True Match[®] Firmware 6.0 (RDM)



RDM Overview



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This is the overview of the Firmware 6.0 (RDM) as of February 1, 2025.

For the existing functions that will be carried over, see the operation manual for Firmware 6.0 (RDM).

Highlights:

- 1) Crossfade
- 2) Expanded 16 bit Options
- 3) Simplified Profiles

Remote Device Management (RDM)

Remote Device Management (RDM) is a protocol enhancement to USITT DMX512 that allows bi-directional communication between a lighting or system controller and attached RDM compliant devices over a standard DMX line. This protocol will allow configuration, status monitoring, and management of these devices in such a way that does not disturb the normal operation of standard DMX512 devices that do not recognize the RDM protocol.

The standard was originally developed by the Entertainment Services and Technology Association - Technical Standards (ESTA) and is officially known as "ANSI E1.20, Remote Device Management Over DMX512 Networks.

Crossfade

The Crossfade feature allows user to select two different color points and crossfade between the two.

Expanded 16 bit Options

Standard 8 bit personalities use one DMX slot per parameter. This allows for 256 (0 to 255) values per parameter. The expanded 16 bit personalities use two DMX slots for parameters that would benefit from finer control. Using two DMX slots gives 65536 (0 to 65535) values per parameter.

Simplified Profiles



New profiles allow minimum use of channels making it simpler to program.