INTERFACES USB-DMX

512 CHANNELS

V.1.0.8

SUMMARY

512 CHANNEL USB TO DMX INTERFACES

HARDWARE TECHNICAL SPECIFICATIONS

Input	USB 2.0 via Mini USB
Number of DMX Outputs	Up to 512 (PC + Stand Alone) on 3 pin XLR (XLR5 optional)
DMX Speed	1 to 45 Hz, MaB, Bk
Stand Alone Mode	Yes, 512 channels, fine DMX channels (16 bits)
Internal Memory	Yes (40 Kb)
Memory Capacity	2600 steps with 16 ch., 325 steps with 128 ch., 182 steps with 256 ch., 76 steps with 512 ch.
Infra-red Receiver	Yes, (IR remote control for triggers)
Infra-red Options	10 scene selection, scene speed, general dimmer and next scene
Dry Contact Triggers	Yes (4 contacts port)
Next Scene Trigger Button	Yes
Power Supply Input	5V via USB
High voltage Protection	Yes
Housing	Strong Aluminum
Infre-Red remote	No
Usb Mode	Yes
Display of signal states	USB LED
Power	2 W
CPU's technology	32 bits
Dimensions	H: 48 mm (1,89 in) / W: 70 mm (2,76 in) / D: 89 mm (3,5 in)
Weight	0.16 Kgs
Package total weight	0.34 Kgs
Color	Blue, Black
IP rating	IP20
Place of Use	Indoor
Storage	Keep in dry place
Compatibility	8 and 16 bits DMX fixtures
Operating Temperature	- 25 to +70 C°
Certifications	CE, RoHS, Fcc
International Warranty	Yes, 3 years

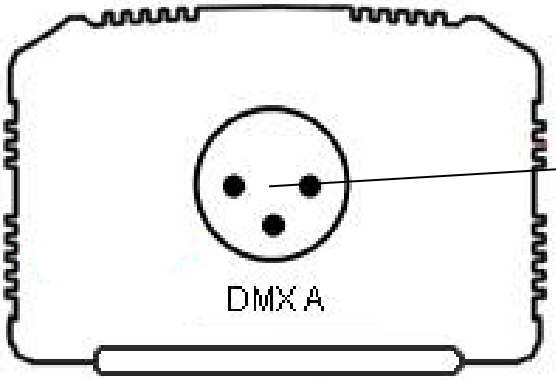
Software features:

LED Player	512 channels, stand alone
Studio DMX 3D viewer	Demo mode, 20 object / 20 fixtures max., 192 channels max.
Pro DMX	100 hannels, no timeline, no multiples tabs, 2 buttons max
Art-Net Output from PC	Yes (1 universe)
Wi-Light 2016 App	Yes, can control the LED Player Live Board with a WIFI connection
System Compatibility	Windows, MAC Os X (10.6 and higher) and Linux (64 Bits)
Free Software Updates	Yes

Package Content:

1 USB cable + 1 USB to DMX Interface + 1 Infra-red remote (3 Pin XLR, 5 pins in option)

FRONT FACE OF THE INTERFACE



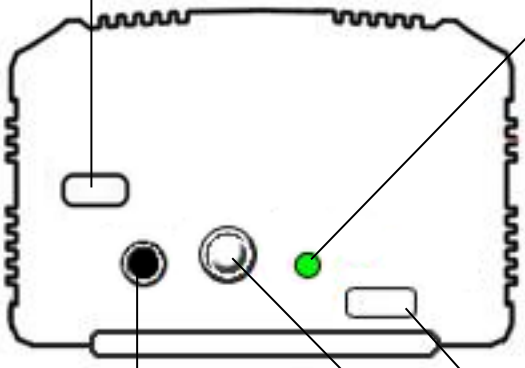
XLR DMX Signal Connector

Can be configured to Output or Input mode.

3 Pins

1: Ground
2: Data -
3: Data +

REAR FACE INTERFACE



Security by padlock cable

Green USB Signal LED

OFF: Interface not powered (check the USB cable or the power supply).
ON: Interface powered

Flashing Slow: USB communication ready. Drivers are installed correctly. The software has detected and is communicating with the interface.

Flashing Fast: The Stand Alone mode is activated and is playing a scene. (Available with 2012 and subsequent versions)

Flashing very fast : The interface is waiting for a new firmware from the software

Mini USB connector and power connector

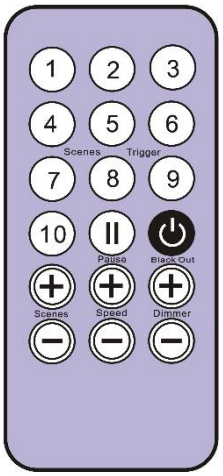
Next Button : Allows to skip to the next scene in stand alone mode

(Available on products sold since 2016)

IR Receiver LED

Optional feature. Requires an IR remote control unit. (IR receiver LED available from the 2012 product version)

IR RECEIVER AND REMOTE



Button 1 to 10 must be assigned to a scene via the software.

Each button can trigger a different scene. With the remote control, a scene cannot be stop directly with the assigned button. To stop it you must press the Stop/Black Out button or trigger another scene.

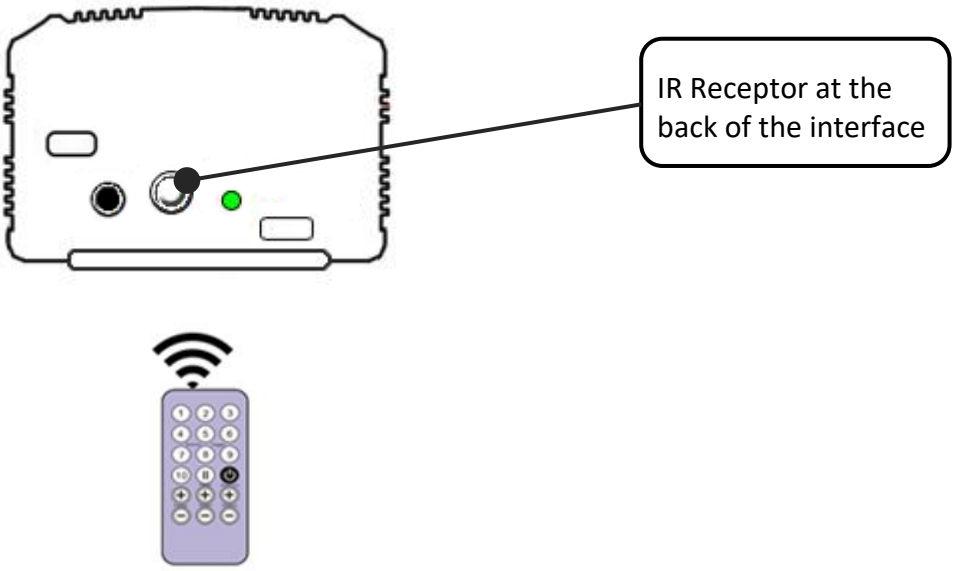
Pause button to freeze the current scene to its actual state.

Stop/Black Out button to stop the current scene and play the empty scene number 00. All DMX channels are set down to 00 levels.

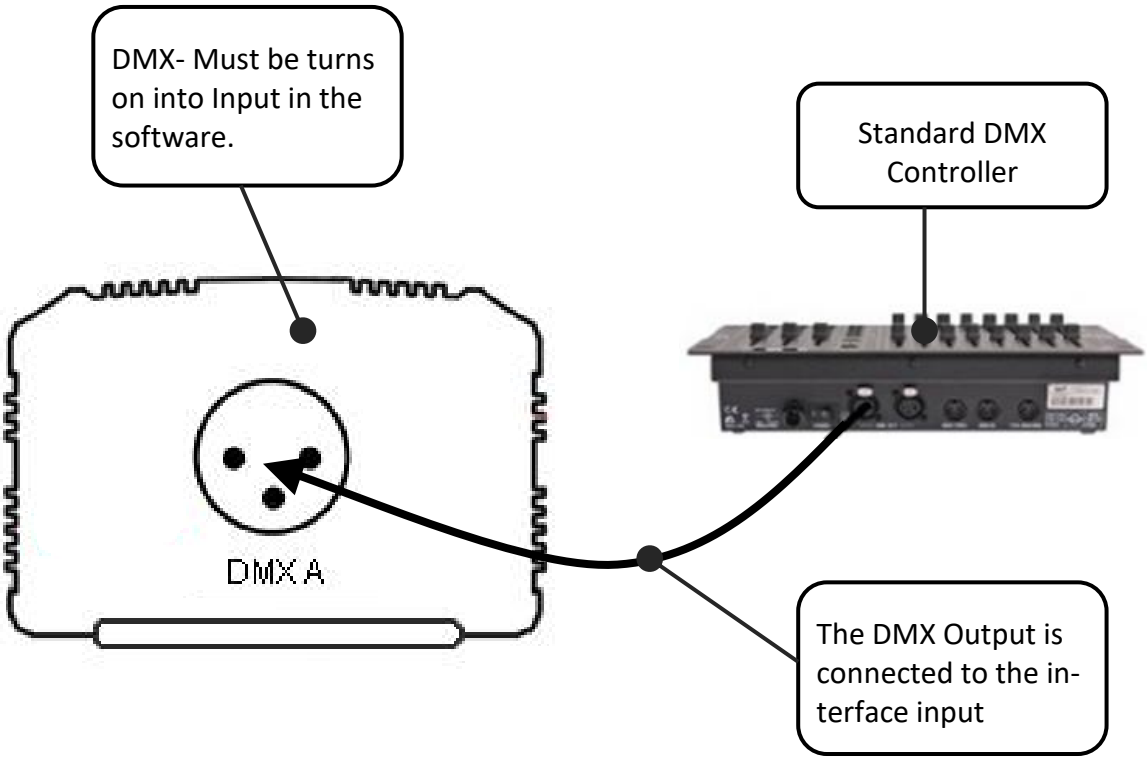
+/- for scene trigger. Select the next or previous scene automatically. You don't need to hold the button to validate and play a scene. The next or previous scene will play directly after selected.

+/- for Scene speed. Increase or decrease the speed of the current scene. A different speed can be chosen separately for each scene.

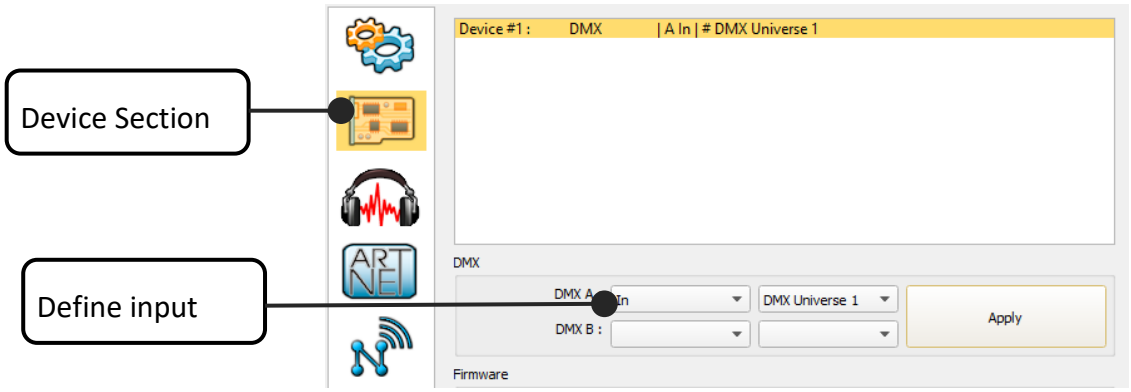
+/- for General dimmer. Increase or decrease the RGB, CMY and dimmer channels of the fixtures. The CMY, RGB, Dimmer channels are defined in the Profile of the fixture.



DMX-IN RECORD AND TRIGGER



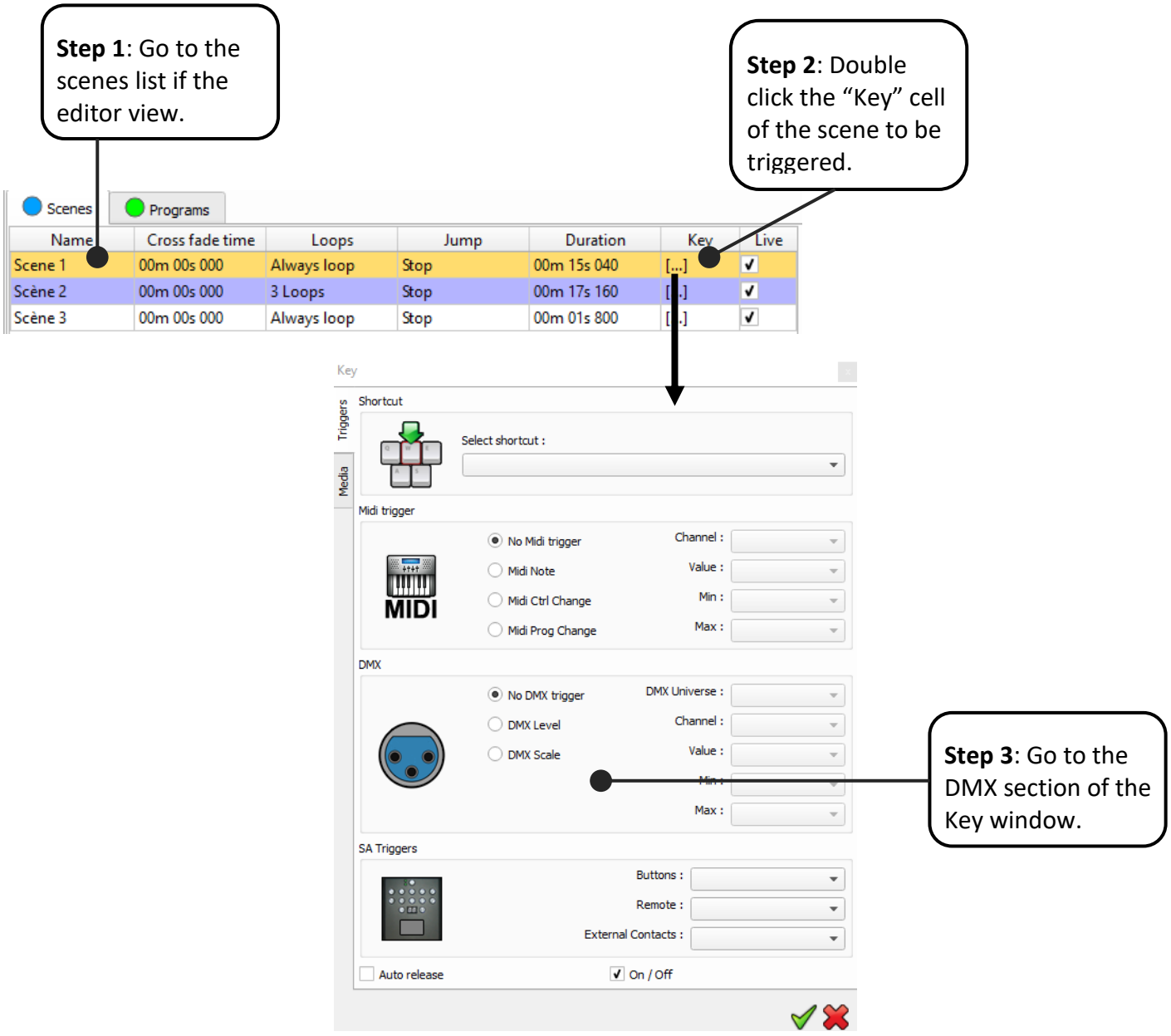
One DMX Output must be turns on into an input in the Options windows. To access this window click on the software menu: Tools > Options. Then click to select the device section as following:



Then it is possible to record a DMX signal with the software options and create a new scene with the data received from the DMX input.

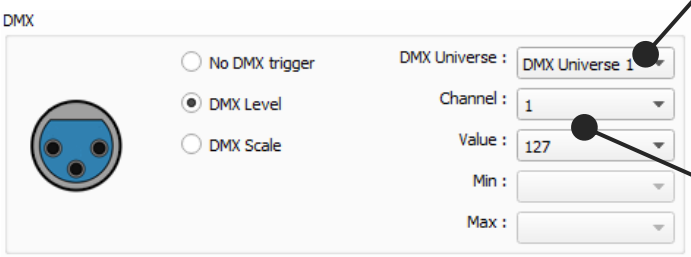
DMX-IN TRIGGER SOFTWARE CONFIGURATION

Follow those steps to set a DMX-IN trigger on a scene or on a program:



Two DMX-IN trigger options are available: DMX Level and DMX Scale, let's see what the differences are:

Option DMX Level



Choose the input universe and channel

Choose the trigger level witch one if you go over it the scene starts and under it the

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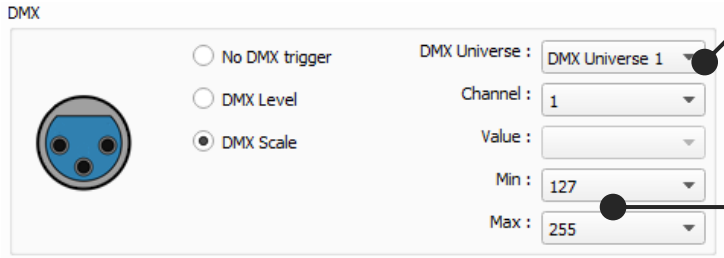
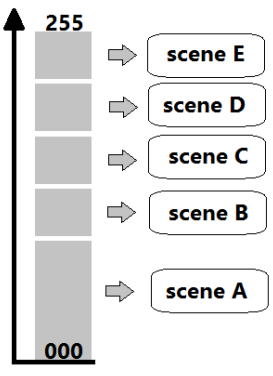
Option DMX Scale



Choose the input universe and channel

Choose the trigger range of levels. Witch one if you go inside it the scene starts and outside it, the scene

With the DMX Scale you can create many triggers presets on a same DMX-IN channel and so starts a suite of scenes on the DMX fader way.



TRIGGERS CONFIGURATION WITH THE SOFTWARE

The Stand Alone mode of the software enables to configure and personalize all the triggers.

The information will be directly saved in the DMX interface memory with the memory writing function.

SWITCH TO STAND-ALONE MODE

When the device isn't connected to the software or has just been powered, it enters in Stand Alone mode after five (5) seconds.

INFRA RED REMOTE TRIGGERS

Standalone mode offers up to 10 triggers with the Infrared remote. By selecting a scene in the list, it's possible to choose the remote button number (from 01 to 10) to trigger the scene.

The other IR remote functions will work as well as the SLIM DMX interface. (Speed, dimmer, scene +, scene -, off).

EXTERNAL CONTACT TRIGGERS

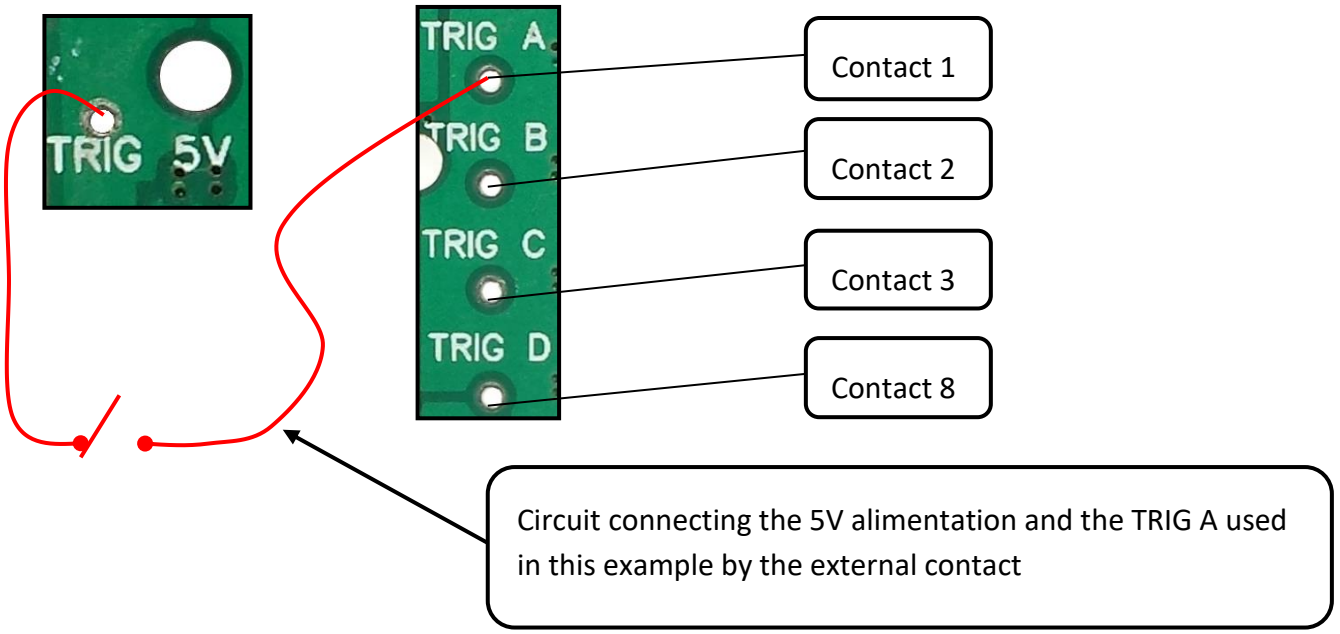
The Stand Alone mode offers up to 15 external possible triggers.By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 31) to trigger the scene.

By default, the interface gives 5 external contacts (01, 02, 04, 08). To obtain 15 external contacts, you have to use a de-multiplexing interface in order to go from 4 to 15 possible combinations.

The 4 contacts are situated on the printed circuit board. It's necessary to open the interface for access to it.

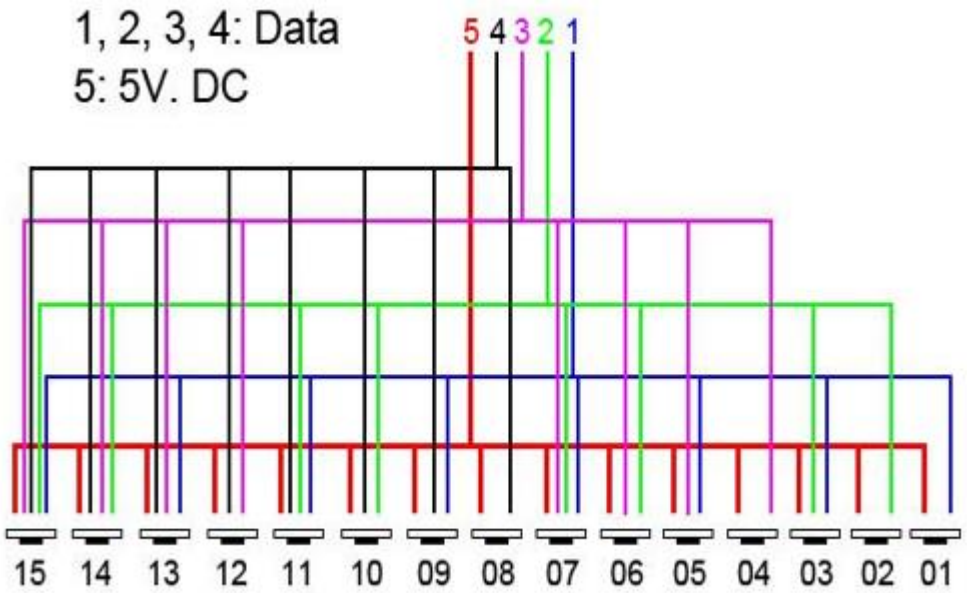
You can use simply 4 directs contacts for triggered 4 scenes.

You have to create a bridge with interruptor from the 5v Alimentation (TRIG 5V) of the printed circuit board to the « TRIG » that you will use (A,B,C,D).

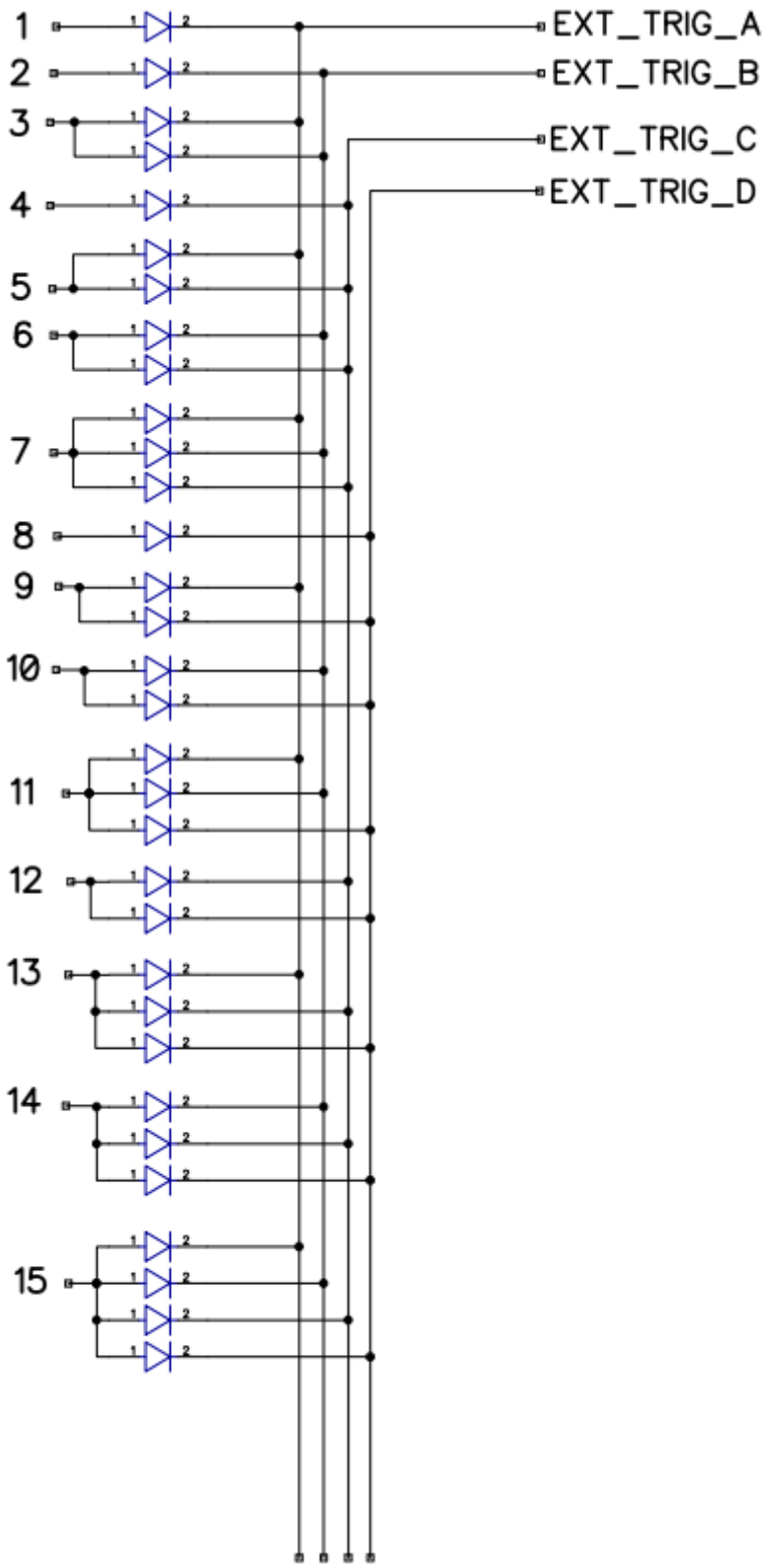


Dry contact option : On (star scene only)

To extend to 15 triggers you can use the multiplexing to reach to a maximum of 15 binaries combinaisons as following :



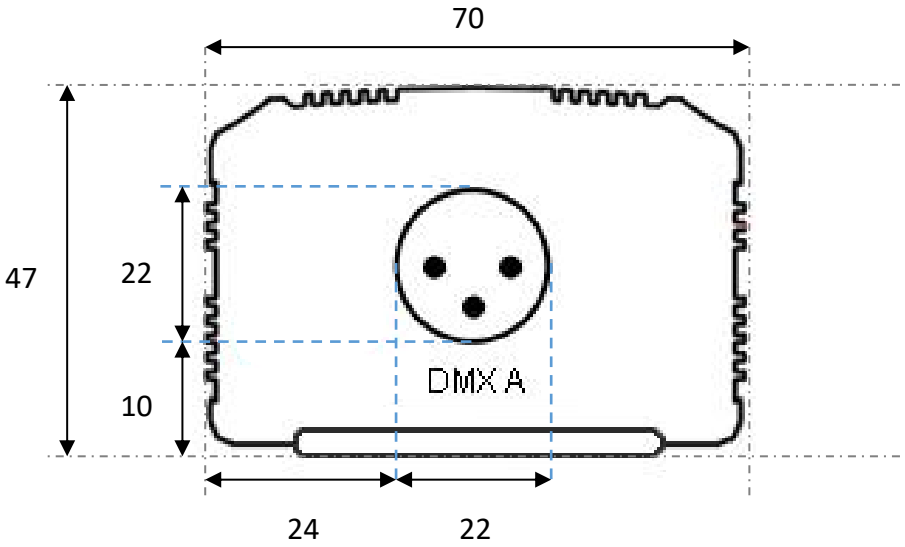
Dry contact reaction time : 5ms (0.005s)


1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
EXT_TRIG_A
EXT_TRIG_B
EXT_TRIG_C
EXT_TRIG_D

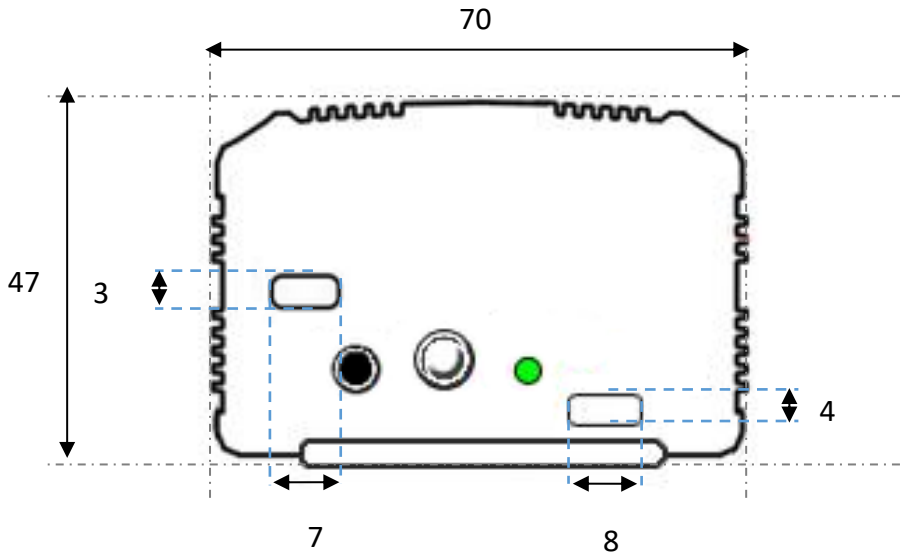
DIMENSIONS OF THE INTERFACE

The metric system is used. The unit is mm.

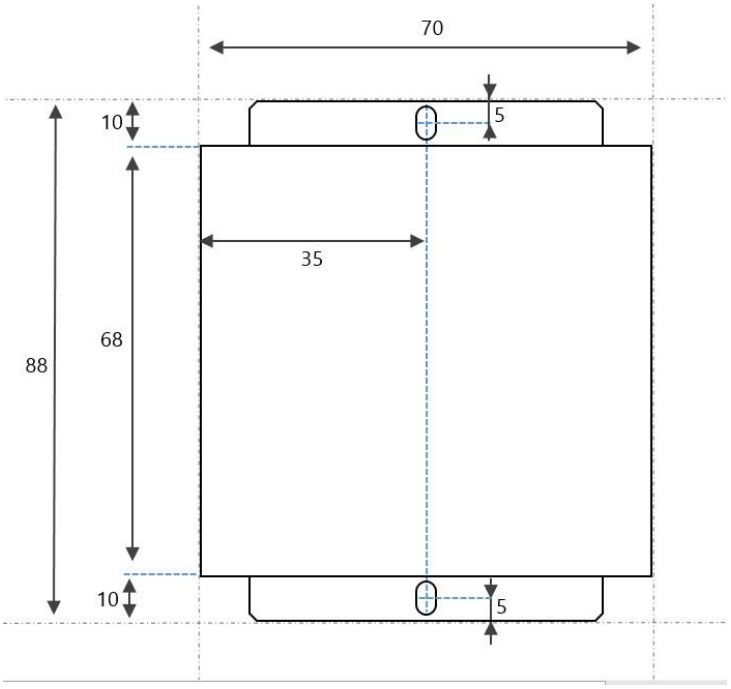
FRONT FACE



REAR FACE

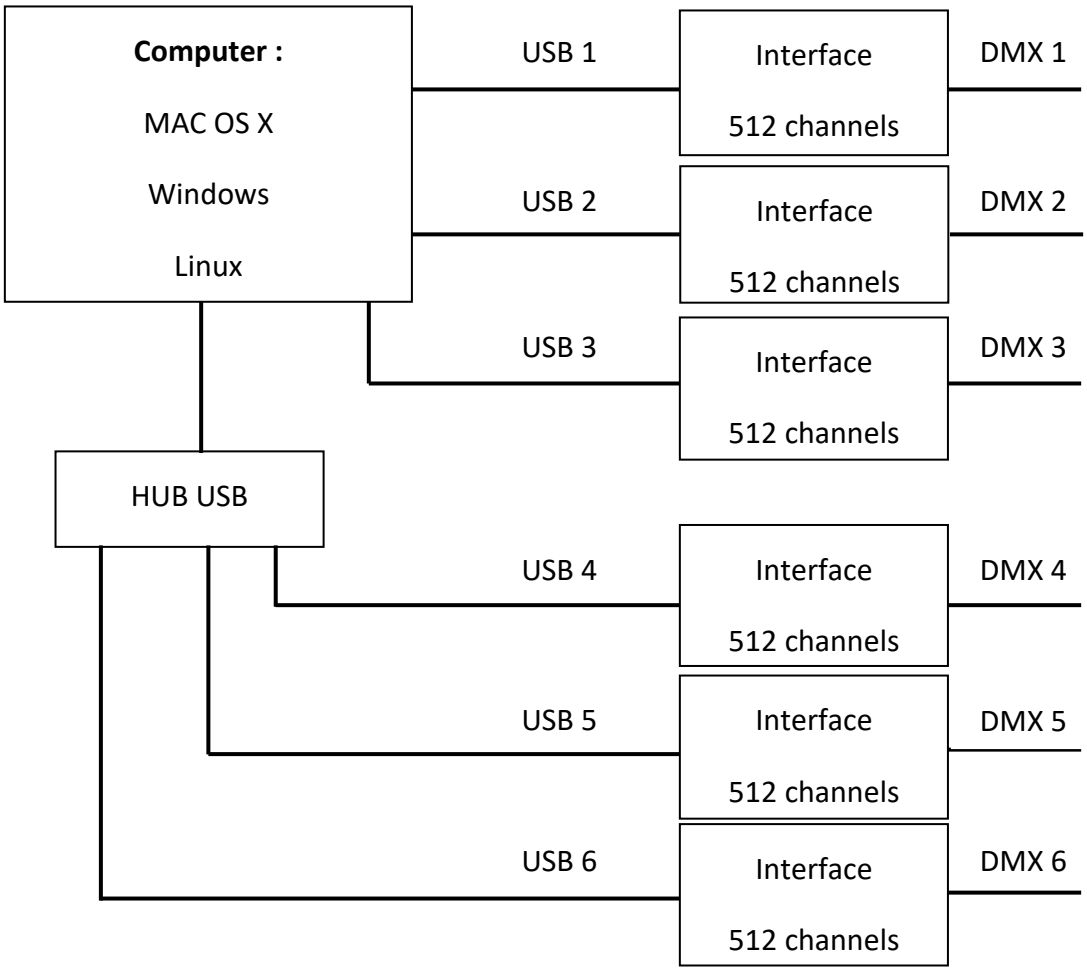


BOTTOM FACE

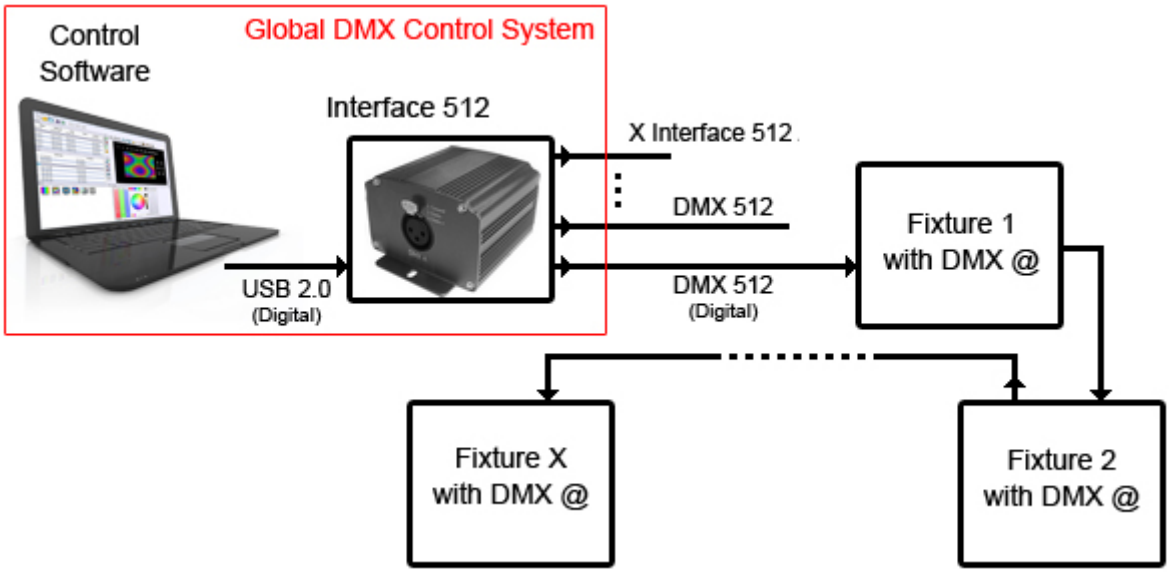


MULTIPLE USB DEVICES CONNECTIONS

Example of Multiple interface connections



STANDARD DMX 512 INSTALLATION



RECOMMENDED DMX512 INSTALLATION