INTERFACES

USB-DMX 512 & 1024 CHANNELS

V.1.0.5

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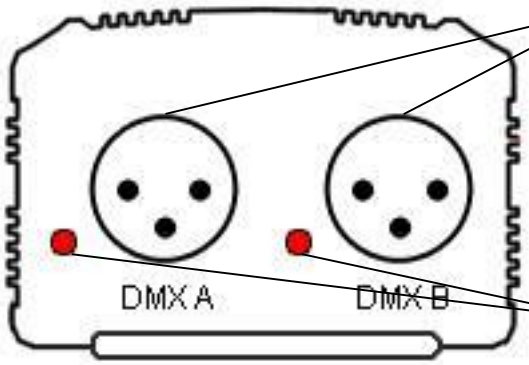
512 AND 1024 CHANNEL USB TO DMX INTERFACES

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

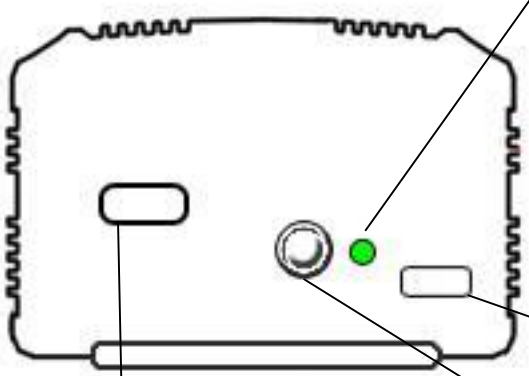
3 Pins. Can be configured to Output or Input mode.

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)

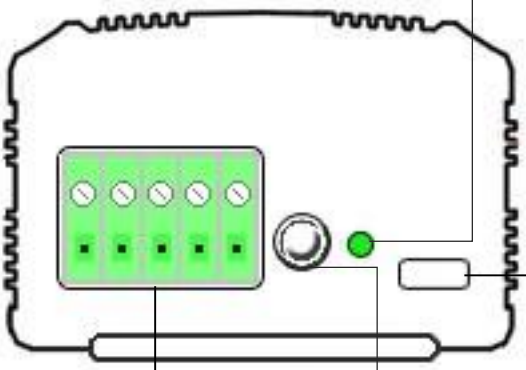
Mini USB connector and power connector

IR Receiver LED

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

Kensington Hole (512 ch. version)

REAR FACE OF THE 1024 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

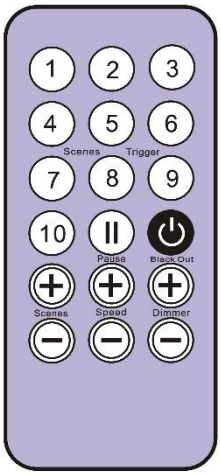
IR Receiver LED

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 -

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.

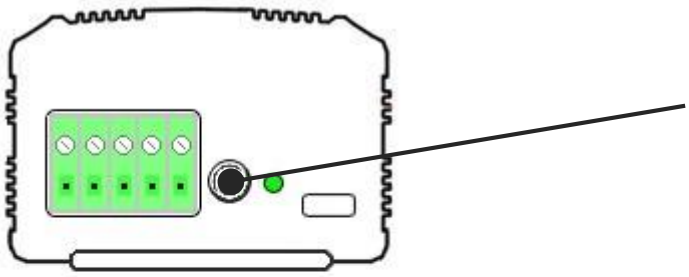
Pause button to freeze the current scene to its actual state.

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.

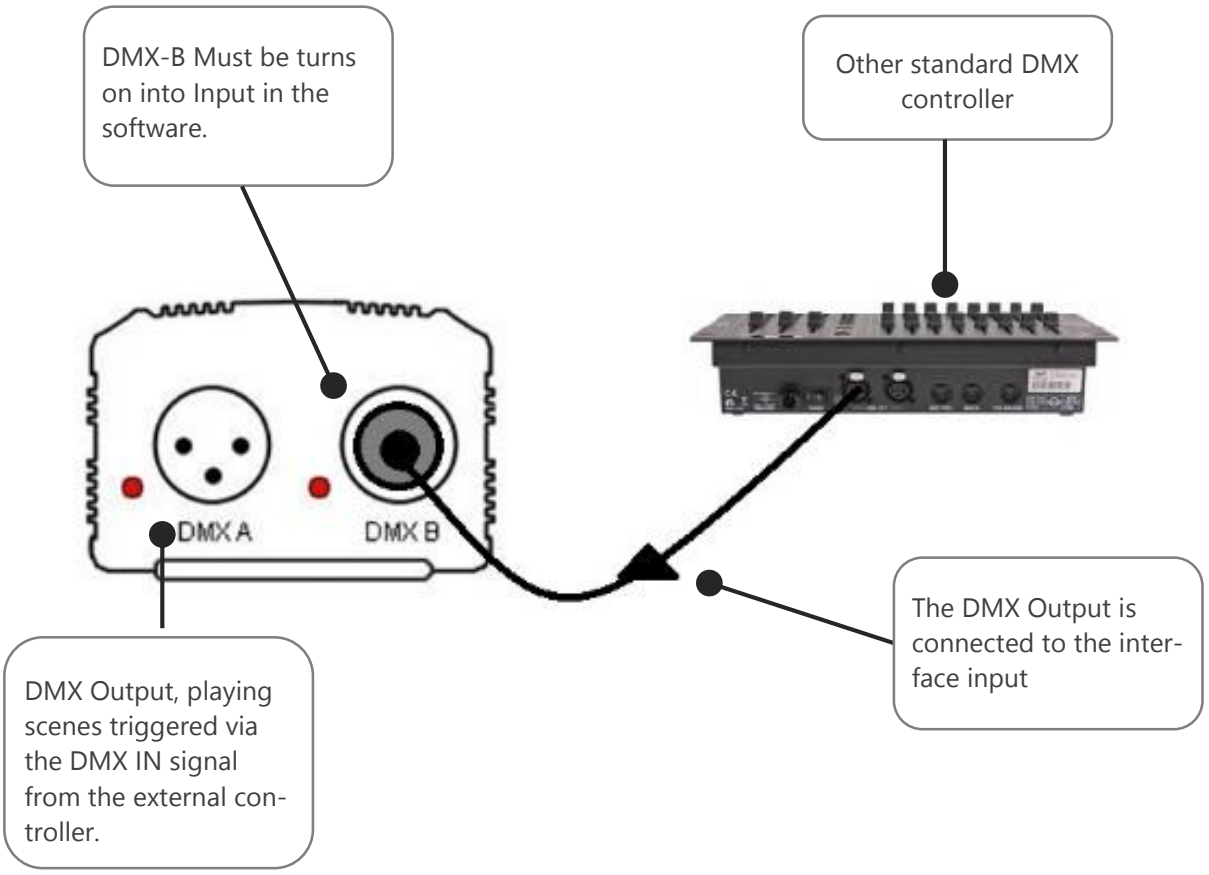
+/- for Scene speed. Increase or decrease the speed of the current scene. A different speed can be chosen separately for each scene.

+/- 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.

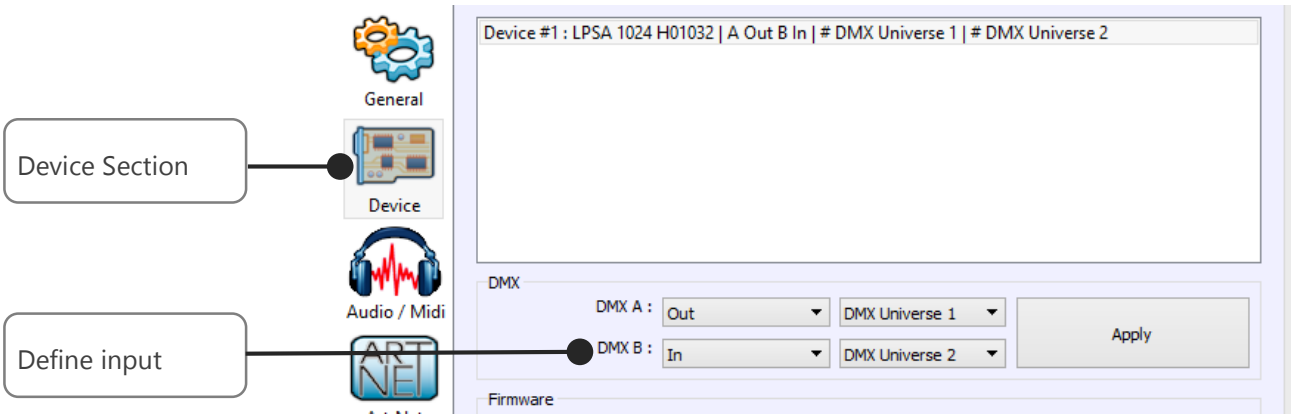


IR Receptor at the back of the interface

DMX-IN TRIGGER CONNECTION

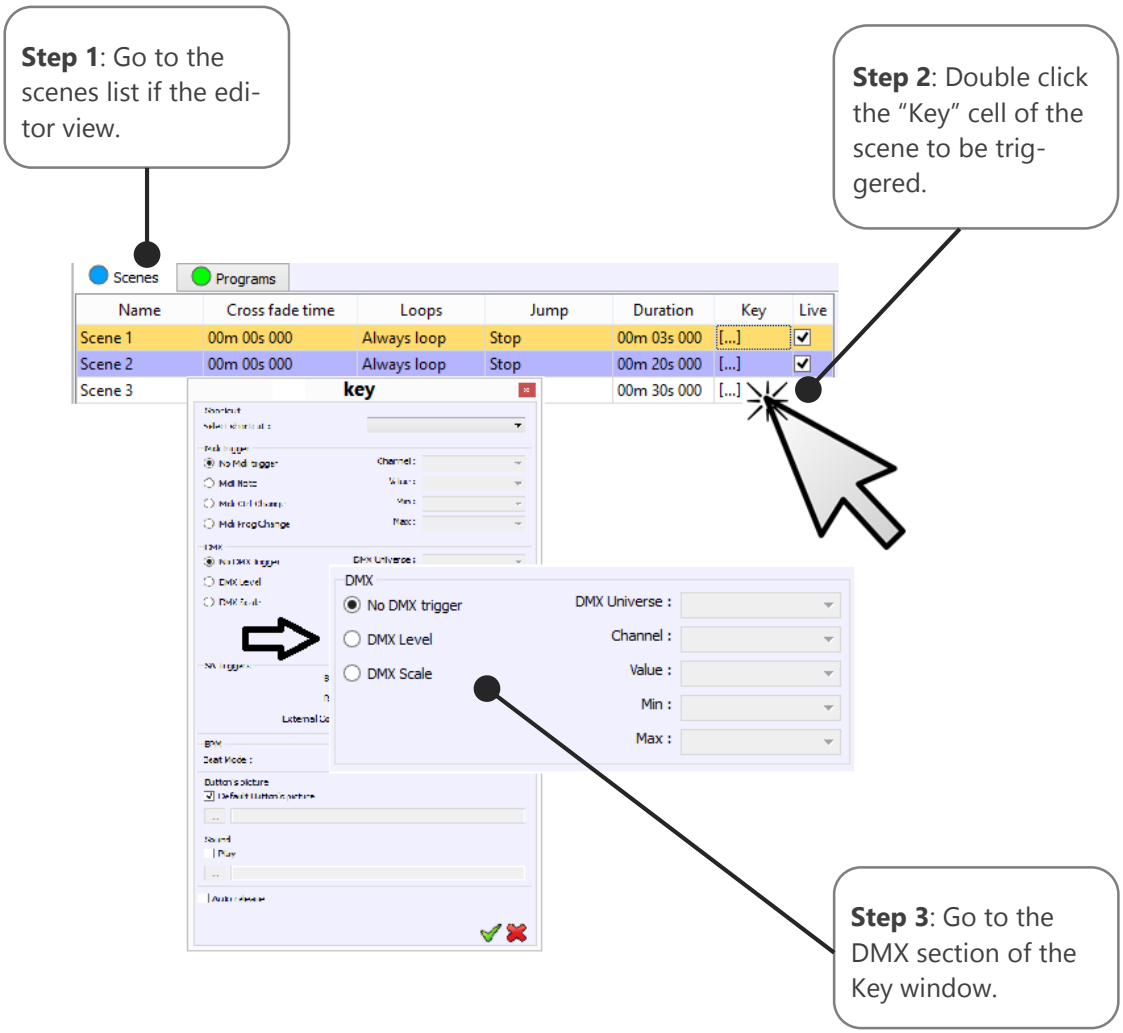


One DMX Output must be turns on into an input in the Options windows. To access this window click on the software menu: Tools > Options. Then click to select the device section as following:



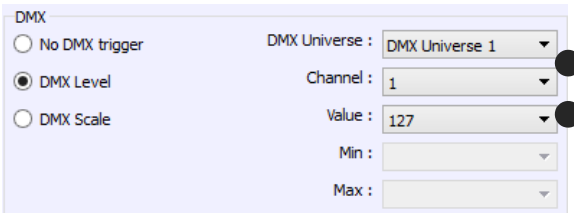
DMX-IN TRIGGER SOFTWARE CONFIGURATION

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:

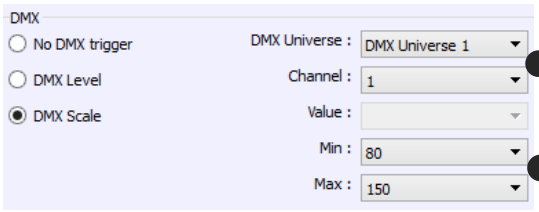
Option DMX Level



Choose the input universe and channel

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

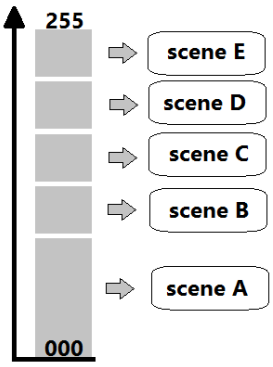
Option DMX Scale



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 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

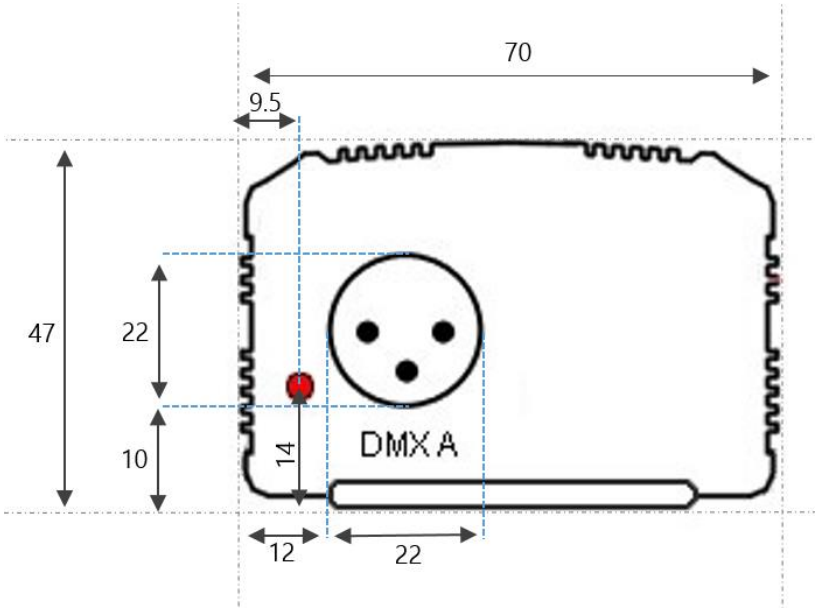
Standalone mode offers up to 10 triggers with the Infrared remote. By selecting a scene in the list, it's possible to choose the remote button number (from 01 to 10) to trigger the scene.

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

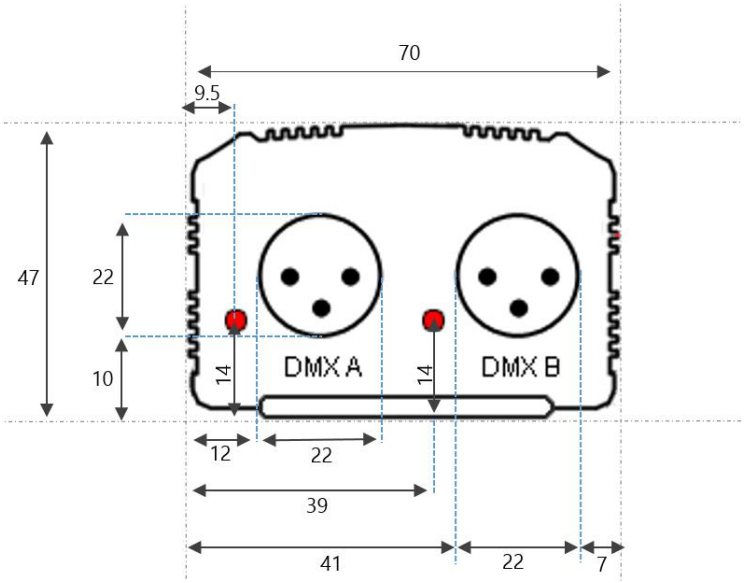
DIMENSIONS OF THE INTERFACE

The metric system is used. The unit is mm.

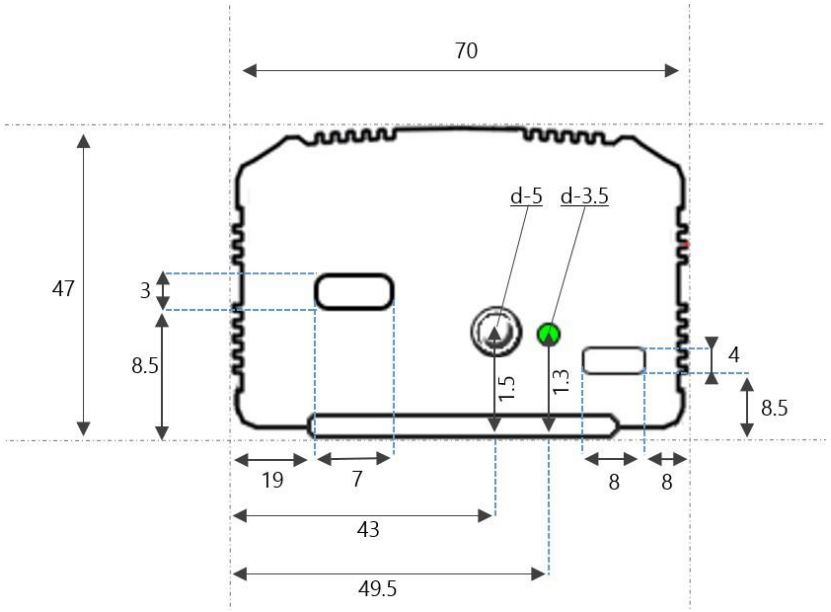
FRONT FACE - 512



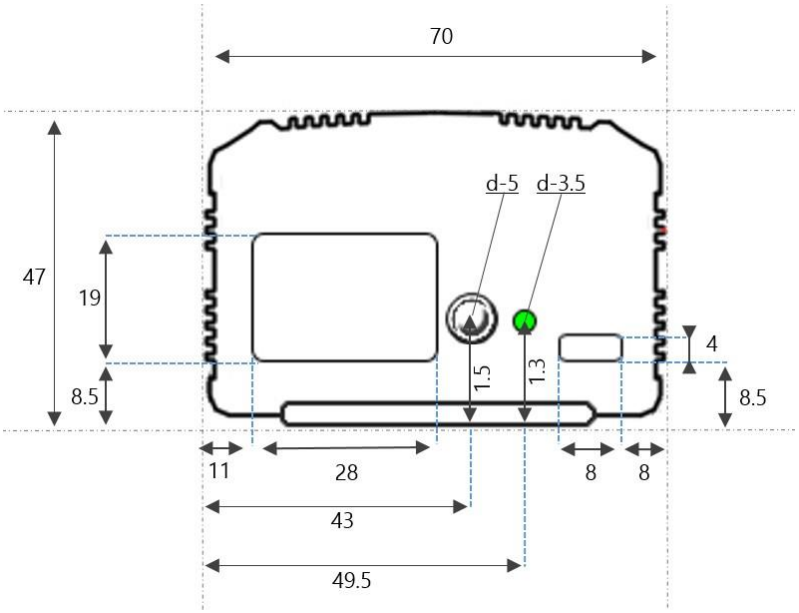
FRONT FACE - 1024



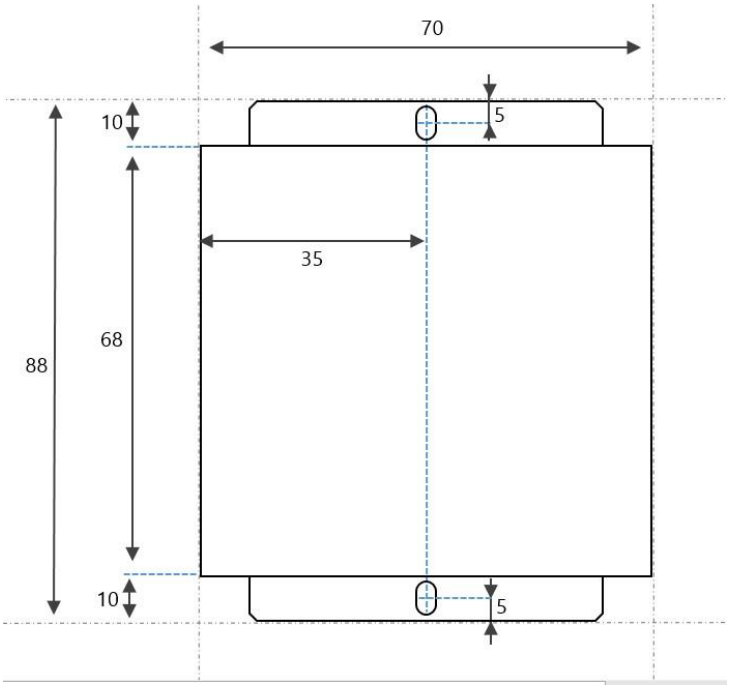
BACK FACE 512



BACK FACE 1024

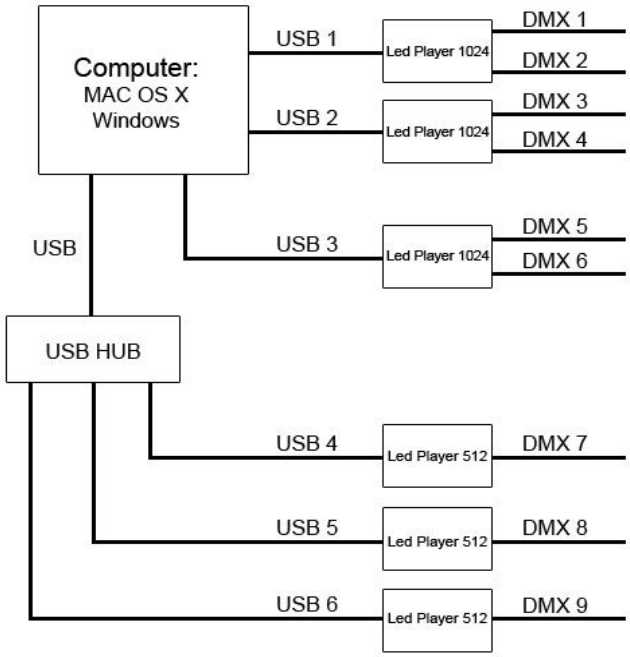


BOTTOM FACE

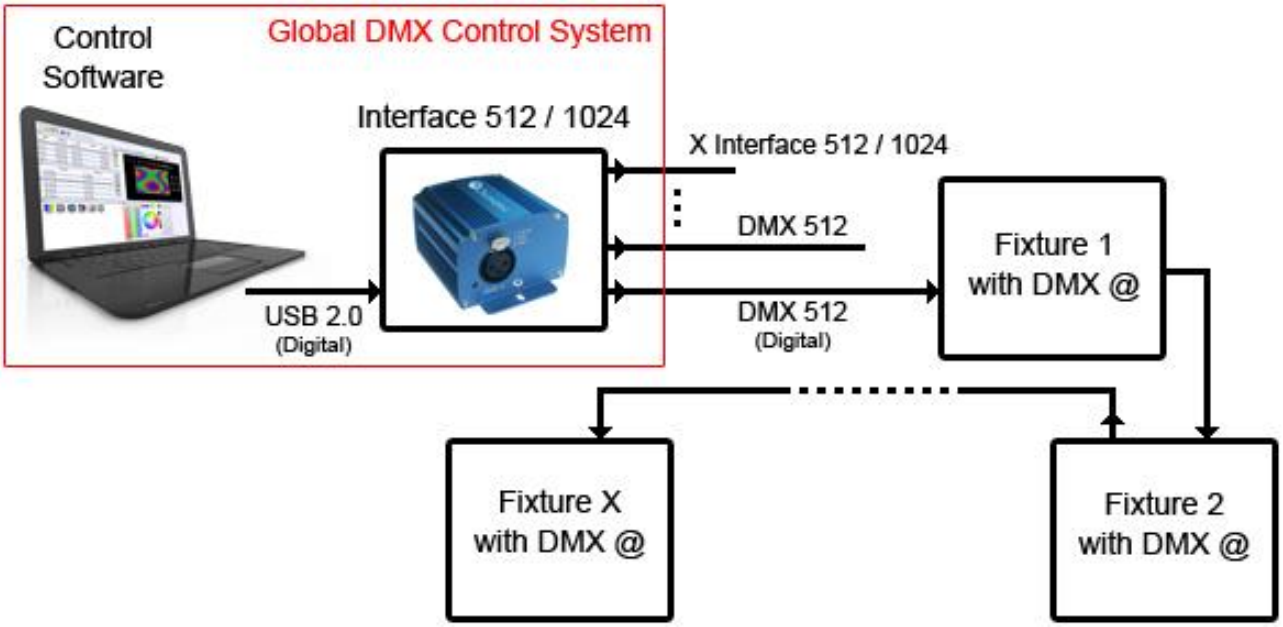
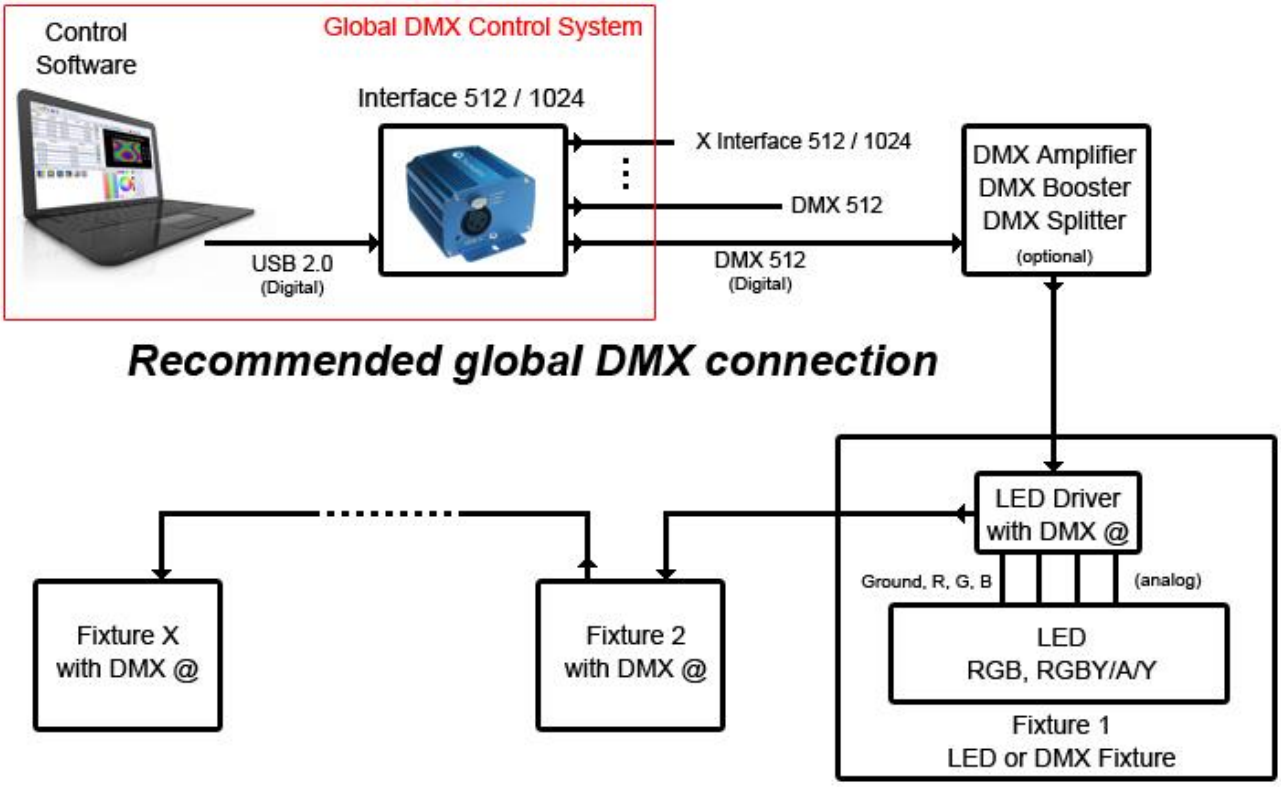


MULTIPLE USB DEVICES CONNECTIONS

Example of Multiple interface connections



STANDARD DMX 512 INSTALLATION



RECOMMENDED DMX512 INSTALLATION