VFLOW — User Manual

Everything you need to set up the VFLOW, patch your lights, build looks, fire effects, and run a show. Written for the operator — no programming, no console experience required.

Version 1.0 · Rehm Lights

Quick links: Product info — rehmlights.com/vflow · **Request a fixture** (add a light to the library) — rehmlights.com/add-fixture.html

1. Welcome

VFLOW is a standalone, touchscreen DMX lighting controller for mobile DJs, bands, and small-to-medium venues. The whole show lives on the unit — **no laptop, no software to install.**

Instead of programming cue-by-cue like an old console, you build a **look** — a movement pattern + color + beam — and VFLOW drives every light in your rig intelligently from it. Patch your fixtures once, dial a flow, save it to a scene, and recall it with a tap.

What's in the box: the VFLOW unit (5" touchscreen), a USB-C power supply, and a DMX output (3-pin XLR).

The tabs across the top:

Tab	What it's for
OPERATE	movement, levels, aim, blackout/fade
SCENES	save and recall your looks
COLOR	primary/secondary color and color modes
BEAM	strobe, gobo, prism, zoom, focus, iris
EFFECTS	fog, haze, bubbles, cold sparks
SETUP	patch your fixtures
SETTINGS	Wi-Fi, FlowLink, DJ software, updates

The first five are your live controls; SETUP and SETTINGS are where you configure things.

2. First-time setup (5 minutes)

2.1 Power on

Plug in USB-C power. You'll see the **VFLOW** splash, then the main screen. A short **welcome tour** pops up the first time — tap through it or **SKIP**; you can change anything later.

2.2 Connect your DMX

Run a DMX cable from VFLOW's **DMX OUT** (3-pin XLR) to the DMX IN of your first fixture, then daisy-chain fixture to fixture as usual. (Terminate the last fixture if your rig is finicky.)

2.3 Get on Wi-Fi (optional but recommended)

Wi-Fi unlocks **phone control**, **multi-unit linking (FlowLink)**, the **Flow Library** (online fixture profiles), **DJ software sync (OS2L)**, and **updates**. It is **not** required to run lights.

1. Go to **SETTINGS** → **NETWORK**.
2. Tap **SCAN**, pick your network, enter the password. (Open networks with no password connect too — just pick and go.)
3. When it connects, VFLOW shows its address, e.g. `vflow-a3f2.local`. Write this down — it's how you reach it from a phone.

> **Tip:** Use the same network for VFLOW and your phone. At a gig with no router, you can still run everything from the touchscreen.

2.4 Control from your phone (optional)

On a phone/tablet on the same Wi-Fi, open a browser to `http://vflow-xxxx.local` (the name from step 2.3). You get the **full control surface** — every tab, mirrored live, including patch management and effects. Great for walking the room while you tweak, and often the better surface for firing effects if the unit is on a stand.

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3. Patching your lights (SETUP tab)

This tells VFLOW what fixtures you have and where they live in the DMX universe.

3.1 Add a fixture

On the **left** of the SETUP tab:

1. Choose your **Manufacturer**, then **Model** from the dropdowns.
2. Set **how many** you're adding with the `– n +` stepper.

3. Tap `+ ADD TO PATCH`.

Each light you add drops into the **YOUR PATCH** list on the right, showing its group, name, and DMX channel range. The channel readout in the **YOUR PATCH** header shows how much of the 512-channel universe you're using.

START CHANNEL (on the right) is the DMX address the *first* fixture lands on — set it to match the address on your first light's display before you add. Each new fixture is auto-addressed right after the previous one.

> **Check the info card.** Under the MODEL dropdown, VFLOW shows the selected fixture's **TYPE** and **FOOTPRINT** (channels per fixture). Glance at it before adding — it's the fastest way to confirm you picked the right profile.
>
> **First light replaces the demo patch.** A brand-new unit ships with a placeholder patch so the preview isn't empty. The *first* time you tap ADD TO PATCH, that placeholder is cleared and replaced with your real fixture — so you never end up with "demo lights + mine."

3.2 Edit the patch

Tap `EDIT PATCH · reorder / address / groups ▸` (right column) to open the full-screen patch manager, where you can: - **Reorder** fixtures (tap-to-pick, tap-to-place), - set each fixture's **DMX address** individually, - assign each to a **group** (A/B/C/D — see §7), - **remove** a fixture.

Up to **16 fixtures**.

3.3 Don't see your light? Three options

Option A — The Flow Library (cloud library). Tap **+ FROM LIBRARY** to browse Rehm's online fixture library. Filter by manufacturer, pick your model, and it downloads onto the unit. Hit **⟳ refresh** to pull the newest additions. The Flow Library grows constantly.

Option B — Request it from the fixture broker. If your fixture isn't in the Flow Library yet, tap **Request a fixture** (or go to the link below):

> **→ rehmlights.com/add-fixture.html**

Search the worldwide GDTF Share database, pick your exact fixture and mode, and submit. It gets reviewed and added to the Flow Library, then shows up on your unit's **+ FROM LIBRARY** list (hit **⟳ refresh**). *This is the easiest way to get any light supported.*

Option C — Build it yourself. Tap **Build custom profile** to hand-assign each DMX channel a role. For advanced users / oddball lights.

3.4 Let VFLOW find your lights (RDM)

If your fixtures support **RDM**, VFLOW can ask the DMX line what's out there instead of you reading addresses off the back of each light.

SETUP → FIND FIXTURES → SCAN. In about a second you'll get a list showing each fixture's make, model, current DMX address and channel count.

From there you can:

- **Tap a fixture** to see its details and change its DMX address from the desk
- **Flash one** so you can tell which physical light you're looking at
- **PATCH ALL** to give every fixture a clean, non-overlapping address
- **Add it to your patch** if its profile is in the Flow Library

Two things worth knowing. **Only RDM-capable fixtures answer** — cheaper LED pars usually don't, so on a mixed rig it finds what it can and you patch the rest by hand. And **lights hold their last look while a scan runs**, so it's safe mid-show, but the scan is a deliberate button press rather than automatic.

> **Rebranded fixtures.** Lots of budget moving heads are the same OEM unit sold under different names, and they report the factory's name rather than the one on the box. If VFLOW doesn't recognise one, it offers a short list of matching profiles — pick the right one once and it remembers that fixture forever.

3.4 Mixed rigs (different lights together)

You can run different fixture types at once: pick a model → ADD TO PATCH, then pick a *different* model → ADD TO PATCH again. Manage addresses, order, and groups for the whole mixed rig in **EDIT PATCH**.

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4. Building a look

A "look" = **Pattern + Motion + Color + Beam**. Set it once; every light follows.

4.1 OPERATE tab — movement, levels & master controls

- **Pattern:** CIRCLE, FIG 8, SWEEP, or WANDER (organic random drift).
- **SPEED:** how fast the movement runs.
- **RANGE:** how big the movement is. **RANGE = 0 freezes the lights at the AIM position** — use this as your "manual aim" / static-position mode.
- **PHASE:** offsets fixtures from each other so they fan/cascade instead of moving in lockstep.
- **DIMMER:** master brightness.
- **AIM (Pan / Tilt):** drag the pad to move the center point your pattern orbits; the D-pad arrows fine-nudge it and **CENTER** resets it. (Combine **RANGE = 0** + AIM to point lights exactly where you want them.)
- **BLACKOUT:** kills all output instantly (panic button).

- **FADE OUT / FADE IN:** smoothly ramps the whole rig to black and back. The **FADE TIME** slider right below it sets how long that ramp takes (0.5–10 s).

4.2 COLOR tab

- **MODE:** SOLID (one color), ALTERNATE (every other light flips to the secondary), or CHASE (colors cycle across the rig).
- **CHASE SPEED:** how fast the color cycle runs.
- **PRIMARY** and **SECONDARY** colors: tap a swatch for an instant preset, or use the **R/G/B sliders** for any custom color. White/Amber/UV sliders appear automatically for fixtures that have those channels.
- VFLOW handles mixed rigs automatically — RGB lights mix the color, color-wheel lights snap to their closest matching slot.

4.3 BEAM tab — "big lamp" moving-head controls

- **STROBE** — shutter strobe rate.
- **LAMP ON / LAMP OFF** — strikes or kills the discharge lamp on HID movers (a deliberate, occasional action — lives here, not on the busking column).
- **GOBO** (pattern wheel), **PRISM**, **FROST**, **ZOOM**, **FOCUS**, **IRIS**.

> **What shows up here depends on your rig.** BEAM displays every optical feature that **any** patched fixture has. If you've only got LED washes, expect a short page — that's normal, not a fault. Patch a spot or beam fixture and the extra controls appear immediately.

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5. EFFECTS — fog, haze, bubbles & sparks

The **EFFECTS** tab controls DMX effect machines — foggers, hazers, bubble machines, and cold-spark units — from the same screen as your lights. They don't count against your 16 fixtures; they live on their own channels.

The tab has two columns:

- **Left — DEVICES.** Your effect machines. This is setup.
- **Right — the fire buttons.** This is performance.

5.1 Adding an effect machine

1. Tap `+ ADD DEVICE`.
2. Pick a preset — **FOG · HAZE · SPARKS · BUBBLES · BLANK**.
3. Set the device's **START CHANNEL** to match the address on the machine.
4. Check the **FEATURES** — these are the machine's individual channels (e.g. `FOG`, `FAN`, `SAFETY`). Each has an **idle value** it sits at when nothing's firing (usually 0).

5. Check the **ACTIVATIONS** — these are the buttons you'll actually press. Each one sets values on the features you choose.

VFLOW warns you inline if the device's channels overlap a patched light.

> Effects setup is admin-gated if you've set a PIN — a hired DJ can fire the fog but can't re-address it.

5.2 Firing effects

Each activation becomes a button in the right column, grouped under its device name.

Type	Behaviour
MOMENTARY	fires while you hold the button, stops when you let go
LATCH	tap on, tap off

`FX KILL` at the bottom drops every effect device to idle immediately. It's always available — treat it like BLACKOUT for effects.

5.3 Cold sparks and pyro — the ARM interlock

Any device flagged as **hazard** (sparks, pyro) gets extra protection:

- Its fire buttons are **greyed out until you tap** `ARM TO FIRE`.
- **Arming is never remembered.** Power-cycle the unit and it comes back disarmed, every time.
- Hazard devices are **momentary only** — you cannot latch them on.
- Each has a **maximum fire time**. When it's reached the device stops itself, and you must **release the button before it will fire again** — so a stuck finger can't re-trigger it.
- **Disarming stops anything currently firing.**

> **Safety, in plain terms:** VFLOW will never fire an effect on boot, and never fires one when you recall a scene. Scenes capture lights only. The only things that fire an effect are a button press, the trigger jack, DJ software, or a linked leader unit.
>
> ### ⚠ VFLOW is not a safety device
>
> The ARM interlock, the momentary-only rule and the maximum fire time exist to stop an *accident at the console*. They are not a safety system and must never be relied on as one.
>
> VFLOW sends DMX values down a wire. It cannot detect what is connected, cannot confirm that anything happened, and has no feedback path of any kind. If a cable is unplugged, a machine misbehaves, or a device is addressed wrongly, VFLOW will not know and cannot intervene.
>
> Pyrotechnic, cold-spark and flame equipment must be set up and operated according to **its own manufacturer's instructions**, by a competent operator, and in line with local fire regulations — which in many places require a permit and a licensed pyrotechnician. Those requirements are not changed by the equipment being triggered over DMX.
>
> Always test with the effect device **disconnected** before a show, and keep a clear line of sight to anything capable of producing heat, flame or sparks.

5.4 Blackout and effects

By default, hitting **BLACKOUT** also stops your effect devices — including a blackout arriving from a linked leader unit. Each device has a **blackout STOP/KEEP** setting if you want a hazer to keep running through a blackout.

5.5 Firing effects from the trigger jack

In **SETTINGS** → **TRIGGER BUTTON**, choose **EFFECTS**. Then, in any activation, flag it to fire with the trigger. One stomp fires every flagged activation across every device — so a single footswitch can hit fog *and* sparks together. Momentary activations follow the switch: press to fire, release to stop.

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6. SCENES — save and recall your looks

The **SCENES** tab is a grid of 8 slots. This is your busking surface.

Action	Gesture
Recall a saved scene	**Tap** it (instant, no prompt)
Save the current look to an empty slot	**Hold** the empty slot → confirm
Overwrite a saved scene with the current look	**Hold** the saved slot → confirm
Rename a saved scene	**Double-tap** it → type a name
Delete a scene	Tap the ✕ on its card → confirm

- The **active** scene gets a bright badge so you always know where you are.
- A quick **tap on an empty slot does nothing** — so you can busk fast and never accidentally pop a save dialog mid-set.
- The same gestures work from your phone — tap to recall, hold to save, double-tap to rename.
- Saved cards show a preview: pattern, mode, and color swatches (per-group swatches if the scene uses groups — see §7).
- **BLACKOUT** and **FADE** are right on the SCENES tab too, so you can kill or ramp the rig without leaving your scene surface.
- **Scenes capture lights only** — never effects. Recalling a scene will never fire fog or sparks.

> **Busking tip:** build 4–8 go-to looks, save them across the scene slots, and just tap to fire them to the music. Recall is instant.

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7. GROUPS (A/B/C/D) — control banks of lights separately

Groups let you split your rig and run **different looks on different lights at the same time** — e.g. wash bars doing a slow blue fade while your movers do a fast red figure-8.

The A/B/C/D selector appears on **OPERATE, COLOR, and BEAM**, color-coded: **A = red, B = green, C = blue, D = yellow**.

How to use it: 1. On **SETUP → EDIT PATCH**, tap each fixture's colored group button to assign it to A, B, C, or D. (On the phone, tap the group letter on each fixture in the patch list.) 2. On **OPERATE/COLOR/BEAM**, tap a group letter to select it — the selector lights up and you're now editing **that group's** look (pattern, color, beam, strobe — all per-group). 3. Switch groups and build a different look for each. They all run at once on their assigned lights.

The selectors are **dimmed when groups are off** (most rigs won't use groups, so they stay out of your way). Tapping a group turns grouping on. **BLACKOUT always covers everything.**

Scenes capture the full group setup, so a saved scene restores every group's look.

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8. Multi-unit shows (FlowLink)

Got two VFLOW units? Link them so one drives the other — perfect for a stage rig + a DJ-booth rig staying in sync.

1. Both units on the **same Wi-Fi**.
2. **SETTINGS → FLOW-LINK:** set one unit to **LEADER**, the other to **FOLLOWER**.
3. The follower mirrors the leader's look — patterns, color, beam, **and groups** — applied to the follower's *own* patched fixtures, phase-locked so movement stays in step.

The leader's status shows connected followers by name; the follower shows who it's following.

Effects across units. Each unit keeps its own effect devices. Give an activation a **LINK GROUP (1–4)**, and firing it on the leader fires every follower's activation in the same group — each on its own machine. If the leader drops off mid-fire, followers release within about two seconds.

> Both units must be on **the same firmware version** to link.

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9. DJ software sync (OS2L)

VFLOW speaks **OS2L**, so DJ software can drive it directly — beat-synced color chases and one-click effect hits, with no MIDI mapping.

Setup: 1. Get VFLOW on Wi-Fi (§2.3). 2. In your DJ software, enable **OS2L**. It discovers VFLOW automatically — you shouldn't need to type an IP. 3. **SETTINGS** shows the status: `DJ SOFTWARE — OS2L ready on port 9996`, and the live BPM once it's connected.

What the DJ software can do:

Button name	Action
`blackout`	blackout (follows the button — hold or toggle, both work)
`scene1` … `scene8`	recall that scene
`fx1` … `fx4`	fire effects in that FlowLink group

Beats phase-lock your color chase so it steps on the beat instead of drifting.

> **If beats seem to do nothing, check your COLOR mode.** The beat locks the *color chase* — in **SOLID** mode there's nothing to step. Set COLOR → **CHASE** and you'll see it immediately.

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10. External trigger button (optional)

There's a foot-switch / contact-closure input on the unit. In **SETTINGS → TRIGGER BUTTON**, choose what a press does:

- **BLACKOUT** (default) — instant kill / restore,
- **SCENE** — recall the next saved scene,
- **PATTERN** — cycle the movement pattern,
- **FADE** — smooth fade out / in,

- **EFFECTS** — fire every activation flagged for the trigger (§5.5).

Great for a stomp-box style hands-free trigger.

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11. MIDI controller (USB)

Plug a class-compliant USB MIDI controller into the **USB-A** port and VFLOW picks it up automatically — no drivers, no setup. **SETTINGS** → **MIDI CONTROLLER** shows what's connected.

Out of the box:

Control	Does
Pads 1–8	Recall scenes 1–8
Pad 9	Blackout
Pads 10–13	Circle / Fig 8 / Sweep / Wander
Pad 14	FX Kill
Knobs 1–6	Dimmer, speed, range, phase, strobe, fade

Every assignment is yours to change. Tap **MAPPING**, then **LEARN** next to any pad or knob, and press the control you want. VFLOW binds whatever that control actually sends, so any controller works — it makes no assumptions about what your pads are numbered. Tap an action to change what it does, **✕** to unbind it, **DEFAULTS** to start over.

> **Give it enough power.** A MIDI controller draws its power from VFLOW, so use the **mains adapter** — not a laptop USB port or an unpowered hub. VFLOW measures its own supply and will warn you on the SETTINGS screen if it's running low, but a starved supply can reset the unit when you plug a controller in. See §14.

12. Settings you'll want to know

SETTINGS tab: - **DISPLAY:** screen brightness, color theme (8 themes). - **NETWORK:** Wi-Fi, static IP, hostname. **FORGET** clears the saved network (it asks first). - **FLOW-LINK:** leader/follower (§8). - **DJ SOFTWARE:** OS2L status and BPM (§9). - **TRIGGER BUTTON:** (§10). - **SECURITY:** optional PIN lock with separate **admin** and **operator** roles (operators can run the show and fire effects, but can't re-patch or edit effect devices). **Set up your PINs from the web control page** (`http://vflow-xxxx.local`) → the security section; the device then enforces the lock on both the screen and the web page. - **UPDATES: CHECK FOR UPDATES** pulls the latest firmware over Wi-Fi and installs it (the screen dims briefly during install, then reboots — that's normal). Always safe; it auto-rolls-back if an update doesn't boot. You can pick the **Stable** or **Beta** update channel here. - **SYSTEM:** firmware version, IP, uptime, and **RESTART / FACTORY RESET**.

13. Quick reference

Tabs: OPERATE · SCENES · COLOR · BEAM · EFFECTS · SETUP · SETTINGS

Gestures: - Scene **tap** = recall · **hold empty** = save · **hold saved** = overwrite · **✕** = delete (confirms) - Group letter **tap** = select/enable that group - SETUP: **ADD TO PATCH** = add fixtures · **EDIT PATCH** = reorder / address / group / remove - EFFECTS: **hold** = momentary fire · **tap** = latch on/off · **ARM TO FIRE** first on sparks/pyro

Power moves: - **RANGE = 0** → lights freeze at AIM (manual positioning) - **PHASE** → fan fixtures out of sync - **BLACKOUT** → instant kill · **FADE** → smooth ramp (time set on OPERATE) - **FX KILL** → all effects to idle, instantly

Panic buttons: BLACKOUT (lights, on OPERATE + SCENES) · **FX KILL** (effects, on EFFECTS)

14. Troubleshooting

The unit resets when I plug in a USB device. Its supply can't deliver enough current. Use the mains adapter rather than a laptop port or a shared hub. Check **SETTINGS** → **ABOUT** → **5V RAIL**: healthy is 4.75 V or above, and the MIDI panel turns amber below that.

Problem	Try this
Lights don't respond	Check DMX cable/direction (OUT→IN), and that **START CHANNEL** (or the per-fixture address in EDIT PATCH) matches the fixture's address. Make sure **BLACKOUT** isn't on and **DIMMER** is up.
Movement looks wrong/squished	Make sure you patched the correct **model** — VFLOW uses the fixture's real pan/tilt range to keep circles round. Check the **TYPE / FOOTPRINT** card under the MODEL dropdown.
Can't reach the web page	Confirm phone + VFLOW are on the **same Wi-Fi**; try the IP address shown in **SETTINGS → SYSTEM** instead of the `.local` name.
My fixture isn't in the list	**+ FROM LIBRARY** → ⟳ refresh. Still missing? **Request a fixture**: rehmlights.com/add-fixture.html.
A group's lights aren't reacting	Make sure **GROUPS is enabled** (the A/B/C/D selector is lit, not dimmed) and the fixture is assigned to that group in **EDIT PATCH**.
BEAM tab looks nearly empty	Normal if your rig is all LED washes — BEAM only shows features your patched fixtures actually have.
Effect fire buttons are greyed out	It's a hazard device — tap **ARM TO FIRE** first. Arming resets on every power-up.
Sparks stop mid-burst	That's the **maximum fire time** doing its job. Release the button, then fire again.
Fog stops when I hit BLACKOUT	By design. Change that device's **blackout** setting to KEEP if you want it to run through.
DJ software connects but beats do nothing	Set **COLOR → CHASE**. The beat drives the color chase; in SOLID mode there's nothing to step.
DJ software can't find VFLOW	Both must be on the same Wi-Fi. Check **SETTINGS** shows *OS2L ready on port 9996*.
Two units won't link	Same Wi-Fi, and **the same firmware version** on both.

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15. Support & links

- **Product & docs:** rehmlights.com/vflow
- **Request a fixture (fixture broker):** rehmlights.com/add-fixture.html
- **Source fixtures (GDTF):** gdtf-share.com

Thanks for choosing VFLOW. Patch it, dial a flow, and busk to it. — Rehm Lights