

EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

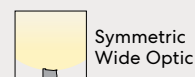
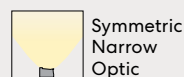
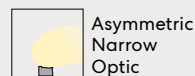
 **Lumenwerx**



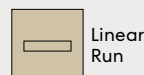
PLUG & PLAY DESIGN



4 OPTICS



ENDLESS CONFIGURATIONS



12+ MOUNTING OPTIONS



The Evoq System



Declare.

1 Specify your Fixture

2 Define your Configuration

3 Select your Mounting *

* Only for fixture with ramp.

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Project: _____

Type: _____

Order Guide - Fixture only

A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

For fixture with ramp, see page 3.

LUMINAIRE ID	OPTIC	LIGHT SOURCE ¹	LUMEN PACKAGE ³	WHITE COLOR TEMPERATURE
		QUADRO		
EVOQLLIN - Evoq Linear EVOQLPAT - Evoq Pattern with straight corners EVOQLCURPAT - Evoq Pattern with curved corners	ANO - Asymmetric Narrow Optic AWO - Asymmetric Wide Optic SNO - Symmetric Narrow Optic SWO - Symmetric Wide Optic	QUADRO ² - RGBW 4-channel control ¹ Static white, Chromawerx SOLA and DUO also available. Consult other spec sheets. • Consult factory for solid colors, such as red, green and blue. ² White CRI at 90+.	3WF - 3 W/ft output 6WF - 6 W/ft output 9WF - 9 W/ft output ³ See page 4 for dedicated white channel lumen outputs.	22K - 2200K 27K - 2700K 30K - 3000K 35K - 3500K 40K - 4000K 50K - 5000K 65K - 6500K

CONFIGURATION ^{4, 5, 6}	TOTAL LENGTH	CORNER TYPE ⁸ Specify NA for Linear
Linear LIN - Linear	Pattern SQR - Square REC - Rectangle LSH - L- shape USH - U- shape PAT - Pattern CIR - Circle ARC - Arc	#FT#IN ⁷ - Specify nominal length (#) in 1' and/or 1" increments ⁷ For a circle, specify the diameter. Minimum cove diameter is 54" for inside corners and 44" for outside corners. • For an arc, specify the arc length. Minimum cove radius is 27" for inside corners and 22" for outside corners. • Minimum cove diameter and radius are measured from the rear face of the cove structure. See page 8 for details.
⁴ A combination of 12", 18", and 48" plug and play modules may be used in order to optimize uniform surface illumination. ⁵ Integral driver is only available with 48" modules. ⁶ See pages 6 to 7 for details.		Pattern with straight corners LEVIC - Leveled inside corner LEVOC - Leveled outside corner Pattern with curved corners ⁹ LEVICC - Leveled inside curved corner LEVOC - Leveled outside curved corner NA - Not applicable ⁸ If more than one option is specified, separate codes with a "+", e.g. LEVIC+LEVOC. ⁹ For patterns with curved corners, the minimum cove radius is 18" for an inside corner, and 13" for an outside corner. Minimum radius is measured from the rear face of the cove structure. See page 8 for details.

VOLTAGE	DRIVER ^{10, 11}	ELECTRICAL
	DMX	1C
120V - 120V 277V - 277V UNV - 120V-277V	DMX ^{12, 13} - DMX ¹⁰ Integral driver is only available with 48" modules. For configurations requiring 12" or 18" modules, remote drivers will be required for all modules. ¹¹ Integral or remote subject to factory evaluation. Code will be updated with prefix "R" if factory determines driver to be remote. ¹² On-site commissioning is required. ¹³ For more information, see pages 19 to 24.	1C - 1 circuit

Accessories

Optional, order separately

DMX WALL CONTROLLER ^{14, 15}
WC1W##FT - Single zone wall controller white WC1B##FT - Single zone wall controller black WC2W##FT - 3 zone wall controller white WC2B##FT - 3 zone wall controller black ¹⁴ Specify wire length (##) in feet. ¹⁵ Available with DMX only. For more information, see pages 19 to 24, or consult factory.

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Project: _____

Type: _____

Order Guide - Fixture with ramp (Lumenwerx cove)

A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

For fixture only, see page 2.

1 - Fixture

LUMINAIRE ID	OPTIC	LIGHT SOURCE ¹	LUMEN PACKAGE ³	WHITE COLOR TEMPERATURE
		QUADRO		
EVOQFLIN - Evoq Linear EVOQFPAT - Evoq Pattern with straight corners EVOQFCURPAT - Evoq Pattern with curved corners	ANO - Asymmetric Narrow Optic AWO - Asymmetric Wide Optic SNO - Symmetric Narrow Optic SWO - Symmetric Wide Optic	QUADRO ² - RGBW 4-channel control ¹ Static white, Chromawerx SOLA and DUO also available. Consult other spec sheets. ² Consult factory for solid colors, such as red, green and blue. ³ White CRI at 90+.	3WF - 3 W/ft output 6WF - 6 W/ft output 9WF - 9 W/ft output ³ See page 4 for dedicated white channel lumen outputs.	22K - 2200K 27K - 2700K 30K - 3000K 35K - 3500K 40K - 4000K 50K - 5000K 65K - 6500K
TOTAL LENGTH	VOLTAGE	DRIVER ^{5,6}	ELECTRICAL	ADJUSTABLE BRACKETS ⁹
		DMX	1C	
#FT#IN ⁴ - Specify nominal length (#) in 1' and/or 1" increments ⁴ A combination of 12", 18", and 48" plug and play modules may be used in order to optimize uniform surface illumination.	120V - 120V 277V - 277V UNV - 120V-277V	DMX ^{7,8} - DMX ⁵ Integral driver is only available with 48" modules. For configurations requiring 12" or 18" modules, remote drivers will be required for all modules. ⁶ Integral or remote subject to factory evaluation. Code will be updated with prefix "R" if factory determines driver to be remote. ⁷ On-site commissioning is required. ⁸ For more information, see pages 19 to 24.	1C - 1 circuit	ADJB ¹⁰ - Adjustable brackets NA - None ⁹ Adjustable brackets must be specified with the WCA, DM3, and ADJ mounting options. ¹⁰ Not available with FE1, FE2, KE1, DM1, DM2, CRV1, CRV2, CKE1 and CKE2 mounting options.

2 - Ramp

RAMP LUMINAIRE ID	CONFIGURATION ^{11,12,13}	TOTAL LENGTH Specify same as Fixture	CORNER TYPE ¹⁵ Specify NA for Linear
EVOQLINRMP - Evoq Linear ramp EVOQPATRMP - Evoq Pattern with straight corners ramp EVOQCURPATRMP - Evoq Pattern with curved corners ramp	Linear LIN - Linear ¹¹ A combination of 12", 18", and 48" plug and play modules may be used in order to optimize uniform surface illumination. ¹² Integral driver is only available with 48" modules. ¹³ See pages 6 to 7 for details.	Pattern SQR - Square REC - Rectangle LSH - L- shape USH - U- shape PAT - Pattern CIR - Circle ARC - Arc ¹⁴ For a circle, specify the diameter. Minimum cove diameter is 54" for inside corners and 44" for outside corners. ¹⁵ For an arc, specify the arc length. Minimum cove radius is 27" for inside corners and 22" for outside corners. ¹⁶ Minimum cove diameter and radius are measured from the rear face of the Lumenwerx ramp or other cove structure. See page 8 for details.	Pattern with straight corners LEVIC - Leveled inside corner LEVOC - Leveled outside corner Pattern with curved corners ¹⁶ LEVICC - Leveled inside curved corner LEVCCC - Leveled outside curved corner NA - Not applicable ¹⁵ If more than one option is specified, separate codes with a "+", e.g. LEVIC+LEVOC. ¹⁶ For patterns with curved corners, the minimum cove radius is 18" for an inside corner, and 13" for an outside corner. Minimum radius is measured from the rear face of the Lumenwerx ramp or other cove structure. See page 8 for details.
MOUNTING ¹⁷	MOUNTING FINISH		
Linear and Pattern with straight corners Mud-in FE1 - Flat edge FE2 - Flat edge with air return KE1 - Knife edge 35° WCA ¹⁸ - Wall cove with adjustable brackets	Direct mount DM1 - Flat edge direct mount DM2 - Flat edge direct mount with gasketed clear cover DM3 - Flat edge direct mount with adjustable brackets	Rail for existing coves ADJ ^{19,20} - Mounting rail with adjustable brackets	Pattern with curved corners Mud-in CRV1 - Curved ramp with flat edge for straight structures CRV2 - Curved ramp with flat edge for curved structures CKE1 - Curved ramp with knife edge for straight structures CKE2 - Curved ramp with knife edge for curved structures UNF ²¹ - Unfinished W - Matte white CF# - Custom finish, specify RAL# NA - Not applicable ²¹ Not available with direct mount mounting options.
NA - None			
¹⁷ See pages 9 to 16 for details. ¹⁸ Not available with SNO or SWO optic options.	¹⁹ For existing coves. No ramp is provided. ²⁰ Not available with pattern with curved corners.		

Accessories

Optional, order separately

DMX WALL CONTROLLER ^{22,23}	
WC1W##FT - Single zone wall controller white WC1B##FT - Single zone wall controller black	WC2W##FT - 3 zone wall controller white WC2B##FT - 3 zone wall controller black
²² Specify wire length (##) in feet. ²³ Available with DMX only. For more information, see pages 19 to 24, or consult factory.	

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 EVOQ-SYSTEM-RGBW-SPEC-REV2 - July 6, 2026

EVOQ SYSTEM

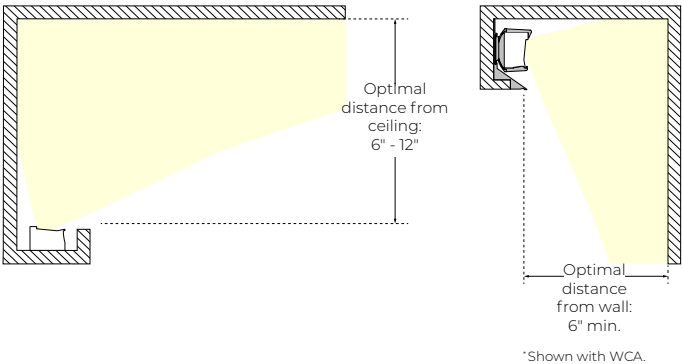
COVE LIGHTING
CHROMAWERX - QUADRO - RGBW



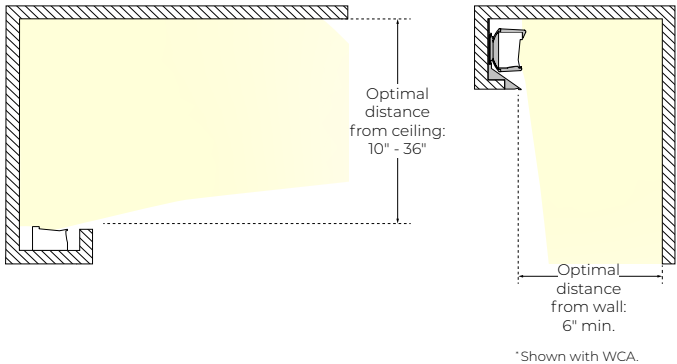
Fixture

OPTICS

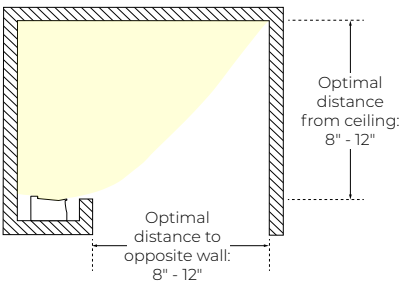
ANO - Asymmetric Narrow Optic



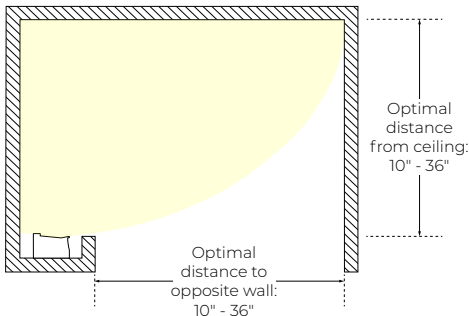
AWO - Asymmetric Wide Optic



SNO - Symmetric Narrow Optic



SWO - Symmetric Wide Optic



PHOTOMETRICS

Dedicated white channel lumen outputs are calculated with only white light on, and based on a 4' fixture at 3500K for all optics.

W/FT	LM/FT
3	90
6	180
9	270



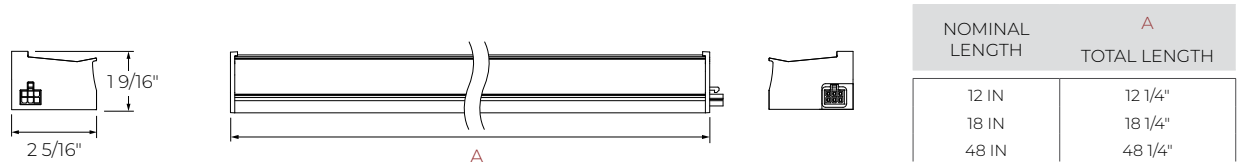
EVOQ SYSTEM

COVE LIGHTING

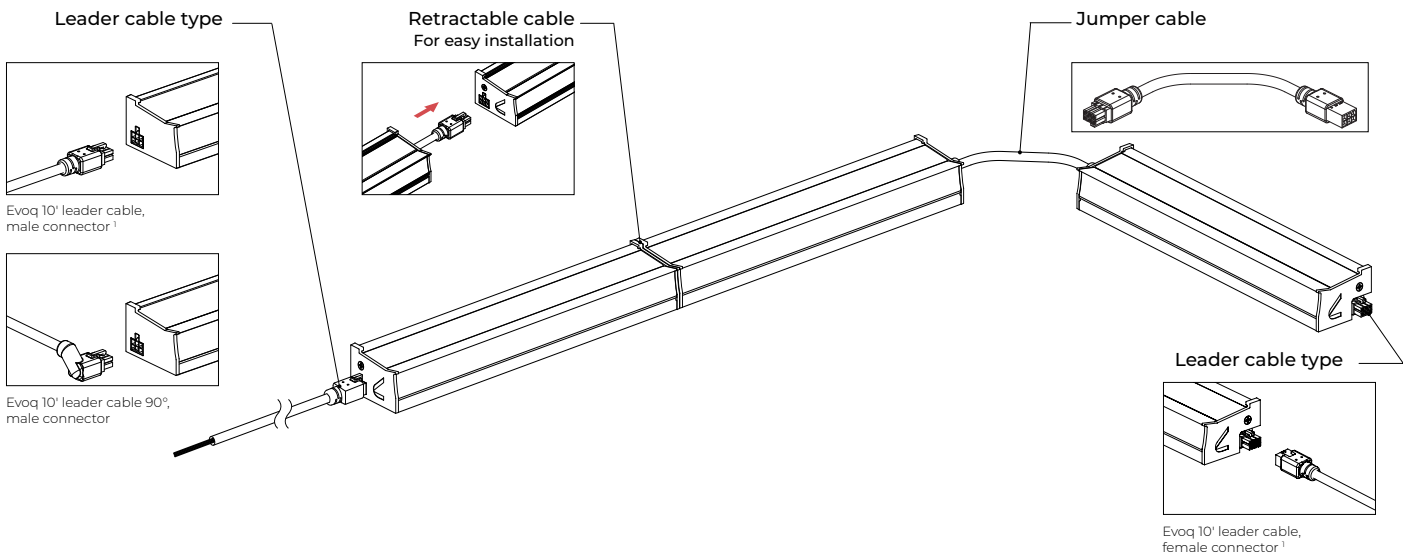
CHROMAWERX - QUADRO - RGBW



FIXTURE DIMENSIONS



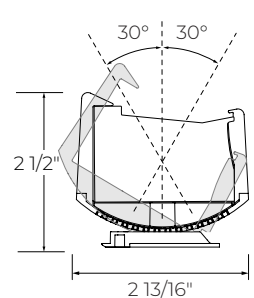
OVERVIEW



Maximum run length per leader cable

	3 W/FT		6 W/FT		9 W/FT	
	120V / UNV	277V	120V / UNV	277V	120V / UNV	277V
Integral	120'		112'	120'	72'	120'
Remote	10'		10'		10'	

ADJUSTABLE BRACKET



* Adjustable brackets must be specified with the WCA, DM3, and ADJ mounting options.
Not available with FE1, FE2, KE1, DM1, DM2, CRV1, CRV2, CKE1 and CKE2 mounting options.



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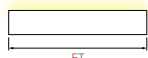
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



Configuration

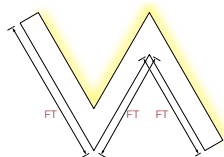
LINEAR



LIN-#FT#IN
Linear

PATTERN WITH STRAIGHT CORNERS

PATTERN



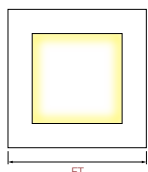
PAT-#FT#IN-#LEVIC+#LEVOC^{1,2}

Pattern

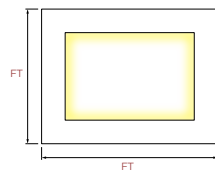
¹A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

²Length can also be specified in inches.

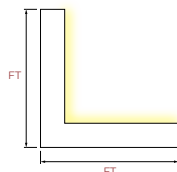
SHAPES WITH INSIDE CORNERS



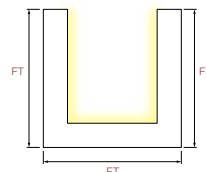
SQR-#FT#IN-4LEVIC
Square



REC-#FT#IN-4LEVIC
Rectangle

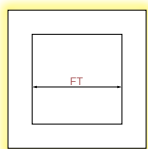


LSH-#FT#IN-1LEVIC
L- shape

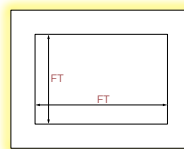


USH-#FT#IN-2LEVIC
U-shape

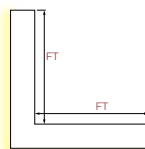
SHAPES WITH OUTSIDE CORNERS



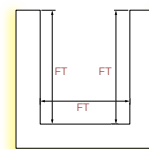
SQR-#FT#IN-4LEVOC
Square



REC-#FT#IN-4LEVOC
Rectangle



LSH-#FT#IN-1LEVOC
L- shape



USH-#FT#IN-2LEVOC
U-shape

EVOQ SYSTEM

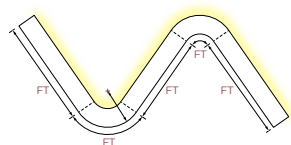
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



PATTERN WITH CURVED CORNERS

PATTERN



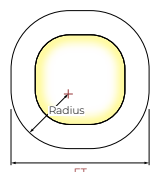
PAT-#FT#IN-#LEVICC+#LEVOCC^{1,2}

Pattern

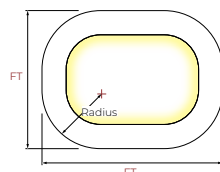
¹A drawing of your pattern is required - anything from a line drawing to an architectural drawing.

²Length can also be specified in inches.

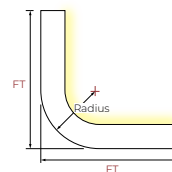
SHAPES WITH INSIDE CORNERS



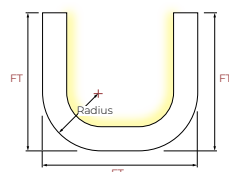
SQR-#FT#IN-4LEVICC
Square



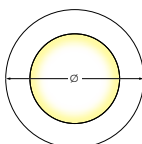
REC-#FT#IN-4LEVICC
Rectangle



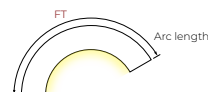
LSH-#FT#IN-1LEVICC
L-shape



USH-#FT#IN-2LEVICC
U-shape

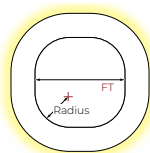


CIR-#FT#IN-1LEVICC
Circle, specify diameter

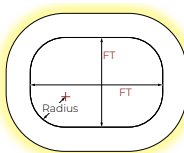


ARC-#FT#IN-1LEVICC
Arc, specify arc length

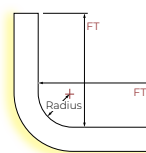
SHAPES WITH OUTSIDE CORNERS



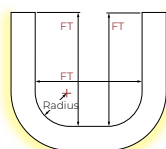
SQR-#FT#IN-4LEVOCC
Square



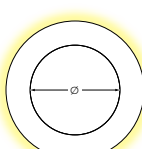
REC-#FT#IN-4LEVOCC
Rectangle



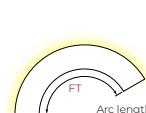
LSH-#FT#IN-1LEVOCC
L-shape



USH-#FT#IN-2LEVOCC
U-shape



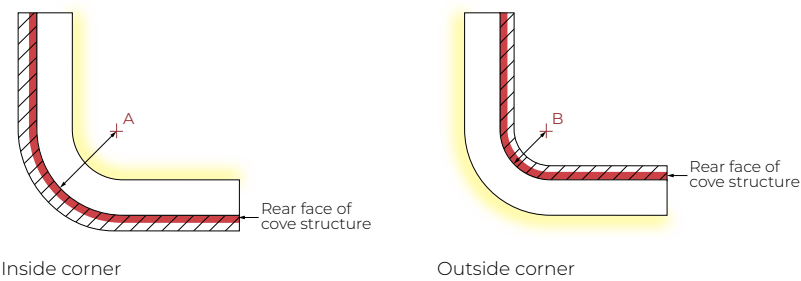
CIR-#FT#IN-1LEVOCC
Circle, specify diameter



ARC-#FT#IN-1LEVOCC
Arc, specify arc length

Minimum Radii for Curved Corners

The minimum radius measurement is taken from the rear face of the Lumenwerx ramp or other cove structure. For the minimum radii of cove structures nonconforming to recommended cove geometry guidelines (found on pages 13 to 14), please consult factory.



CONFIGURATION	MINIMUM RADIUS	
	A	B
Circle	27"	22"
Arc	27"	22"
Pattern with curved corner	18"	13"

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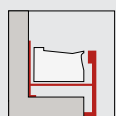


Mounting

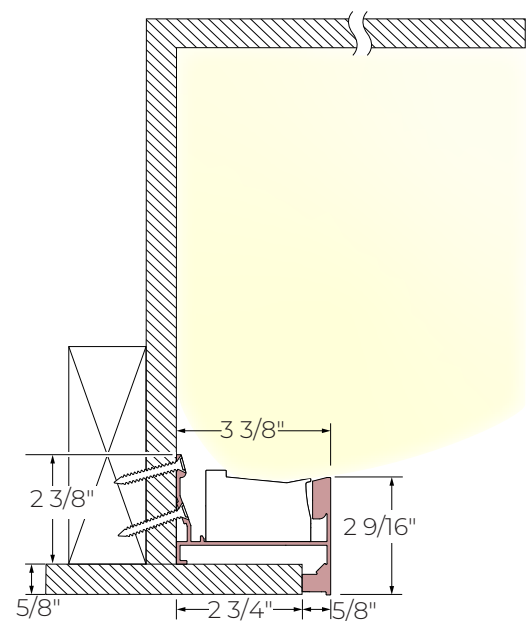
Mud-in

8 RAMP OPTIONS

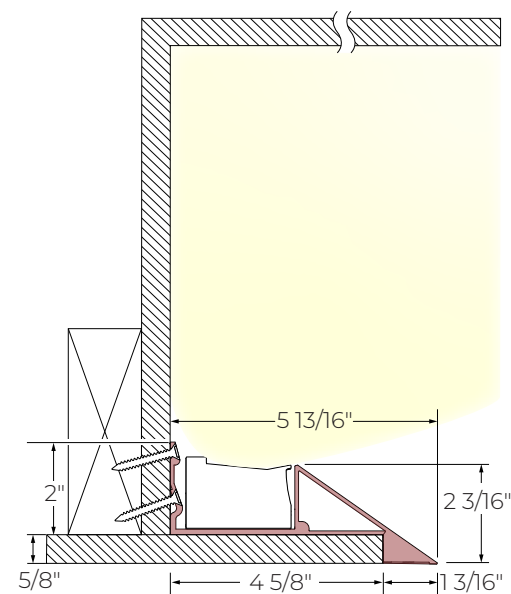
Evoq Mud-in ramps serve as prebuilt cove structures. They are factory-built and field-cutable. They require plastering and painting. The ramps come with integrated aligners and pins for an uninterrupted cove finish.



FE1 - Flat edge mount ramp



KE1 - Knife edge mount ramp



EVOQ SYSTEM

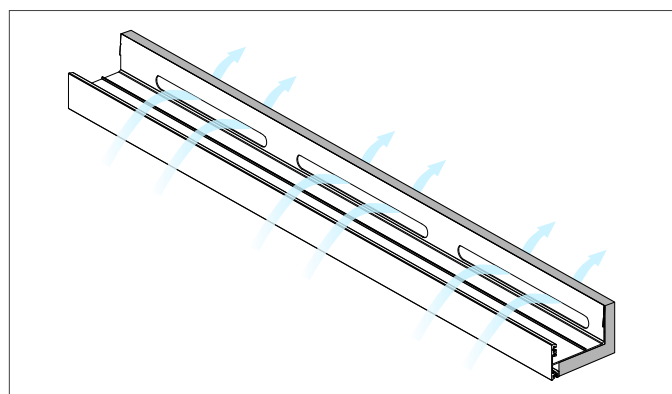
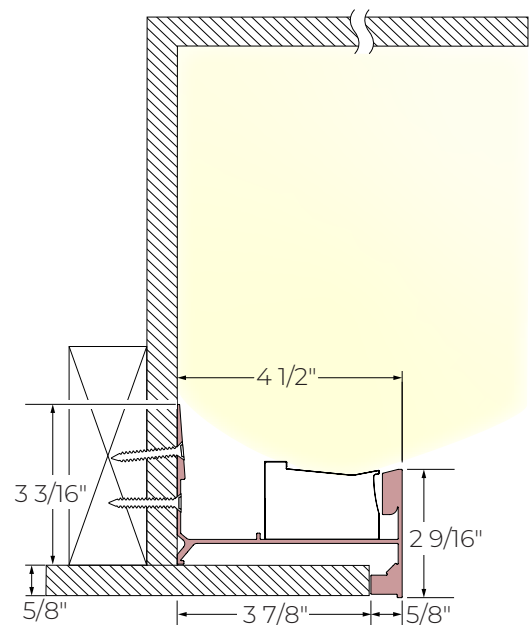
COVE LIGHTING

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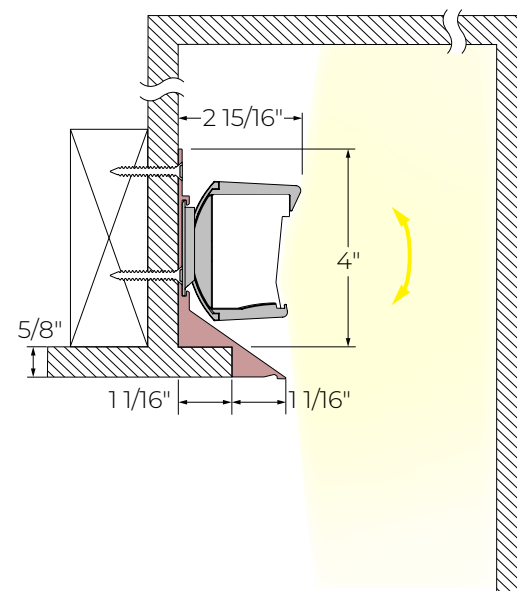


Mud-In Mounting

FE2 - Flat edge with air return



WCA - Wall cove with adjustable brackets



EVOQ SYSTEM

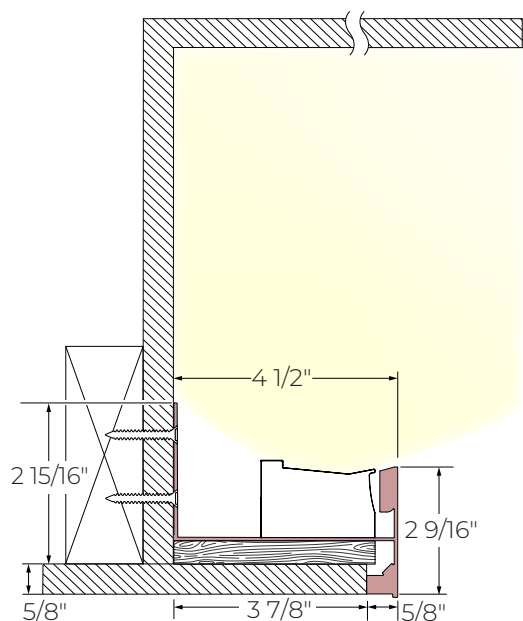
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

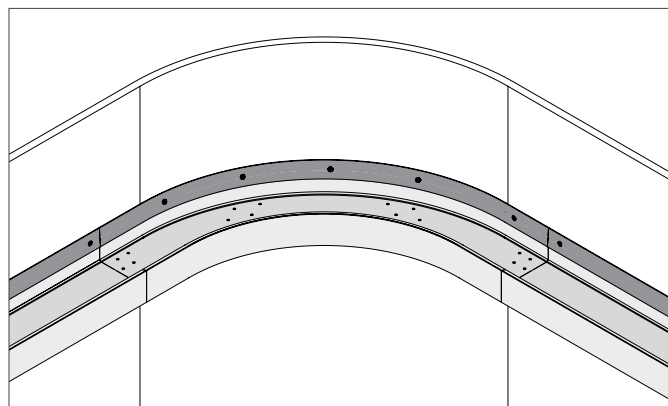
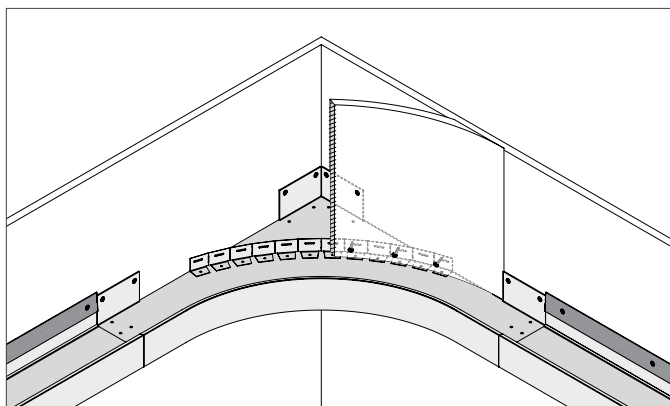
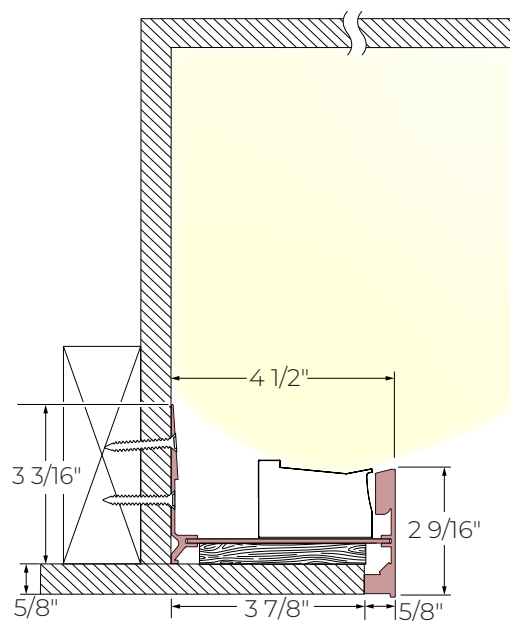


Mud-In Mounting

CRV1 - Curved ramp with flat edge
for straight structures



CRV2 - Curved ramp with flat edge
for curved structures



EVOQ SYSTEM

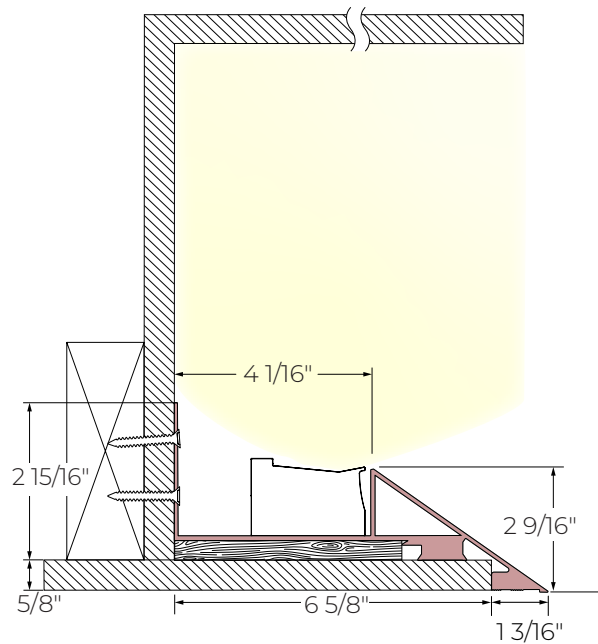
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

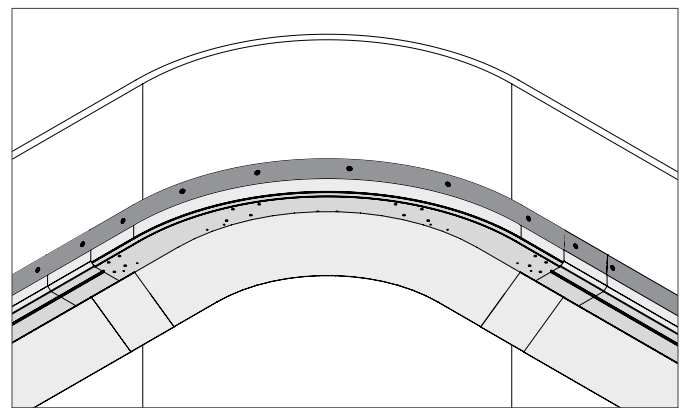
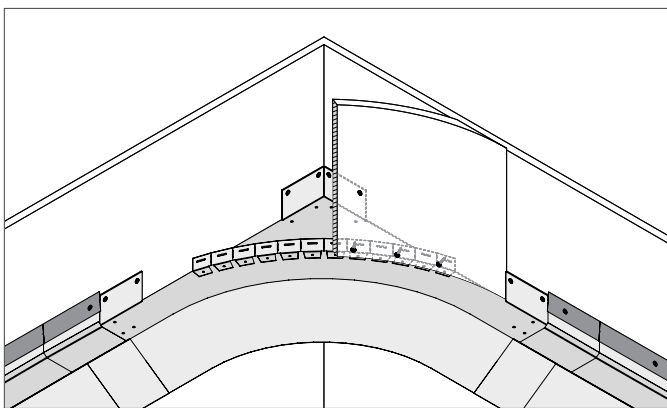
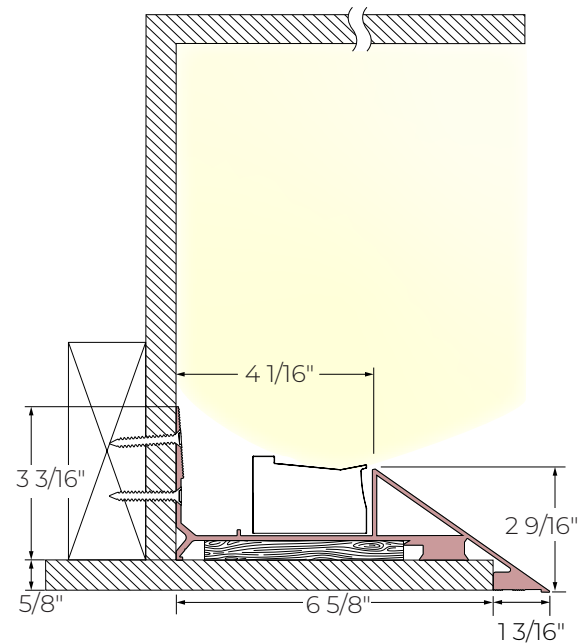


Mud-In Mounting

CKE1 - Curved ramp with knife edge
for straight structures



CKE2 - Curved ramp with knife edge
for curved structures



EVOQ SYSTEM

COVE LIGHTING

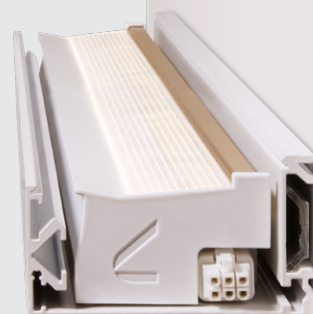
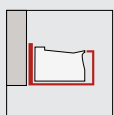
CHROMAWERX - QUADRO - RGBW



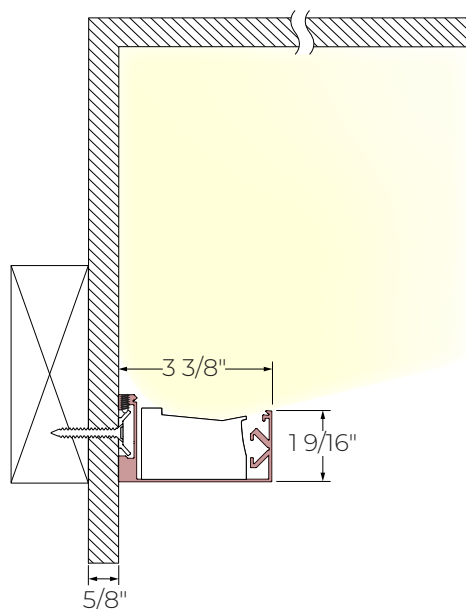
Direct Mount

3 RAMP OPTIONS

Evoq Direct Mount ramps offer prebuilt, finished architectural cove profiles, eliminating the need for plastering and painting. They are field-cuttable for precision fitting and come with integrated aligners and pins for an uninterrupted cove finish.



DM1 - Flat edge direct mount

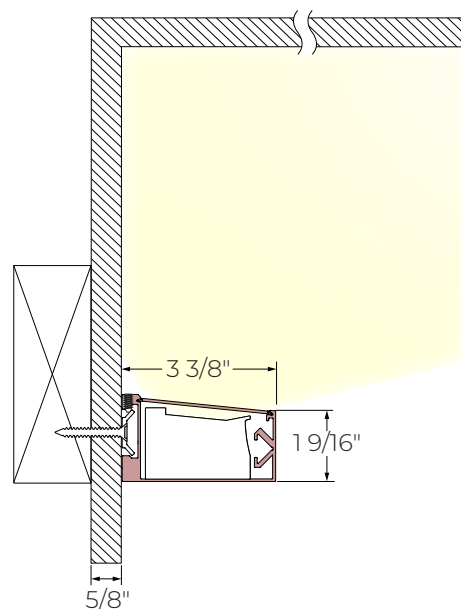


Linear
Run



Pattern
Straight
Corners

DM2 - Flat edge direct mount with gasketed clear cover



Linear
Run



Pattern
Straight
Corners



Gasketed
Clear
Cover

EVOQ SYSTEM

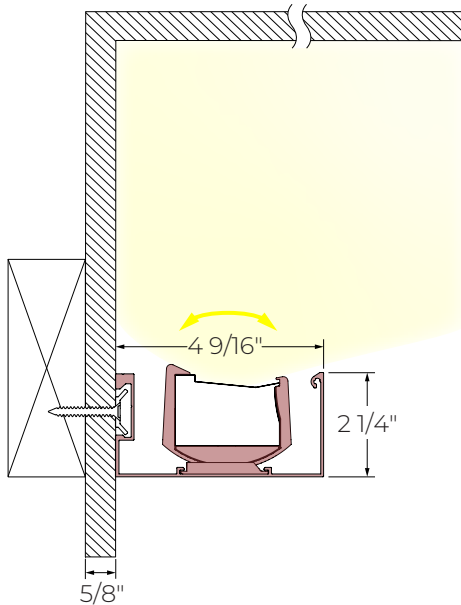
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



Direct Mount Mounting

DM3 - Flat edge direct mount with adjustable brackets



Linear
Run



Pattern
Straight
Corners

EVOQ SYSTEM

COVE LIGHTING

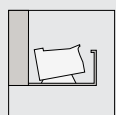
CHROMAWERX - QUADRO - RGBW



Additional Options

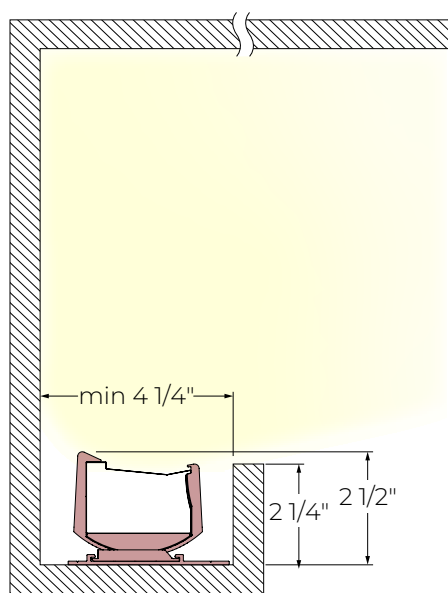
(COVE BY OTHERS)

Evoq fixtures can be integrated into existing coves as standalone fixtures or by using the Mounting Rail with Adjustable Brackets option (ADJ).



ADJ - Mounting rail with adjustable brackets

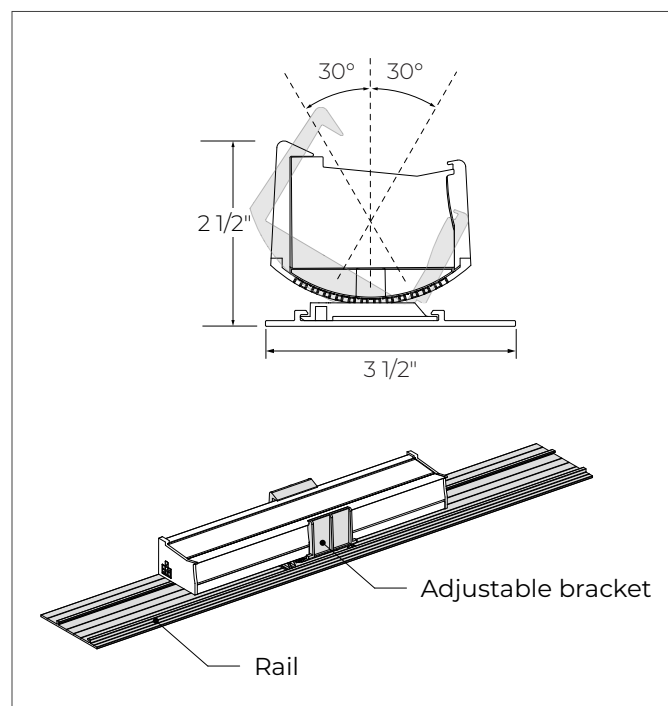
Rail for existing coves



Linear
Run



Pattern
Straight
Corners



EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW

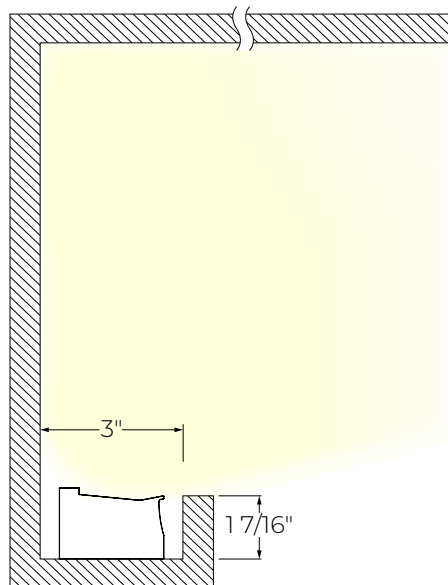


Additional Options

Fixture only

Recommended cove dimensions

Cove with straight corners

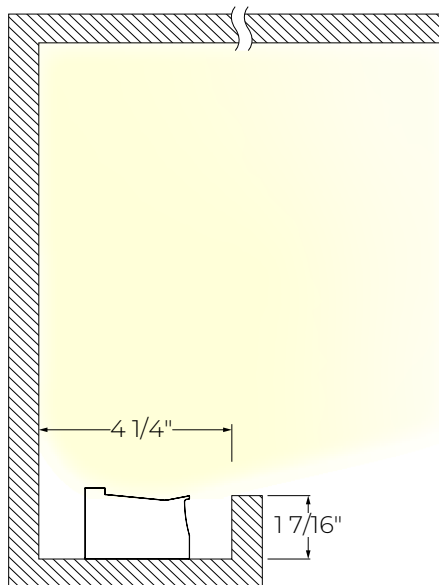


Linear
Run



Pattern
Straight
Corners

Cove with curved corners



Pattern
Curved
Corners

Technical Specifications

OPTICS

Asymmetric Narrow Optic (ANO)

The Asymmetric Narrow Optic (ANO) is designed specifically for shallow coves with optimal performance achieved with fixture placement at 6"-12" from the ceiling. Its precise projection of light along ceilings and walls is evenly distributed with a soft, homogeneous gradient effect. The ANO peak intensity angle from nadir is at 110°, making it a true asymmetric optic that directs the light where it is intended.

Asymmetric Wide Optic (AWO)

The Asymmetric Wide Optic (AWO) excels at maximizing light projection even farther to create a soft gradient illumination with remarkable uniformity in deeper coves. The AWO's optimal performance is achieved with fixture placement at 10"-36" from the ceiling. Its peak intensity angle from nadir is at 107°, creating a true asymmetric optic that aims light exactly where needed.

Symmetric Narrow Optic (SNO)

The Symmetric Narrow Optic (SNO) delivers a focused, evenly balanced beam that defines form and highlights architectural elements with clarity. Ideal for emphasizing linear paths, structural features, or areas needing concentrated illumination, it provides controlled, precise lighting that sharpens visual intent without distraction.

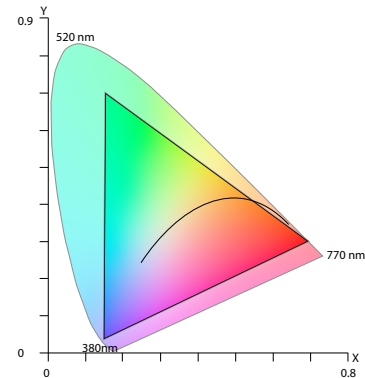
Symmetric Wide Optic (SWO)

The Symmetric Wide Optic (SWO) offers broad, generous illumination that supports general ambient lighting while maintaining a refined architectural presence. Its uniform, evenly diffused output is well-suited for open areas, circulation zones, and spaces where comfortable, consistent coverage is desired without visual noise.

LIGHT SOURCE

Chromawerx QUADRO

Chromawerx QUADRO is a four-channel control that operates an RGBW LED array and addresses the need for more expressive color in architectural applications. The DMX driver supports familiar programming tools for both dynamic multi-hued color and precise white color point control. While a typical user interface will be a DMX controller by others, Lumenwerx also offers a simple control station for stand-alone color changing applications.



The above diagram overlays the full gamut of colors attainable with the RGBW on top of the CIE 1931 color space. Any color point inside of the triangle can be obtained by setting the correct output levels for each of the individual red, green, blue, and white channels.

CONFIGURATION AND LENGTH

Evoq System is available as a linear run, pattern with straight corners, or pattern with curved corners. Common shapes, such as square, rectangle, L-shape, U-shape, circles, and arcs are available with either inside corners or outside corners. Other patterns can also be specified.

ELECTRICAL

DMX

Factory-set, adjustable output current, multi-channel LED driver with universal (120-277 VAC) input. Using DMX wall controls (optionally supplied by Lumenwerx) or an existing DMX control system, four channels of LEDs (Red/Green/Blue/White) are independently adjustable. Each DMX driver has multiple output channels that can be independently addressed at the factory or on-site using built-in RDM (Remote Device Management) functionality. Dimming range from 100%-0%. At maximum driver load, efficiency<89%, PF>0.9, THD<20%.

MOUNTING

Evoq System can be mounted with mud-in or direct mount ramps. The Evoq fixtures can also be used in pre-existing coves either as standalone luminaires or installed with adjustable mounting brackets and rail.

FINISH

Mud-in: Unfinished, matte white, or custom finish

Direct mount: Matte white or custom finish

EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



CONSTRUCTION

Housing: Extruded aluminum

Ramp: Extruded aluminum

Lens: Acrylic

WEIGHT

Fixture:

12": 1.5 lbs - 0.68 kg

18": 2.1 lbs - 0.95 kg

48": 4.3 lbs - 1.95 kg

Ramp:

FE1: 1.6 lbs/ft - 0.72 kg/ft

FE2: 1.7 lbs/ft - 0.76 kg/ft

KE1: 1.8 lbs/ft - 0.83 kg/ft

WCA: 1.0 lbs/ft - 0.45 kg/ft

DM1: 1.0 lbs/ft - 0.45 kg/ft

DM2: 1.1 lbs/ft - 0.50 kg/ft

DM3: 1.1 lbs/ft - 0.50 kg/ft

CRV1: 0.4 lbs/ft - 0.20 kg/ft

CRV2: 0.7 lbs/ft - 0.30 kg/ft

ADJ: 0.4 lbs/ft - 0.20 kg/ft

CKE1: 2.2 lbs/ft - 1.00 kg/ft

CKE2: 2.4 lbs/ft - 1.11 kg/ft

CERTIFICATIONS

ETL: Rated for indoor dry/damp locations. Conforms to UL Standard 1598 and certified to CAN/CSA Standard C22.2 No. 250.0.

Declare: [LBC Red List Approved](#)

WARRANTY

Lumenwerx provides a five-year limited warranty on electrical and mechanical performance of the luminaires, including the LED boards, drivers, and auxiliary electronics. Lumenwerx will repair or replace defective luminaires or components at our discretion, provided they have been installed and operated in accordance with our specifications. Other limitations apply, please refer to the full warranty on our website.

Wall controllers are covered by the manufacturer warranty.

EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



QUADRO DMX SPECIFICATION

A qualified DMX integrator is required to assure proper installation and commissioning of the DMX network. **When placing the PO, please provide the contact information of your DMX integrator.**

Please answer the following questions to help us identify your DMX network requirements.

YES

Do you require a wall controller provided by Lumenwerx?

NO

DMX controller supplied by Lumenwerx

DMX control system supplied by others. Lumenwerx will supply DMX-enabled fixtures with default DMX addressing. See following pages for technical DMX informations. ✓

How many zones do you have?

A zone consists of one or more luminaires behaving identically.



1 Zone



2 Zones

How to calculate the required number of drivers:

per 4' fixture
Driver
1x driver
Less than 12.5W/ft, direct only

per 4' fixture
Driver Driver
2x driver
Above 12.5W/ft or for all direct/indirect fixture

To Calculate # of drivers

1 Zone

2 to 3 Zones

4 or more Zones

Do you have more than 32 drivers in total?

NO

YES

Order a standard Lumenwerx wall controller type 1.

WALL CONTROLLER

WC1W - Single zone wall controller white
WC1B - Single zone wall controller black

Add the control code at the end of your order code.
Please provide a fixture layout or RCP (Reflected Ceiling Plan) showing the locations of the DMX fixtures, zones and the DMX wall controller.
Refer to your DMX integrator for the installation. ✓

Subject to factory evaluation. Please contact our controls specialist at controls@lumenwerx.com
Additional cost and equipment will be required. ✓

NO

YES

Order a standard Lumenwerx wall controller type 2.

WALL CONTROLLER

WC2W - 3 zone wall controller white
WC2B - 3 zone wall controller black

Add the control code at the end of your order code.
Please provide a fixture layout or RCP (Reflected Ceiling Plan) showing the locations of the DMX fixtures, zones and the DMX wall controller.
Refer to your DMX integrator for the installation. ✓

Subject to factory evaluation. Please contact our controls specialist at controls@lumenwerx.com
Additional cost and equipment will be required. ✓

Subject to factory evaluation and approval. Please contact our controls specialist at controls@lumenwerx.com
Additional cost and equipment will be required. ✓

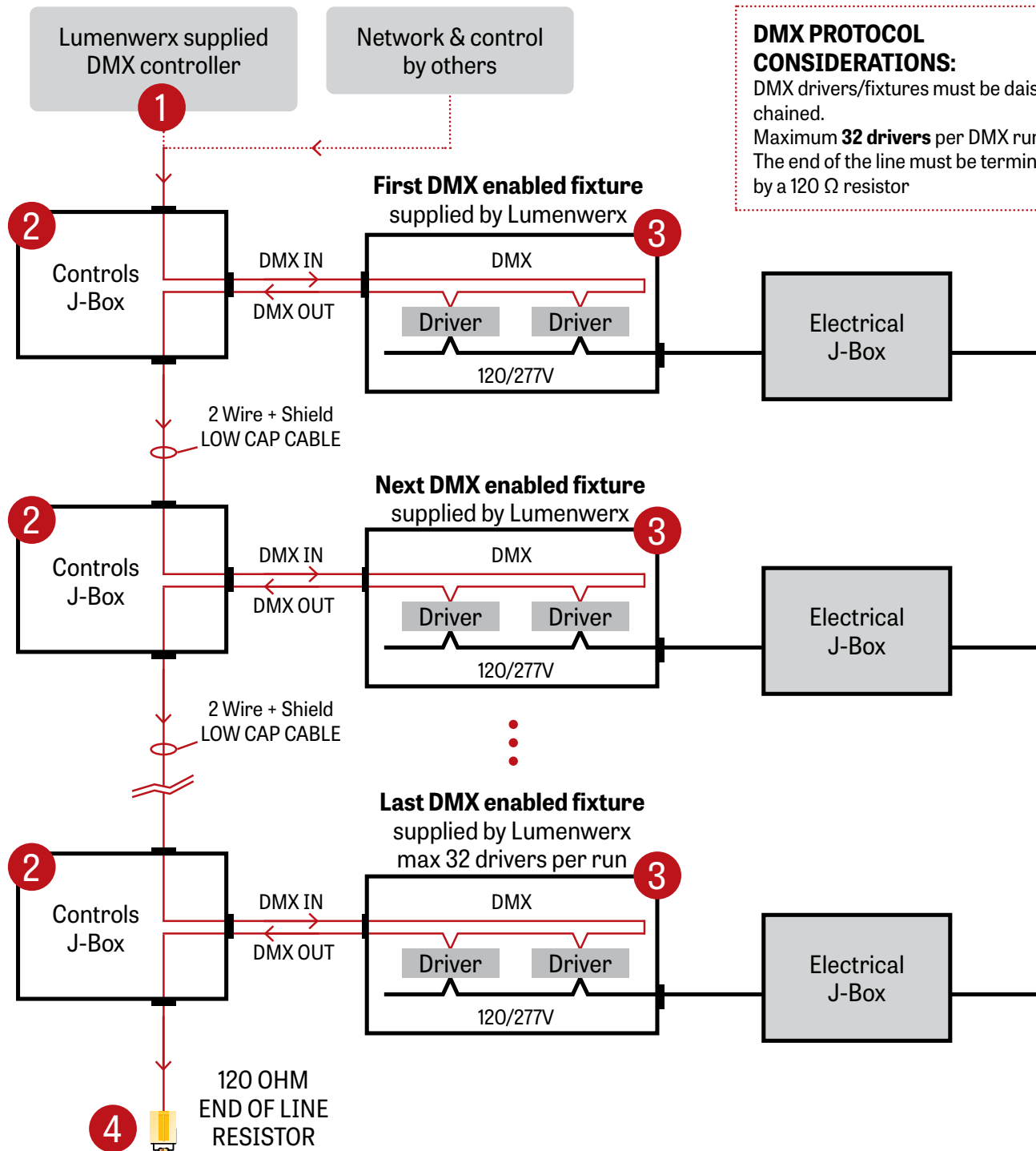
EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



GENERIC DMX NETWORK ARCHITECTURE



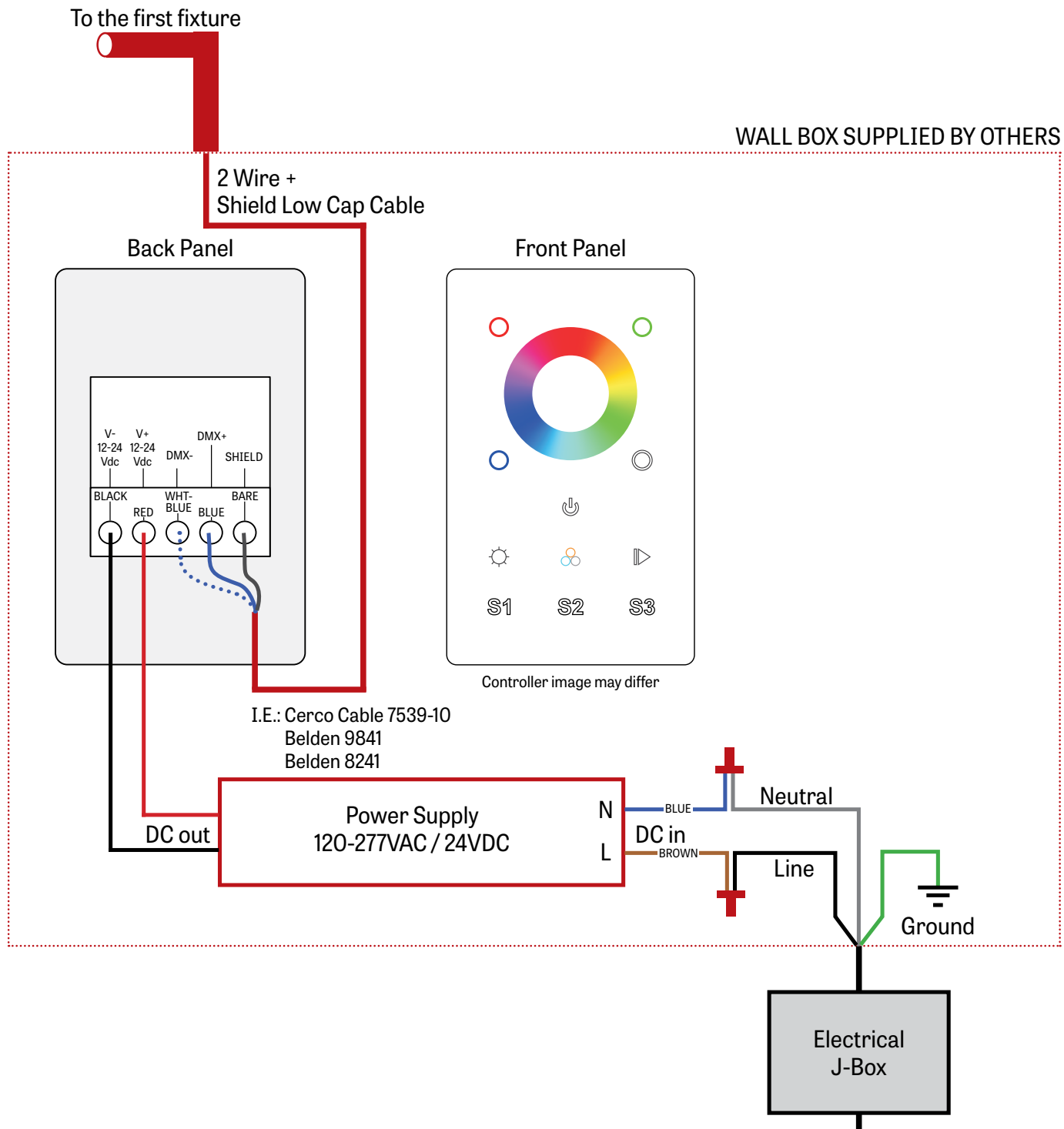
EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



1 LUMENWERX SUPPLIED DMX CONTROLLER



EVOQ SYSTEM

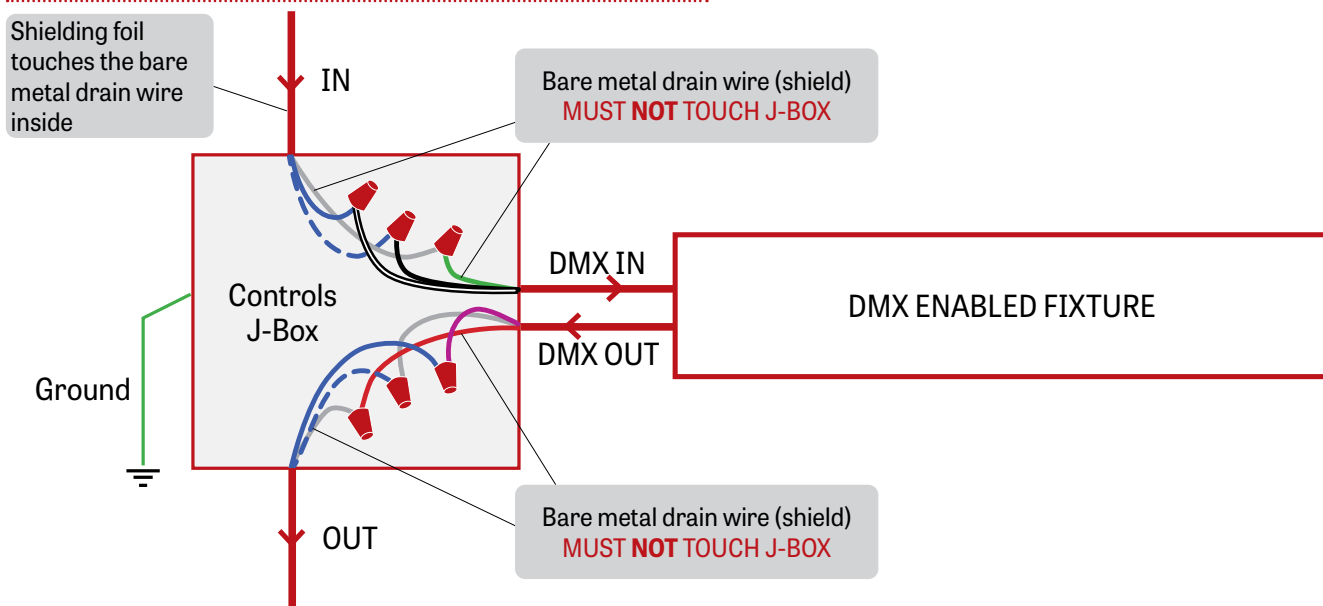
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



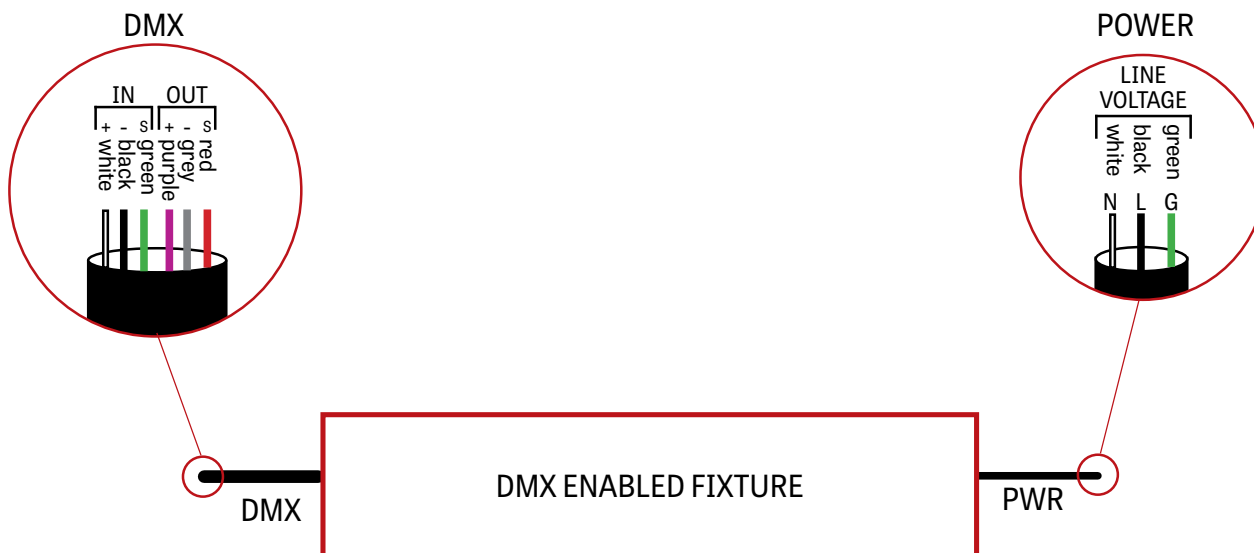
2 J-BOX DMX DAISY CHAIN DETAIL

Low capacitance DMX cable from previous fixture



Low capacitance DMX cable to next fixture

3 DMX CONNECTION PENDANT & WALL



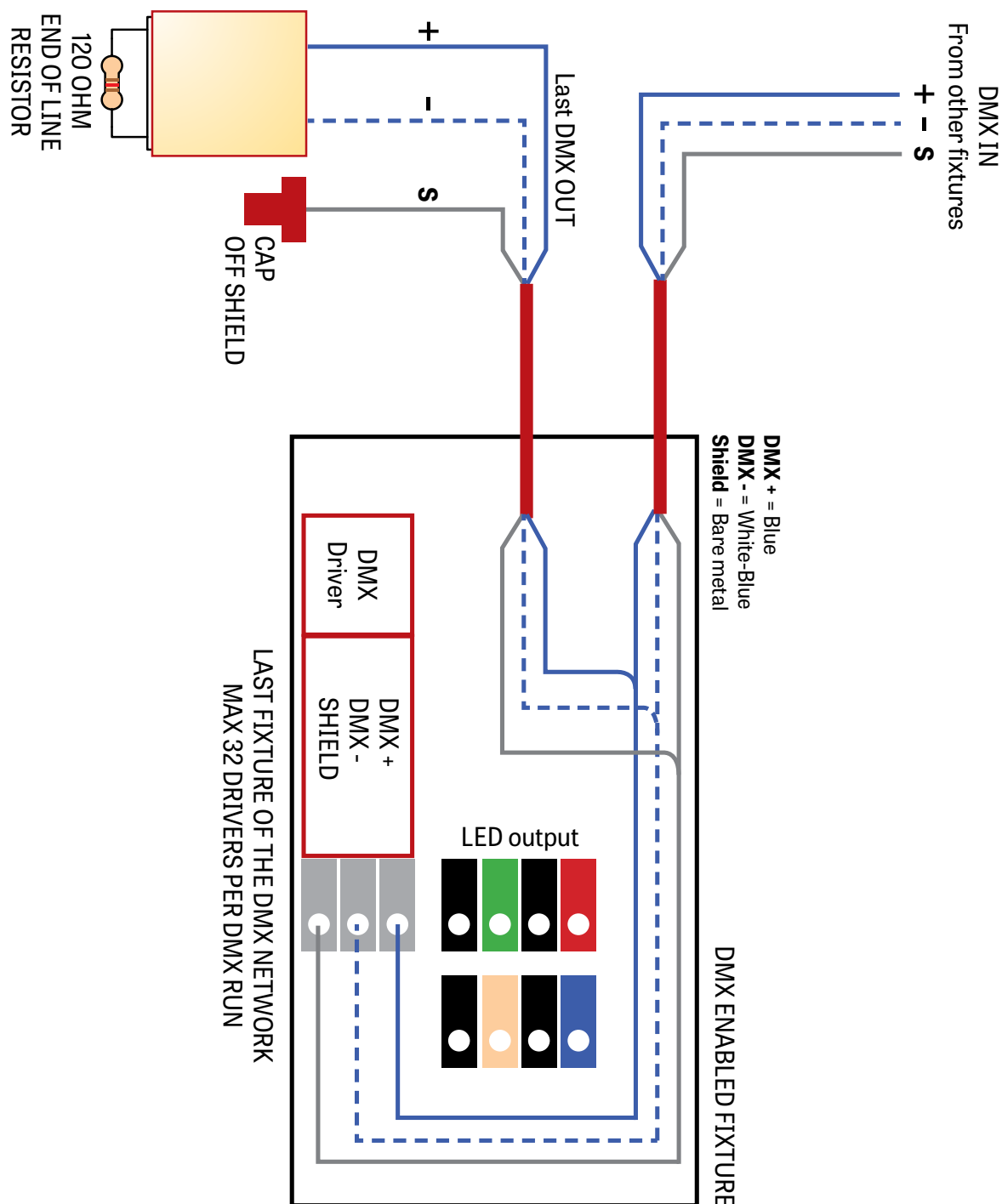
EVOQ SYSTEM

COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



4 DMX LAST FIXTURE DETAIL



EVOQ SYSTEM

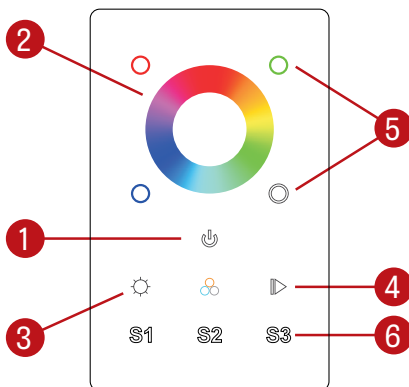
COVE LIGHTING

CHROMAWERX - QUADRO - RGBW



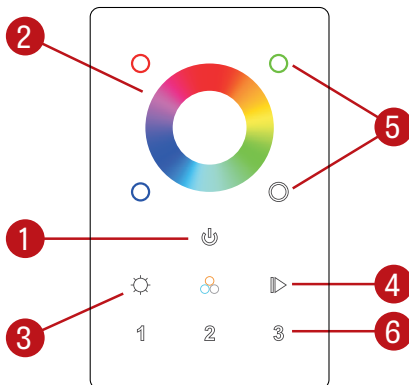
DMX WALL CONTROLLER

WC1



- (1) Power: Use this button to turn ON or OFF the RGBW fixture.
- (2) Color Wheel: The wheel is used to rapidly select a color (RGB colors only).
- (3) Brightness (RGB): Hold down this button to either increase or decrease the brightness of the current RGB selection. White will not be affected by the RGB brightness button.
- (4) Color Cycle: This button will start an animation, rotating between Reds Greens and Blues, the arrows allow the user to speed up or slow down the animation.
- (5) Individual Colors: By pressing and holding a color it will be possible to brighten or dim it. Quickly pressing a color will turn it OFF or turn it ON to its previous dim level.
White: In order to activate or deactivate and dim the White channel, the White button needs to be used.
- (6) Scenes: By holding down one of the scenes button, the current color selection is saved. It can be later accessed by quickly pressing on one of the Scene buttons.

WC2



- (1) Power: Use this button to turn ON or OFF the RGBW fixture.
- (2) Color Wheel: The wheel is used to rapidly select a color (RGB colors only).
- (3) Brightness: Hold down this button to either increase or decrease the brightness of the current RGB selection. White will not be affected by the RGB brightness button.
- (4) Color Cycle: This button will start an animation, rotating between Reds Greens and Blues, the arrows allow the user to speed up or slow down the animation.
- (5) Individual Colors: By pressing a color it will be possible to brighten or dim that specific color.
White: In order to activate or deactivate and dim the White channel, the White button needs to be used.
- (6) Zone: By holding down one of the zone buttons, a zone can be selected and controlled.

Default DMX Addresses:

- 1 Red
- 2 Green
- 3 Blue
- 4 White