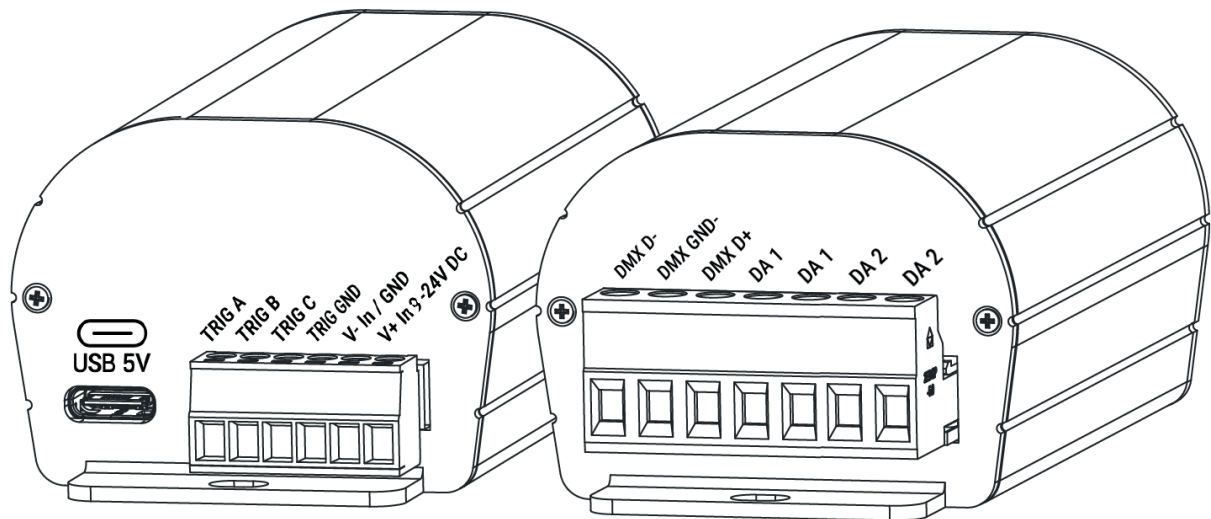
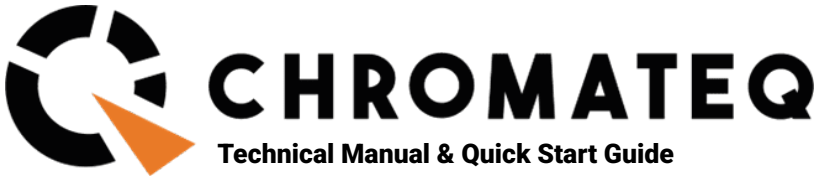


# CLUB DALI

Convert Data to DALI



Datasheet &  
Quickstart Guide



Congratulations on your purchase of a CHROMATEQ controller.

Please read this manual carefully and thoroughly before using the CLUB DALI Chromateq.

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

The CLUB DALI Technical Manual is written in English and French.  
(Le manuel technique du CLUB DALI est rédigé en anglais et en français.)

All products and software are developed and designed in France.

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**Package Contents**

- 1x CLUB DALI
- 1x USB cable
- 1x software download link and technical documentation

**Caution: Check the contents of the package and the condition of the interface after unpacking! Contact your supplier if something is missing or is damaged. Do not use the device if it appears to be damaged!**

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## Introduction

Chromateq's latest innovative USB-to-DALI stand-alone interface features both DALI and DMX512 ports. Thanks to its tiny and compact size, small integration space requirement and DALI communication, the CLUB DALI is the perfect lighting controller for all DALI lighting installations and projects.

The CLUB DALI converts data from the software into DALI and DMX formats. It supports DALI DT6 and DT8 commands and device categories.

The device benefits from our popular and powerful stand-alone features, allowing it to easily back up a show to its internal memory and play back DALI and DMX commands and data without the need for a computer.

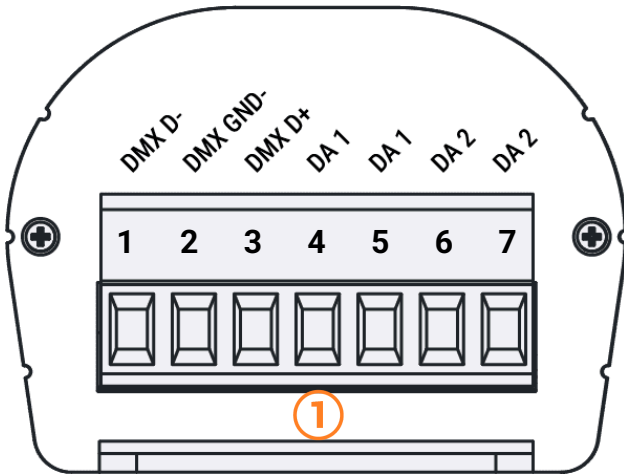
The interface offers several trigger options, such as DMX input and dry smart contacts. It can be seamlessly integrated with other lighting control systems, making it an essential solution for all projects.

## Features

DMX Outputs	1x512
DALI Out	Up to 64 IDs and 16 groups
DMX-RDM	Compatible
Ports	USB-C
Connector	Screw terminal block
Smart Contact Port (5V)	3
Power DC	5V USB / 9-24V; 0.2A
Memory	8MB
IP rating	IP40
Dimensions (mm)	H : 103 (4.06 in ) / W : 50mm(1.96in) / D : 37,5mm (1.47in)
Net Weight	0.1 Kgs
Gross weight	0.16 Kgs
Power / Consumption	0,43 W
High Voltage Protection	Yes, fuses & diodes 3KV, 0.15A on DMX and 1.5K, 0.2A on Power
Housing	Strong Aluminium
Operating environment	Indoor
Storage	keep dry
Operating Temperature	-45~+85°C
Certifications	CE, RoHS
International Warranty	yes, 3 years

# Housing connectivity

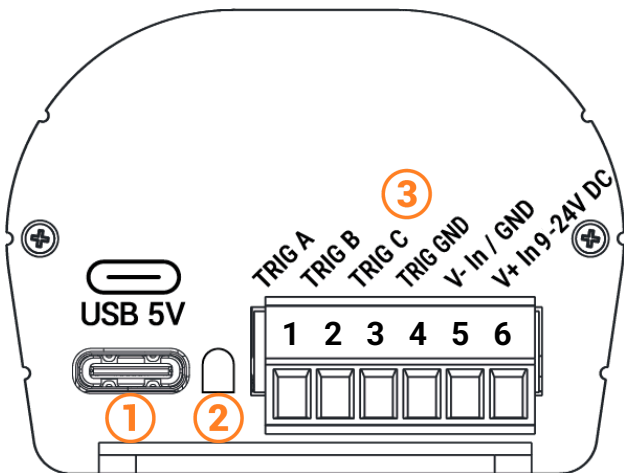
## Front panel



### 1. Terminal Block Connector with screws :

1. DMX-
2. DMX Ground
3. DMX +
4. DALI 1
5. DALI 1
6. DALI 2
7. DALI 2

## Back panel



### 1. USB-C Connector (5V DC input)

### 2. LED Signal

### 3. Terminal Block Connector with screws :

1. Trigger A
2. Trigger B
3. Trigger C
4. V- Input / Ground
5. V+ Input 9-24V DC

## USB Signal LED operating states

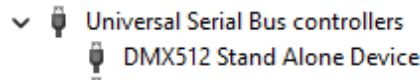
G Off + R Off	Interface not connected
G On + R Off	Interface powered (USB / External), no scene stored
Alternating G On, R On	Bootloader Mode active
G Fast Flash + R Off	Active USB communication (Live)
G slow Flash + R Off	Stand-alone mode active with stored scenes
G+R Fast Flash	Blacklist active

# USB drivers installation

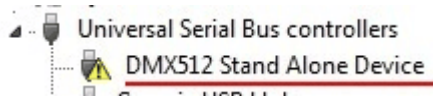
Install the USB drivers is necessary to communicate with the device and change settings. Installation of USB drivers is required only for Windows at the end of software installations. Drivers for Mac and Linux systems are installed automatically.

## USB drivers verification :

In the Windows Device Manager. Check that the device icon is visible in "USB Bus Controllers".



If drivers are not installed, the Windows Device Manager lists a device with a yellow warning.



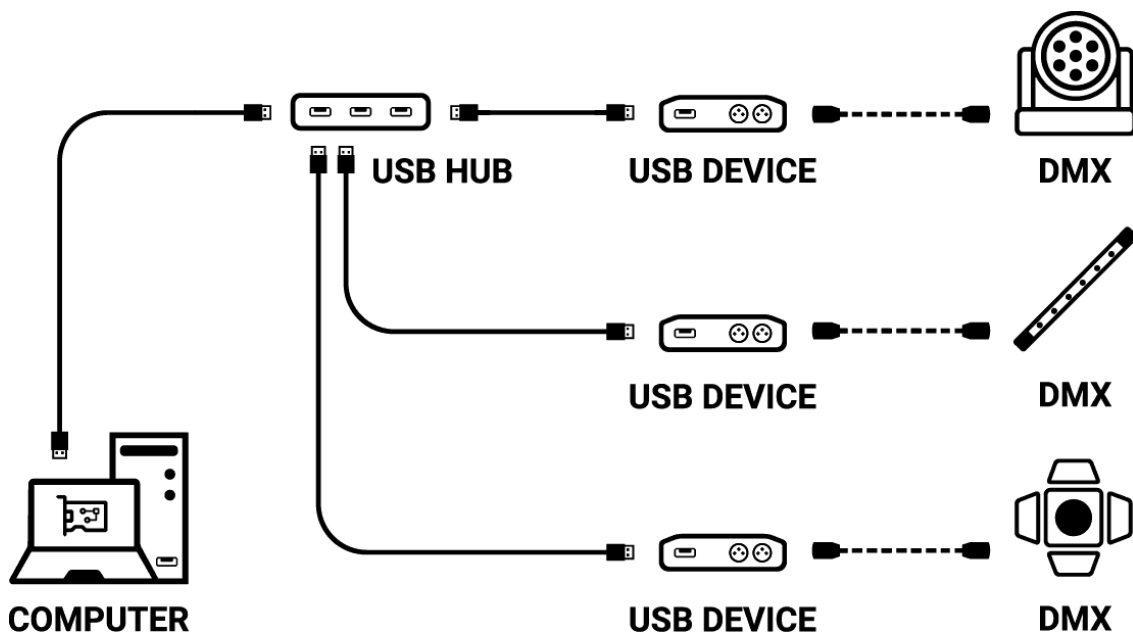
On Mac OS, simply check the USB device tree to view "DMX 512 Stand Alone Device". On Linux, use the "lsusb" command to view "DMX 512 Stand Alone Device" in the list.

## After software installation and USB drivers

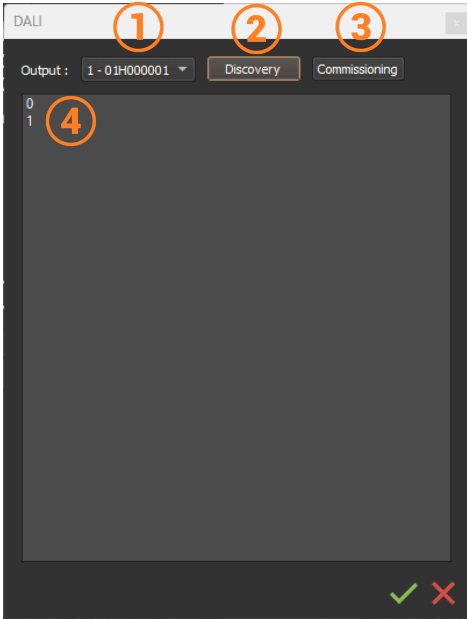
- Connect the device with the USB cable.
- Start the software or the DEVICETOOL and select "Open USB Device" or "USB" to check the success of drivers installation.

All connected and detected devices are listed.

# Multiple USB connections

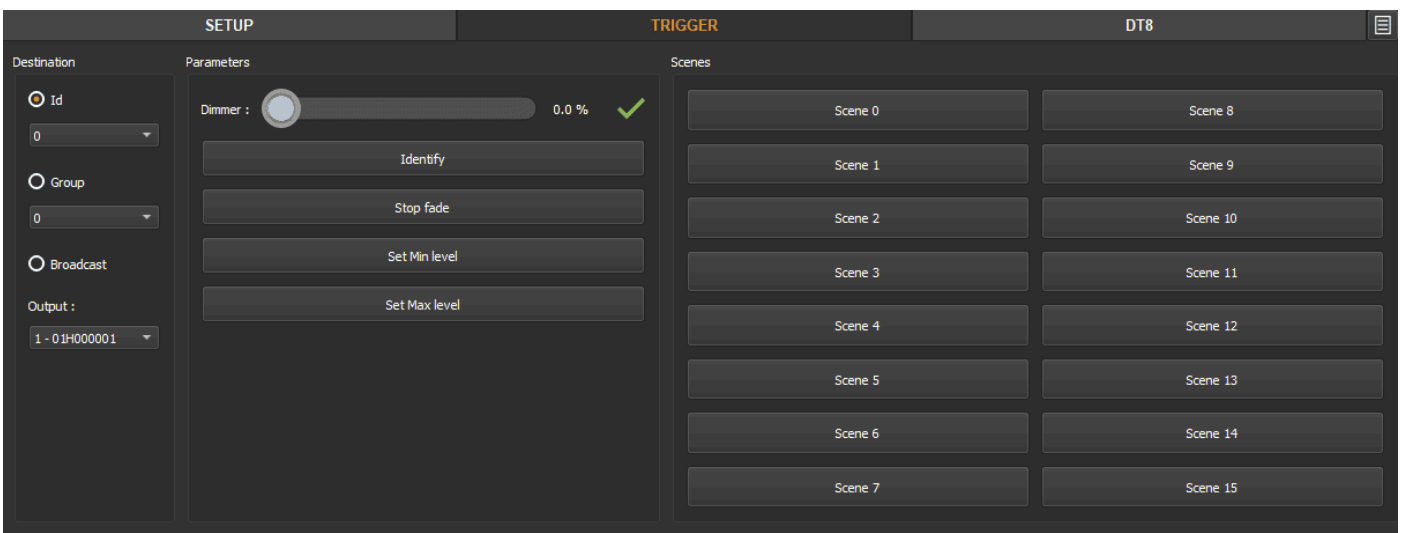
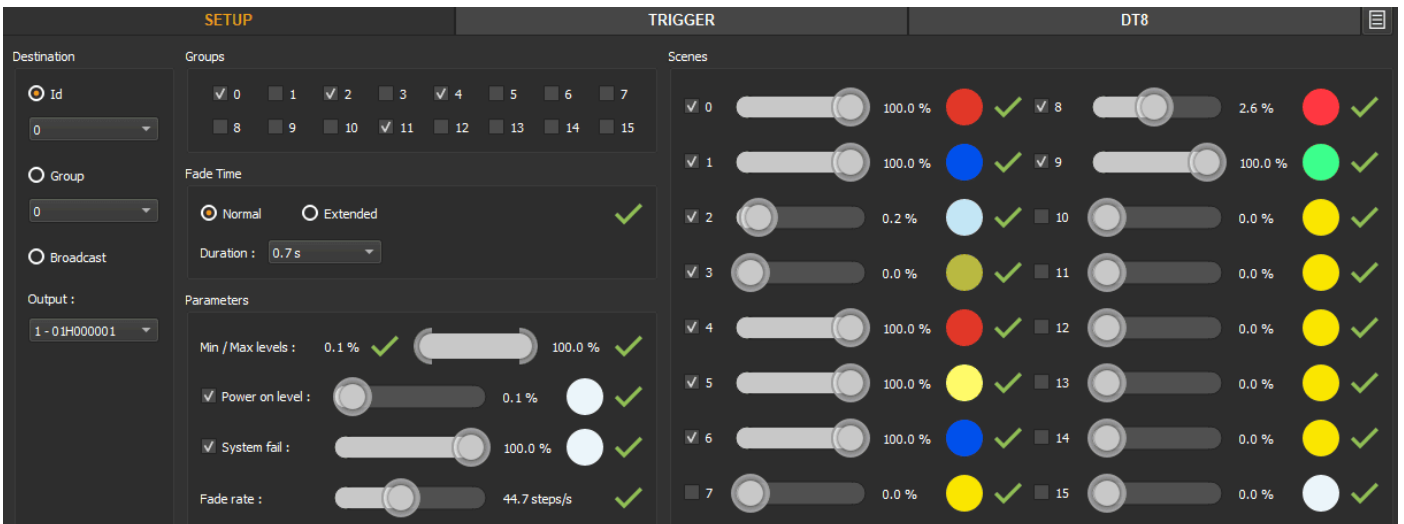


# DALI fixtures setup



1. Device serial number
2. Run DALI Discovery to detect all devices on the DALI line.
3. Assign a unique ID to each device with the commissioning.
4. Fixtures detected

Set DALI Commands and create scenes.



# Standalone mode settings

## Commands tab

Assign external contacts, among those available for your device, to trigger some standalone mode commands: Dimmer +, Dimmer -, Blackout, Speed +, Speed -, Pause, Scene +, Scene - and Zone.

**Note:** Be careful not to use the same command trigger as the one used for a scene and vice versa. Cf: *"Choice of triggers by external contacts"*

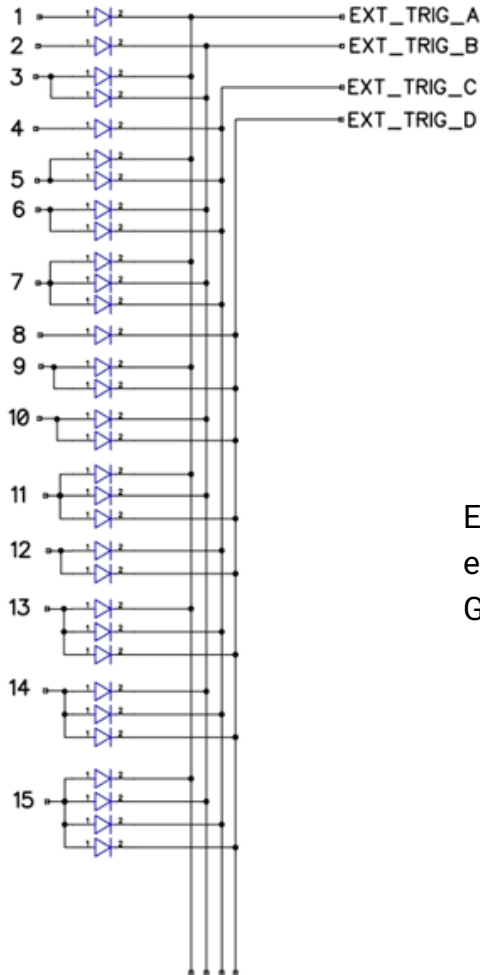
The last assigned contact will take priority over the other.

Use 2 types of Short/Hold contact and thus assign an identical contact to 2 different commands. (here as an example with the Dimmer +; Dimmer -)

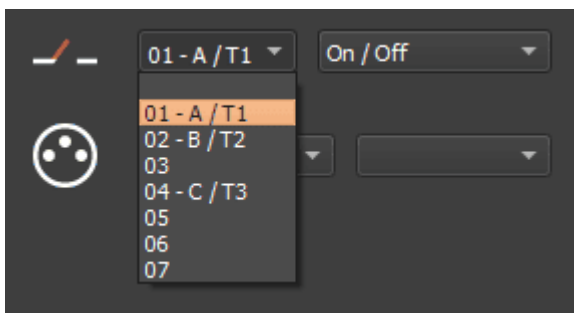
The screenshot displays the 'Commands' tab in a standalone mode settings application. The interface is organized into a grid of command triggers, each with two columns for contact assignment: '--- Short ---' and '--- Hold ---'. The commands listed are Dimmer +, Dimmer -, Speed +, Speed -, Color +, Color -, CCT +, and CCT -. The 'Dimmer +' command is currently assigned to contact '04 - C / T3' in the 'Short' column. A dropdown menu is open for the 'Dimmer +' command, showing a list of available contacts: 01 - A / T1, 02 - B / T2, 03, 04 - C / T3 (highlighted), 05, 06, 07, 08 - D / T4, and 09. Other commands are also assigned to various contacts, such as 'Dimmer -' to '04 - C / T3', 'Zone A' to '01 - A / T1', 'Zone B' to '02 - B / T2', 'Scene +' to '06', and 'Zone +' to an empty field. At the bottom right, there are two additional settings: 'Trigger delay (Bounce)' set to '400 ms' and 'Scroll time' set to '+1'. Both of these settings have a question mark icon next to them, indicating they might be optional or have a default value.

## External contacts Trigger:

Depending on the interface, several external contacts are available: Trig A, Trig B, Trig C ..., and the Use a multiplexing interface to extend the number of contacts when possible.(from 3 to 7; from 4 to 15; from 5 to 31 ...) Contact reaction time, 5ms (0.005s)

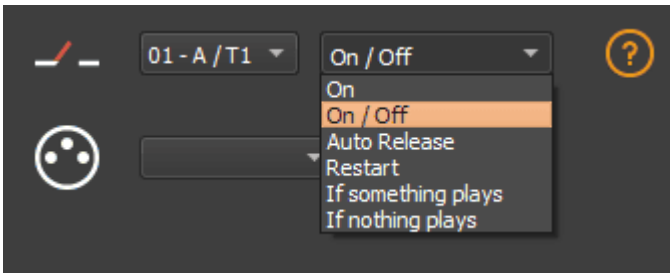


Example of multiplexing system with 4 external contacts extended to 15, on Ground



Select a scene from the list and assign it a contact from those available through the interface.

## Option of triggers



Select a trigger option from the drop-down menu next to it.

**On:** Activating the contact makes the scene play (the only trigger action is to start the scene).

**On/Off:** Activating the contact starts the scene, subsequent activation stops the scene. Each trigger action will reverse the stage state (start/stop).

**Auto Release:** The scene is played only while the contact is enabled. When the contact is released, the scene stops.

**Restart:** If the scene is playing, enabling the contact restarts the scene from its beginning. If the scene is not being played, it will start. External contact reaction time: 8 ms (0.008 s) / time between 2 contacts: 500 ms (0.5 s)

**If something plays:** Play the selected scene if a scene is already played.

**If nothing plays:** Play the selected scene if nothing plays.

These two interdependent options allow the same contact to be assigned to two different scenes.

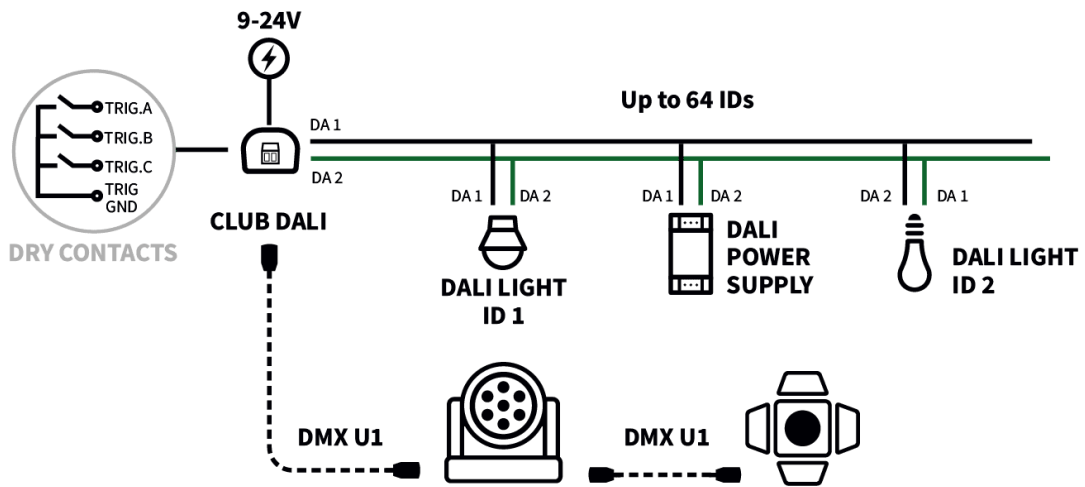
**Note:** Be careful not to use the same scene trigger as the one used for a command and vice versa. Cf: "Order tab"

The last assigned contact will take precedence over the other.

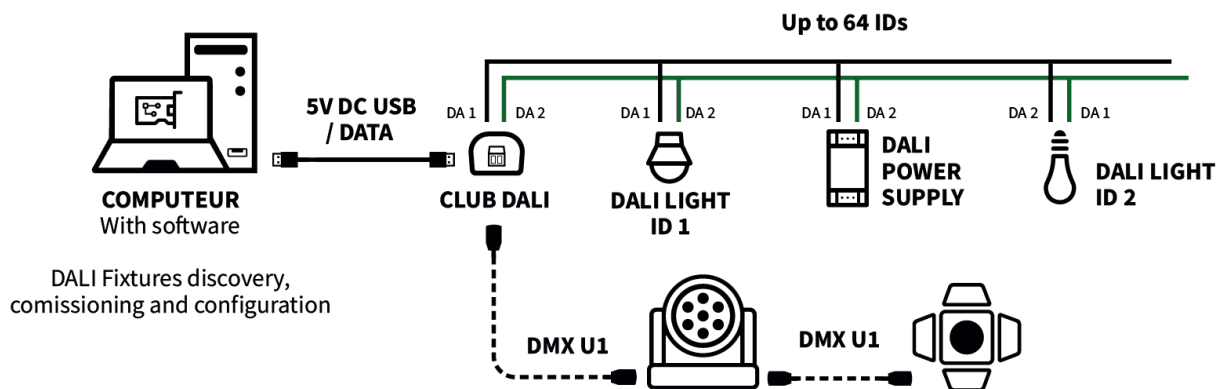
Automatically assign external contacts to all scenes in the list by clicking the external contact icon on the scene list toolbar.

# Wiring diagram

## Stand-alone Mode

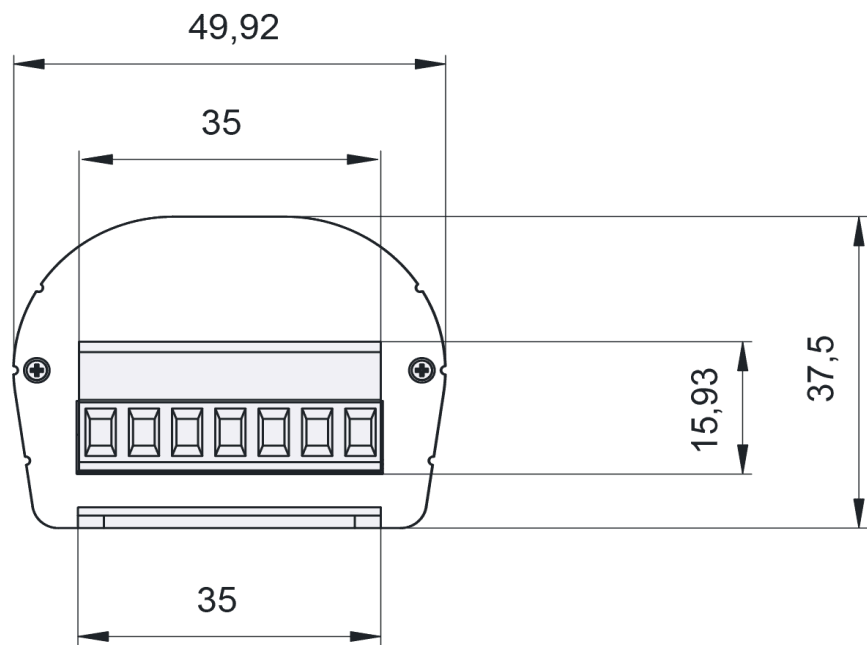


## Live Mode

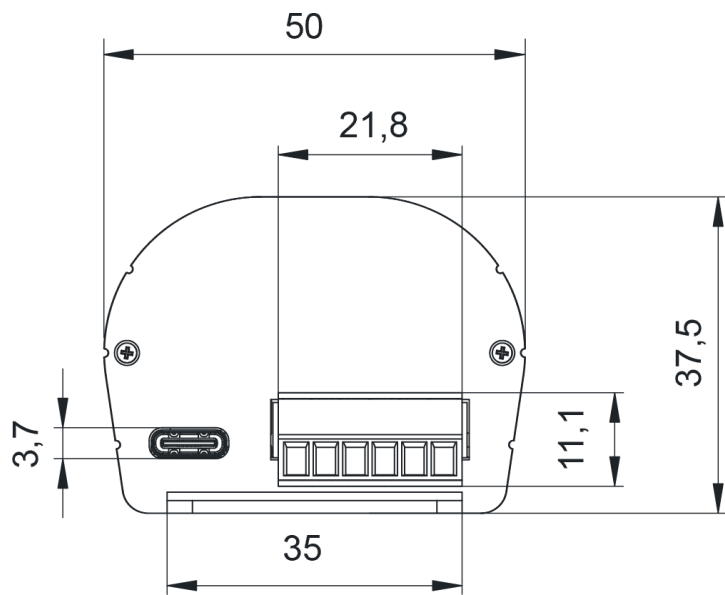


# Housing dimensions

## Front with Terminal Block



## Back without Terminal Block



Top

