



Congratulations on your purchase of a CHROMATEQ controller.

Please read this manual carefully and thoroughly before using Chromateq LP512 ECO.

The information presented here provides a useful introduction to the wide range of features, settings and functions available in these compact and versatile devices.

This LP512 ECO Technical Manual is written in English and French.
(Le manuel technique du LP512 ECO est rédigé en anglais et en français.)

All products and software are developed and designed in France.

CHROMATEQ SARL
191 Allée de Lauzard
34980 St Gély du Fesc
FRANCE
VAT: FR18521458034
Siret: 52145803400027

Web & E-mail: www.chromateq.com
Phone: +33 952210755 / +86 13422062209

Whatsapp: +8613422062209
Wechat: Chromateq
QQ: 2908265661

Twitter: <https://twitter.com/Chromateq>
Facebook: <https://www.facebook.com/ChromateqCompany/>
YouTube: <https://www.youtube.com/c/chromateq>

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Package Contents

1x LP512 ECO
1x USB cable
1x download link for software and technical documentation

Please note: Check the package contents and the condition of the interface after unpacking! Contact your supplier if something is missing or damaged. Do not use the device if it seems to be damaged!
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TECHNICAL SPECIFICATIONS

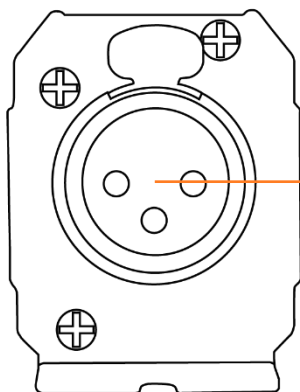
Input	USB 2.0 via Mini USB
Number of DMX Outputs	Up to 512 (3 pin XLR)
DMX Modes	512 (PC) or 128 (Standalone)
Internal Memory	3Kb
Memory Capacity	14 steps with 128 channels.
Dimensions	H: 40mm (1.57in) / W: 31mm (1.22in) / D: 75mm (2.96in)
Net Weight (interface)	0.1 Kgs
Gross weight (package)	0.14 Kgs
Power Input	5V via USB
Power / Consumption	0.3 ~ 0.5 W
CPU	32-bit processor
High Voltage Protection	Yes
Housing	Aluminium
IP rating	IP40
Operating environment	Indoor
Storage	Keep dry
Operating Temperature	- 25 to +70 C°
Certifications	CE, RoHS
International Warranty	3 years
System Compatibility	Windows (7 and +), MAC OS X (10.13 and higher, 64 Bits) and Linux (64 Bits, Debian, Redhat, Archlinux, Raspberry Pi)

SOFTWARE OPTIONS

Player Software	512 channels DMX + Stand Alone mode 128 channels, Live Board mode
Studio DMX 3D viewer	Full Mode
Pro Software	100 channels, 1 tab, no Timeline
Art-Net output from PC	1 Universe
Wi-Light 2 App	Control Player, Pro or Pixel Mapping software over local WiFi network
Free updates and download	Yes

CONNECTIVITY

Front Panel

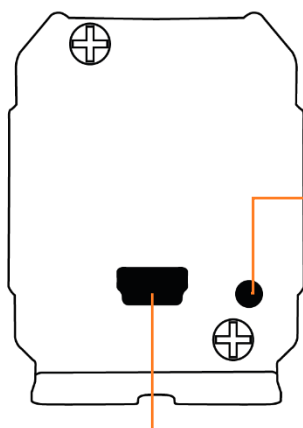


XLR DMX Signal Connector

Can be configured to Output or Input mode.

- 3 Pins
- 1: Ground
- 2: Data -
- 3: Data +

Rear Panel



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.

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

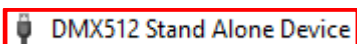
Mini USB connector and power connector
5 DC Volts only; 0,15-1 A.

USB CONNECTION (DRIVERS + CONNECTION)

After installing the control software and the USB drivers, use the USB cable to connect the interface to the computer.

Windows drivers installation confirmation: Before opening the software for the first time, it is possible to check that the drivers were properly installed during the software installation:

Go to the Windows device manager and check that this icon is visible under « Universal Serial Bus controllers»:



If there is a warning icon on the DMX512 Stand Alone Device 

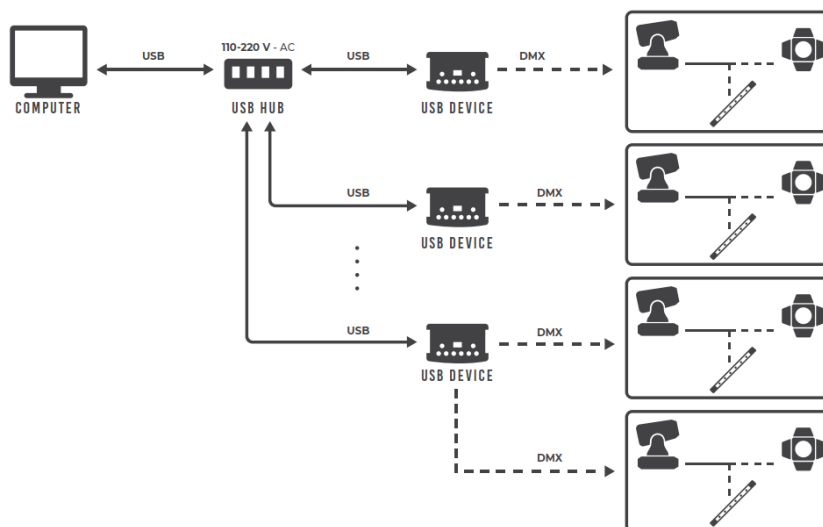
Then the drivers will require manual installation.

Mac and Linux drivers are automatically installed. In Mac OS, check the « USB device tree ». In Linux, use the command « lsusb » to check if the « DMX 512 Stand Alone device » line is visible.

Once connected, start the software and select "USB". All connected interfaces will be detected and displayed in the list. Uncheck any interfaces that are not needed.

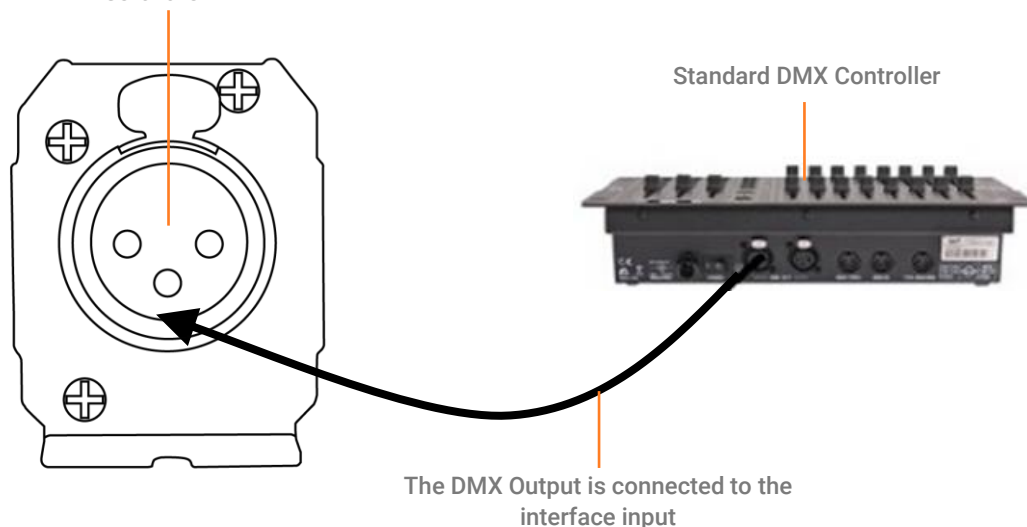
MULTIPLE USB CONNECTIONS

Here is an example of a system diagram using USB hub. Each connected interface needs its own USB port and connection. It is possible to connect up to 12 interfaces to a computer.



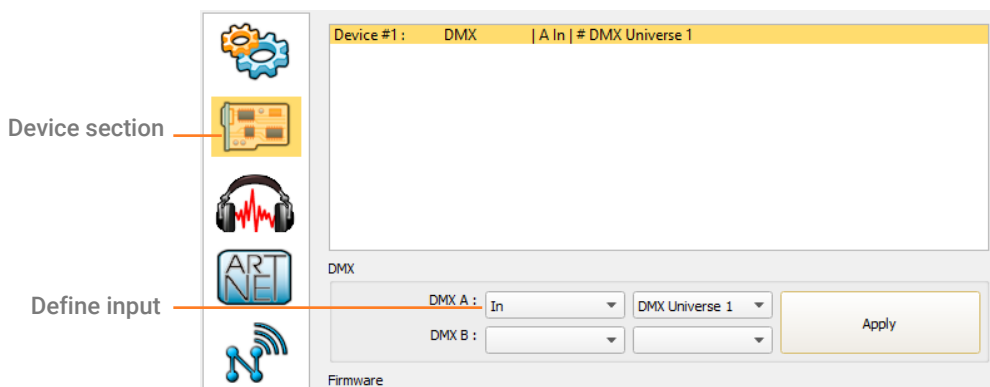
DMX-IN RECORD AND TRIGGER

DMX A must be set to Input in the software.



The DMX Output is connected to the interface input

One DMX Output must be turned 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 illustrated below:



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

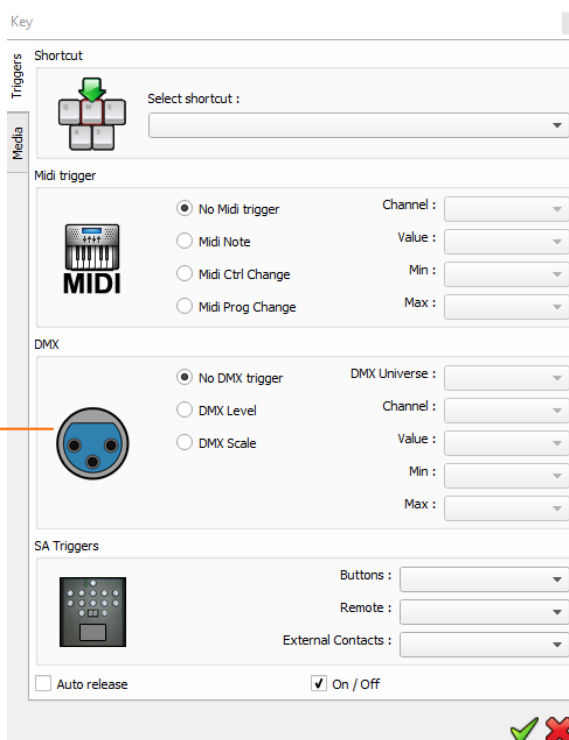
Follow those steps to set a DMX-IN trigger on a scene or on a program:

Step 1: Go to the scenes list in the editor view.

Name	Cross fade time	Loops	Jump	Duration	Key	Live
Scene 1	00m 00s 000	Always loop	Stop	00m 15s 040	[...]	<input checked="" type="checkbox"/>
Scène 2	00m 00s 000	3 Loops	Stop	00m 17s 160	[...]	<input checked="" type="checkbox"/>
Scène 3	00m 00s 000	Always loop	Stop	00m 01s 800	[...]	<input checked="" type="checkbox"/>

Step 2: Double click the "Key" cell of the scene to be triggered.

Step 3: Go to the DMX section of the Key window.



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

DMX Level Option

DMX

No DMX trigger
 DMX Level
 DMX Scale

DMX Universe : DMX Universe 1
 Channel : 1
 Value : 127
 Min :
 Max :

Choose the input universe and channel

Choose the trigger level value: the scene starts when DMX In level is higher and stops when level is lower than trigger value

DMX Scale Option

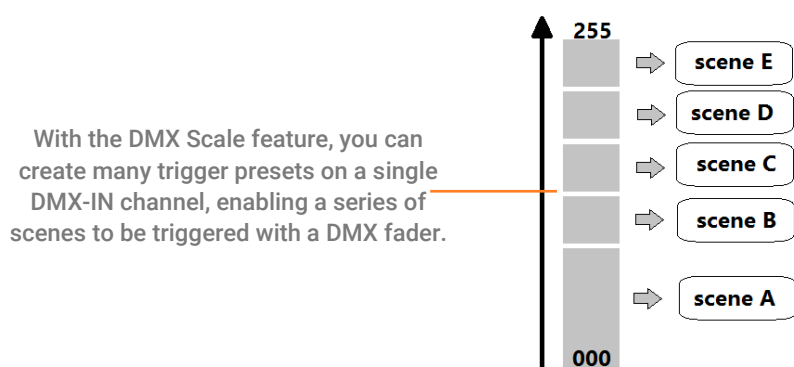
DMX

No DMX trigger
 DMX Level
 DMX Scale

DMX Universe : DMX Universe 1
 Channel : 1
 Value :
 Min : 127
 Max : 255

Choose the input universe and channel

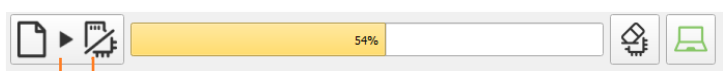
Choose the trigger range of levels. Inside the range, the scene starts; outside the range, the scene stops



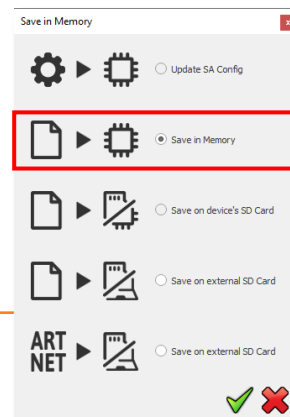
STAND ALONE CONFIGURATION

Save scene in memory

In the Stand-Alone mode of the control software, drag and drop a scene from the open project's scene list to the list of scenes to be written to the interface's memory. Click to Save in Memory button and select the desired option (Save in Memory by default). You can setup the default scene and DMX output number.



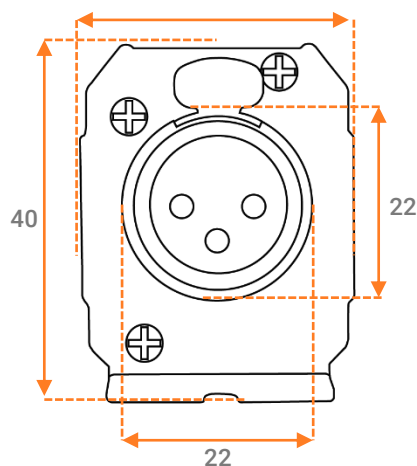
Save in memory



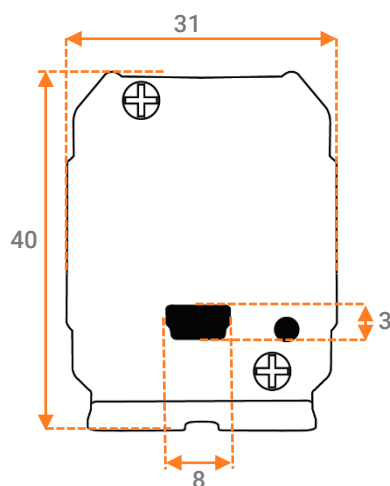
PHYSICAL DIMENSIONS

Metric unit measurements in mm.

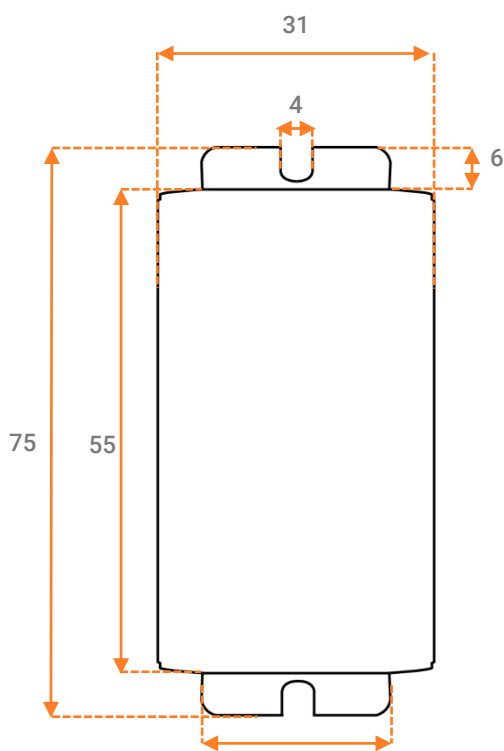
Front Face



Rear Face

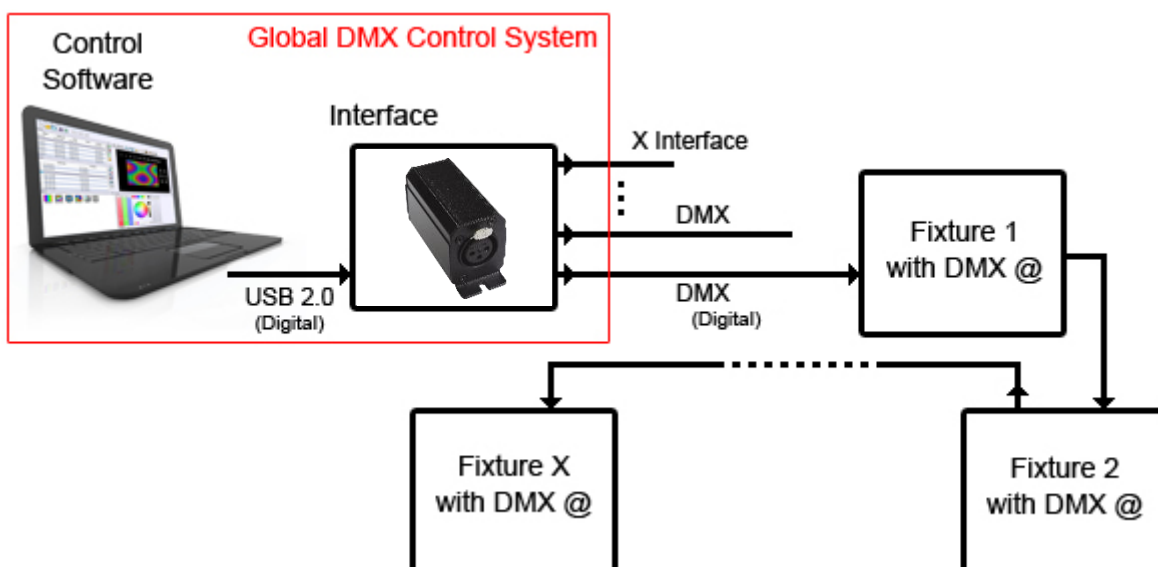


Bottom Face



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STANDARD DMX 512 INSTALLATION



RECOMMENDED DMX 512 INSTALLATION

