1MASTER (1ch)**:

This mode can be used to "lock" in a specific brightness. Then one channel of DMX can be used to dim the brightness down, which means this personality uses a single raw fader.

## Dark Knight Channel Assignment

### Personality 1 (8 Bit):

1. UV Intensity

### Personality 2 (16 Bit):

1. UV Coarse
2. UV Fine

### Personality 3 (8 Bit+Master):

1. UV Intensity
2. Master Dimmer

### Personality 4 (NO PWM):

1. UV Intensity

### Personality 5 (8 Bit 1 Master):

1. Master Dimmer

## White Knight Personality Descriptions (fixed CCT white light)

Personality #1 - **8bit LEGACY (1ch)**:

This mode uses 1 raw intensity fader

Personality #2 - **16bit LEGACY (2ch)**: This mode uses 2 faders to control the colors (Coarse, Fine)

Personality #3 - **8bit+ MASTER (2ch)**:

This mode uses 1 raw intensity fader and uses a second fader for master dimmer.

Personality #4 - **8bit NO PWM (1ch)**:

This mode uses 1 raw intensity fader and does NOT PWM the LEDs - the fixture adjusts the currents with analog to change the brightness. This causes the fixture to be more "steppy" between brightness settings, but will never flicker on camera (even at high frame rates).

Personality #5 - **8bit\_1MASTER (1ch)**:

This mode can be used to "lock" in a specific brightness. Then one channel of DMX can be used to dim the brightness down, which means this personality uses a single raw fader.

## White Knight Channel Assignment

### Personality 1 (8 Bit):

1. Intensity

### Personality 2 (16 Bit):

1. Coarse
2. Fine

### Personality 3 (8 Bit+Master):

1. Intensity
2. Master Dimmer

### Personality 4 (NO PWM):

1. Intensity

### Personality 5 (8 Bit 1 Master):

1. Master Dimmer

**Note: The *Daylight Knight*, *2,700K Knight* and *Knight Projector DMX* (all fixed CCT fixtures) use the same channel assignments as the *White Knight* and separate profiles are not available**