

# INTERFACES USB-DMX

## 1024 CHANNELS

V.1.1.0.6



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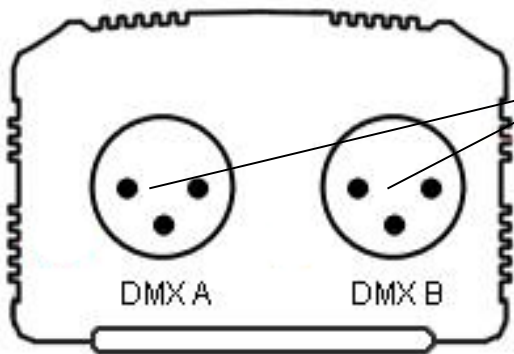
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## HARDWARE TECHNICAL SPECIFICATIONS

<b>Input</b>	USB 2.0
<b>Input connector</b>	Mini USB – Mini USB Cable included
<b>DMX Output Connector</b>	XLR 3 (XLR5 optional) + Screw terminal (5 pins, only for 1024 interface)
<b>Number of DMX Outputs</b>	1024 (PC) or 512 (Stand Alone)
<b>Infra-red connection</b>	Yes with IR LED embedded (10m away max)
<b>Infra-red remote</b>	Optional
<b>DMX Speed</b>	1 to 45 Hz, MaB, Bk
<b>USB Mode</b>	Yes
<b>Stand Alone Mode</b>	Yes
<b>Internal memory</b>	Yes (150 Kb)
<b>Memory Capacity</b>	120 steps with 256 channels, 1 000 steps with 4 channels
<b>Display of signal states</b>	USB LED
<b>Power supply input</b>	5V via USB
<b>Input Current</b>	100 to 200 mA
<b>Power</b>	2 W
<b>CPU's technology</b>	32 bits
<b>Dimensions</b>	H: 48 mm (1,89 in) / W: 70 mm (2,76 in) / D: 89 mm (3,5 in)
<b>Weight</b>	0,16 Kgs (512) / 0,21 Kgs (1024)
<b>Color</b>	Blue, Black
<b>Operating Temperature</b>	-25 to +70 C°
<b>Certifications</b>	CE, RoHS
<b>IP rating</b>	IP20
<b>Place of Use</b>	Indoor
<b>Storage</b>	Keep in a dry place
<b>Warranty</b>	36 months (since 2015)
<b>Compatibility</b>	8 and 16 bit DMX fixtures
<b>System Compatibility</b>	Windows XP, Vista, 7, 8, 8.1, 10, MAC OS X (10.6 and higher), Linux

## FRONT FACE



### XLR DMX Signal Connector

Can be configured to Output or Input mode.

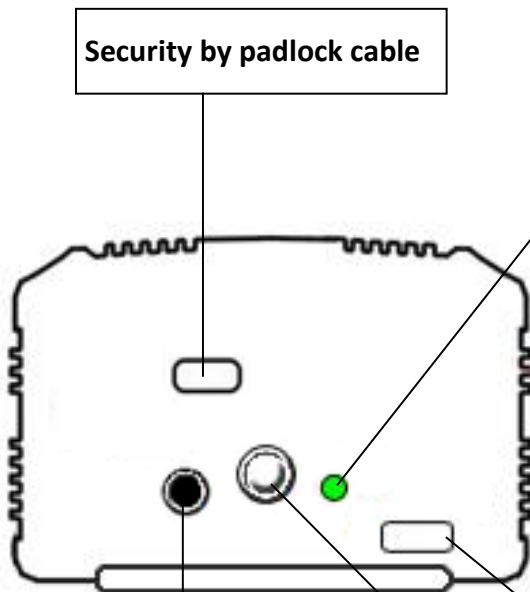
3 Pins

1: Ground

2: Data -

3: Data +

## REAR FACE



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

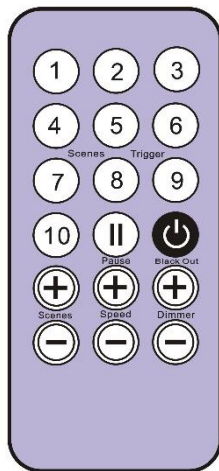
### Mini USB connector and power connector

**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)



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.

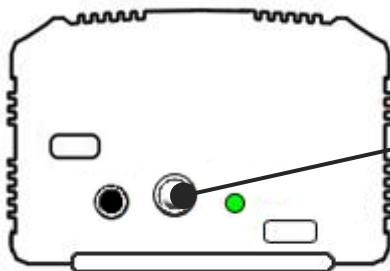
**Pause button** to freeze the current scene to its actual state.

**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.

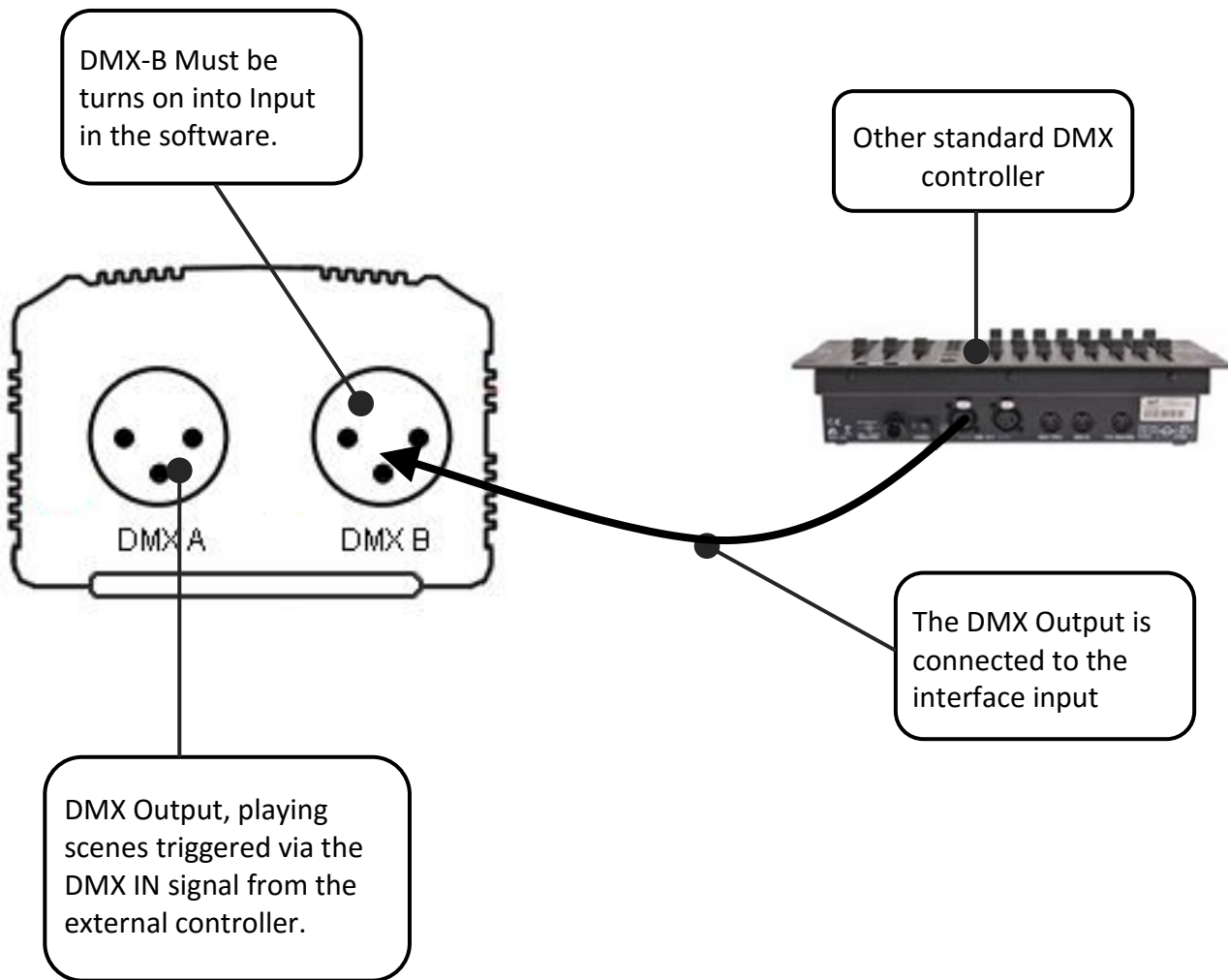
**+/- for General dimmer.** Increase or decrease the RGB, CMY and dimmer channels of the fixtures. The CMY, RGB, Dimmer channels are defined in the Profile of the fixture.



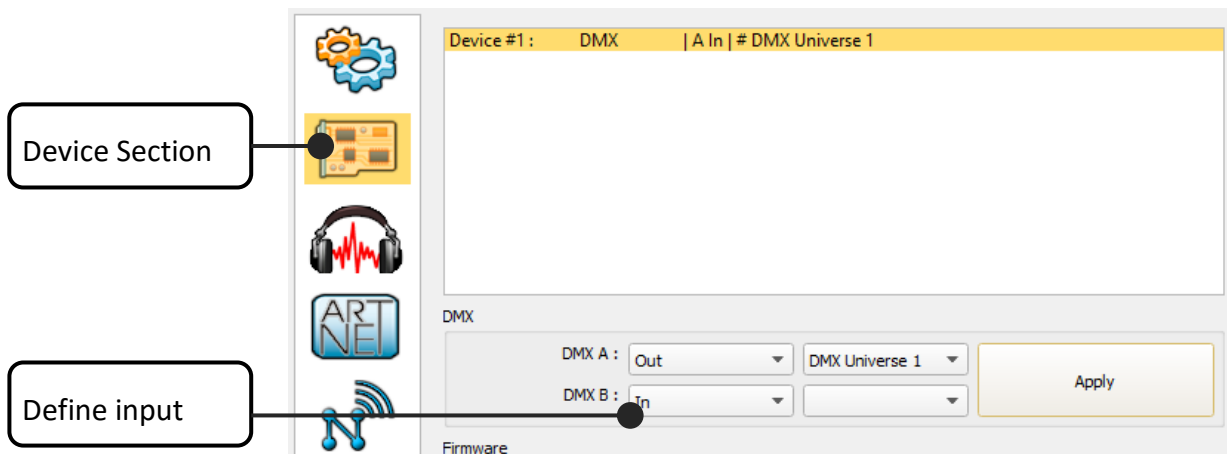
IR Receptor at the back of the interface



## 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:

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

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

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"/>

Key

Triggers

Media

Shortcut

Select shortcut :

Midi trigger

No Midi trigger Channel :  
 Midi Note Value :  
 Midi Ctrl Change Min :  
 Midi Prog Change Max :

DMX

No DMX trigger DMX Universe :  
 DMX Level Channel :  
 DMX Scale Value :  
Min :  
Max :

SA Triggers

Buttons :  
Remote :  
External Contacts :

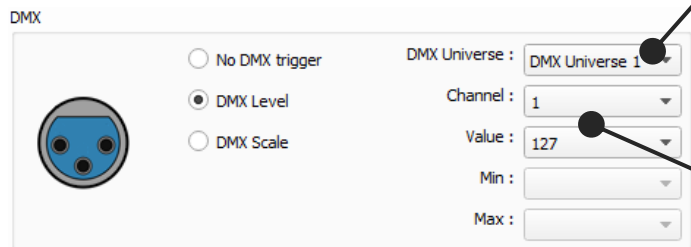
Auto release  On / Off

✓ ✗

**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:

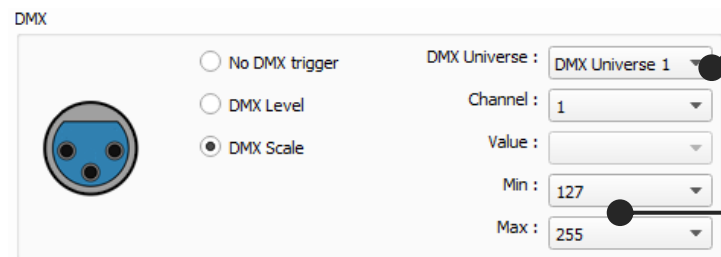
### Option DMX Level



Choose the input universe and channel

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

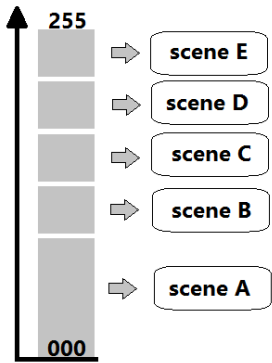
### Option DMX Scale



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

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.

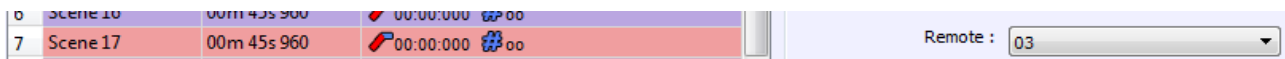
### SWITCH TO STAND-ALONE MODE

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).



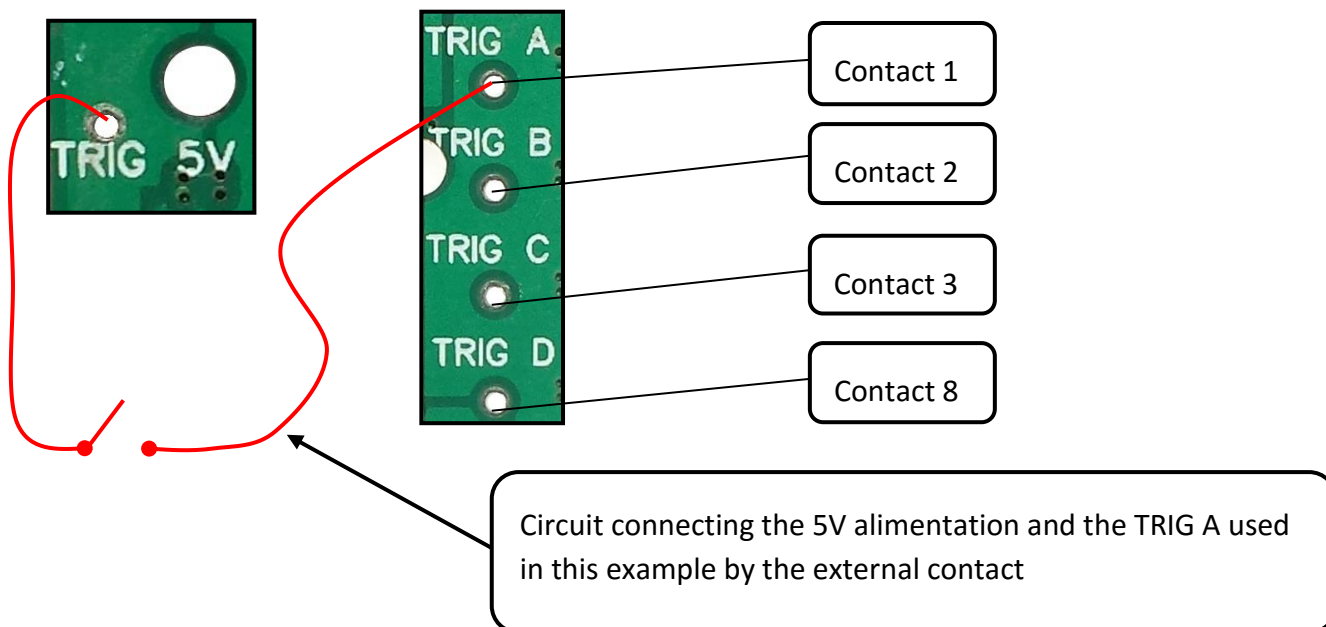
### EXTERNAL CONTACT TRIGGERS

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.

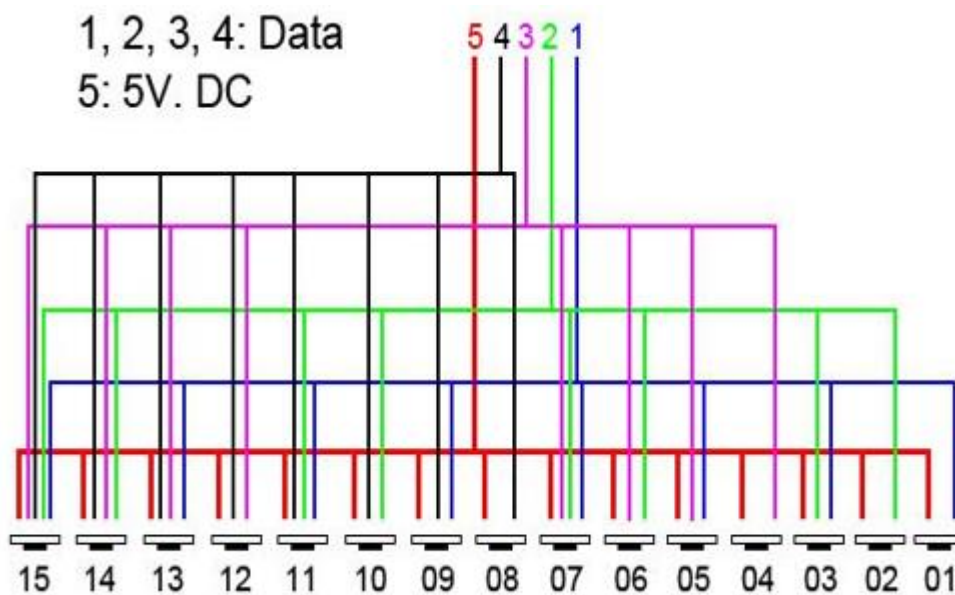
By default, the interface gives 5 external contacts (01, 02, 04, 08). To obtain 15 external contacts, you have to use a de-multiplexing interface in order to go from 4 to 15 possible combinations.



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 direct 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).



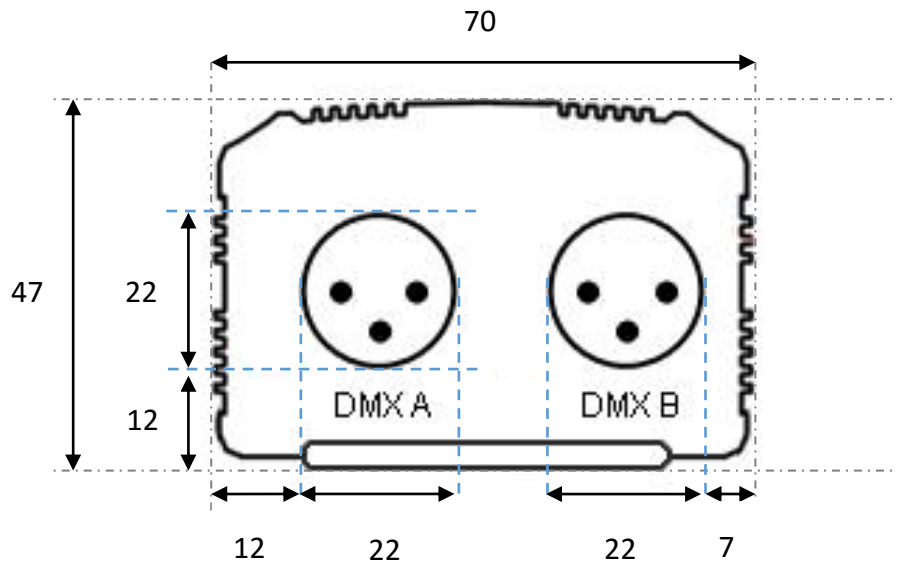
To extend to 15 triggers you can use the multiplexing to reach to a maximum of 15 binaries combinaisons as following :



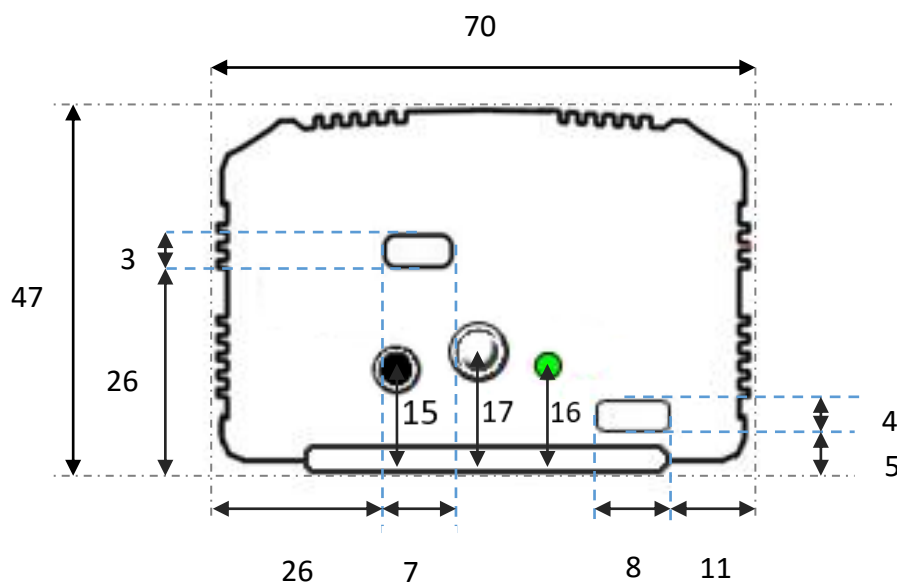
## DIMENSIONS OF THE INTERFACE

The metric system is used. The unit is mm.

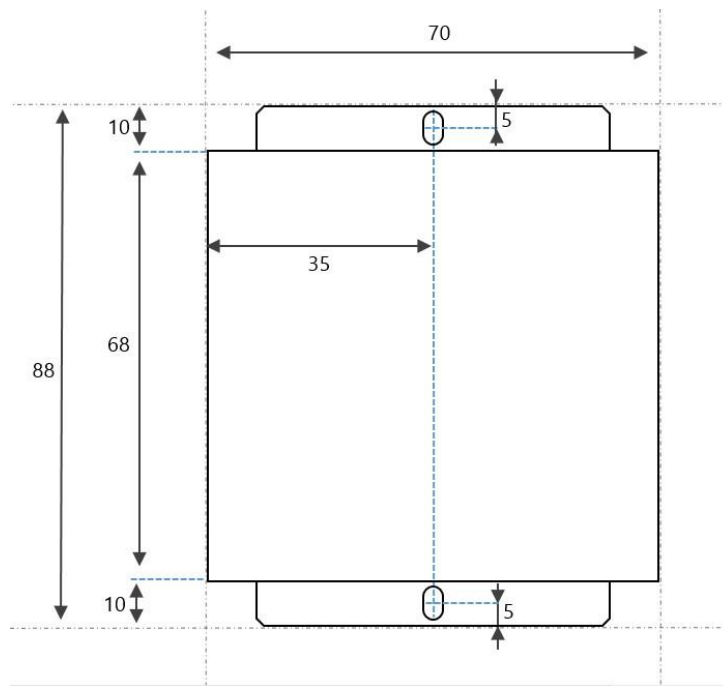
### FRONT FACE



### REAR FACE

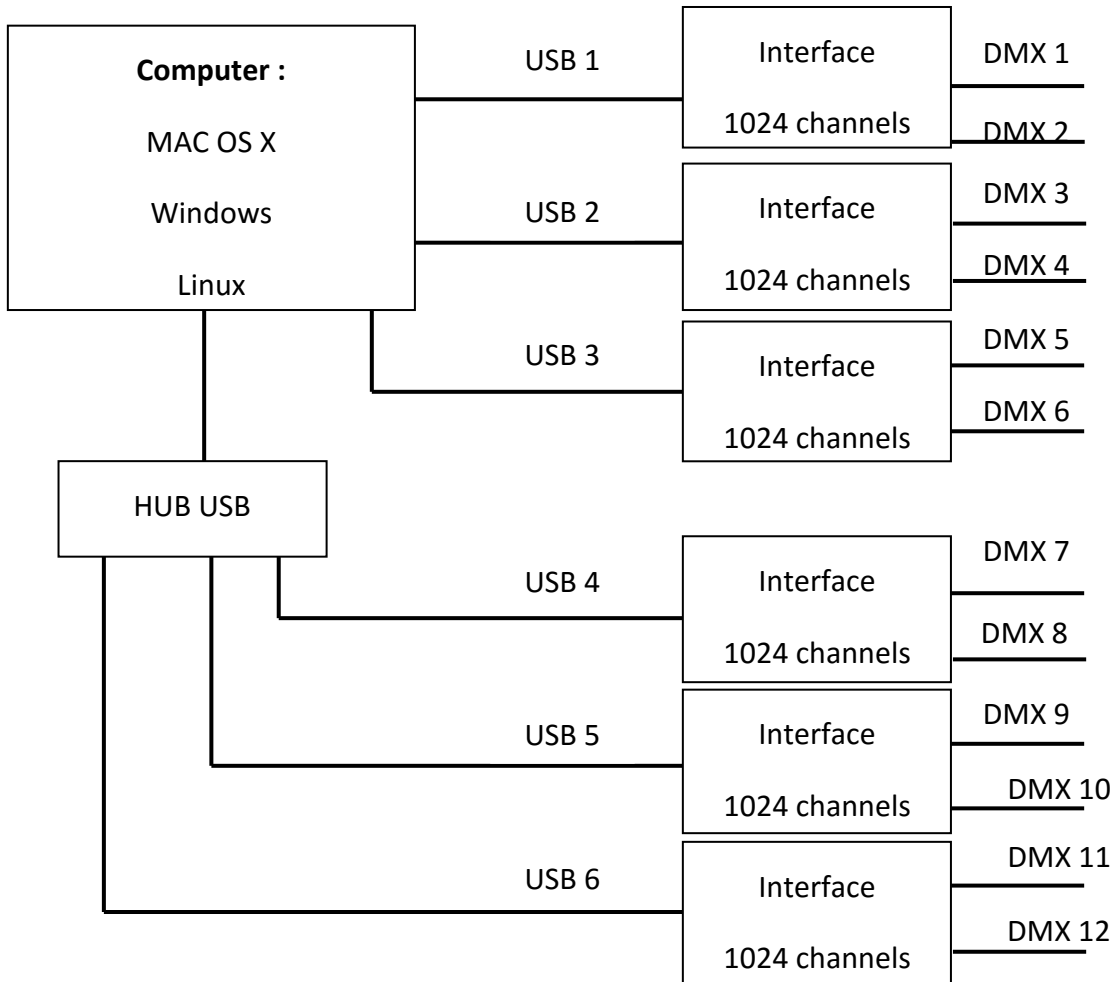


BOTTOM FACE

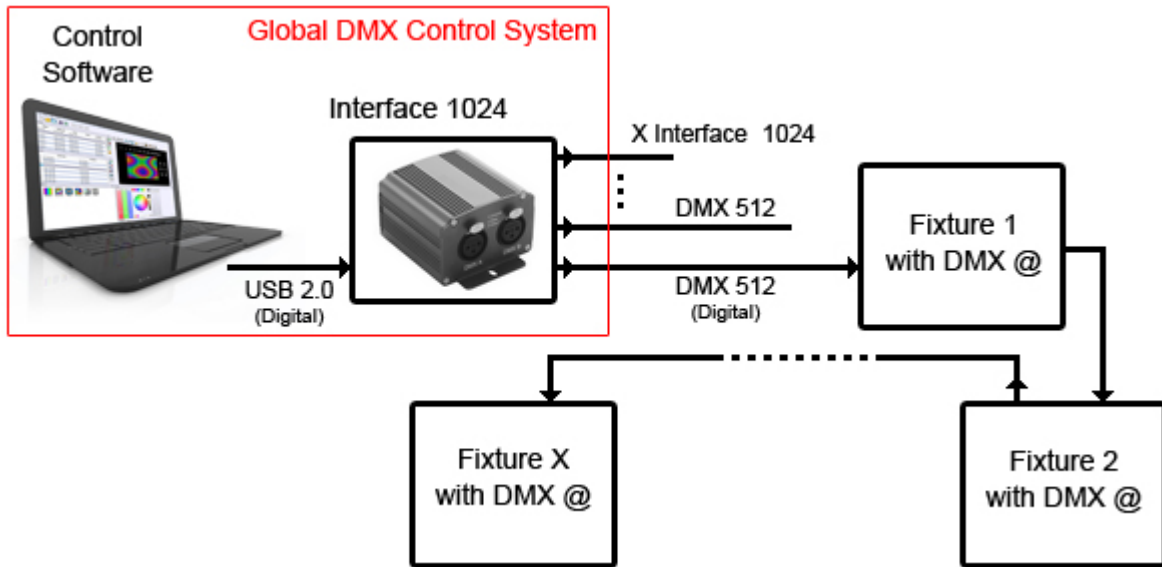


## MULTIPLE USB DEVICES CONNECTIONS

Example of Multiple interface connections



## STANDARD DMX 1024 INSTALLATION



## RECOMMENDED DMX 1024 INSTALLATION

