INTERFACES
USB-DMX 512 & 1024 CHANNELS
V.1.0.5
SUMMARY

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HARDWARE TECHNICAL SPECIFICATIONS

Input: USB 2.0
Input connector: Mini USB – Mini USB Cable included
DMX Output Connector: XLR 3 (XLR5 optional) + Screw terminal (5 pins, only for 1024 interface)
Number of DMX Outputs: 512 or 1024 (PC) or 256 (Stand Alone)
Infra-red connection: Yes with IR LED embedded (10m away max)
Infra-red remote: Optional
DMX Speed: 1 to 45 Hz, MaB, Bk
USB Mode: Yes
Stand Alone Mode: Yes
Internal memory: Yes (150 Kb)
Memory Capacity: 120 steps with 256 channels, 1 000 steps with 4 channels
Display of signal states: DMX LED + USB LED
Power supply input: 5V via USB
Input Current: 100 to 200 mA
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 (512) / 0.21 Kgs (1024)
Color: Blue, Red, Black
Operating Temperature: 25 to +70 °C
Certifications: CE, RoHS
IP rating: IP20
Place of Use: Indoor
Storage: Keep in a dry place
Warranty: 24 months
Compatibility: 8 and 16 bit DMX fixtures
System Compatibility: Windows XP, Vista, 7, 8, 8.1, 10, MAC OS X (10.6 and higher), Linux
FRONT FACE OF THE 512 / 1024 CHANNELS INTERFACES

XLR DMX Signal Connector

3 Pins. Can be configured to Output or Input mode.
1: Ground
2: Data -
3: Data +

Red DMX Signal LED

OFF: No DMX signal to the DMX line
ON: DMX is ON and DMX signal is sent or received

REAR FACE OF THE 512 CHANNELS INTERFACES

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)

Mini USB connector and power connector

IR Receiver LED

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

From Left to Right:
1: DMX B Data +
2: DMX B Data -
3: Ground
4: DMX A Data +
5: DMX A Data -

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)

Mini USB connector and power connector

IR Receiver LED

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

DMX-B Must be turns on into Input in the software.

Other standard DMX controller

The DMX Output is connected to the interface input

DMX Output, playing scenes triggered via the DMX IN signal from the external controller.

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:

Device Section

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

**Step 1:** Go to the scenes list if the editor view.

**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:

**Option DMX Level**

- Choose the input universe and channel
- Choose the trigger level
- With one if you go over it the scene starts and under it the scene stops.

**Option DMX Scale**

- Choose the input universe and channel
- Choose the trigger range of levels
- With one if you go inside it the scene starts and outside it, the scene stops.

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).

<table>
<thead>
<tr>
<th>Scene</th>
<th>Scene Name</th>
<th>Scene Duration</th>
<th>Scene Time</th>
<th>Scene Status</th>
<th>Remote</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Scene 10</td>
<td>60m 5s</td>
<td>00:00:00</td>
<td></td>
<td>01</td>
</tr>
<tr>
<td>1</td>
<td>Scene 17</td>
<td>80m 4s 960s</td>
<td>00:00:00</td>
<td></td>
<td>03</td>
</tr>
</tbody>
</table>
DIMENSIONS OF THE INTERFACE

The metric system is used. The unit is mm.

FRONT FACE - 512

FRONT FACE - 1024
USB-DMX interface Datasheet
Example of Multiple interface connections

Computer: MAC OS X Windows

USB HUB

USB

USB 1
Led Player 1024
DMX 1

USB 2
Led Player 1024
DMX 2

USB 3
Led Player 1024
DMX 3

USB 4
Led Player 512
DMX 4

USB 5
Led Player 512
DMX 5

USB 6
Led Player 512
DMX 6

USB 7
Led Player 512
DMX 7

USB 8
Led Player 512
DMX 8

USB 9
Led Player 512
DMX 9
STANDARD DMX 512 INSTALLATION

RECOMMENDED DMX512 INSTALLATION