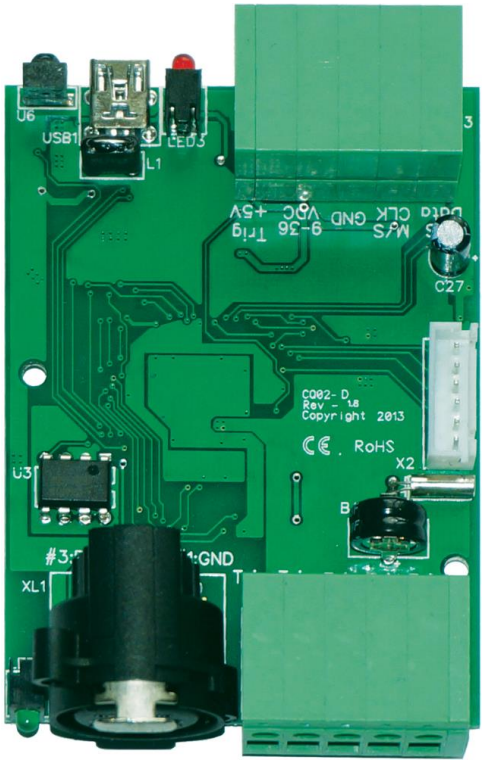
STANDALONE INTERFACE
USB-DMX TRIG

V 2

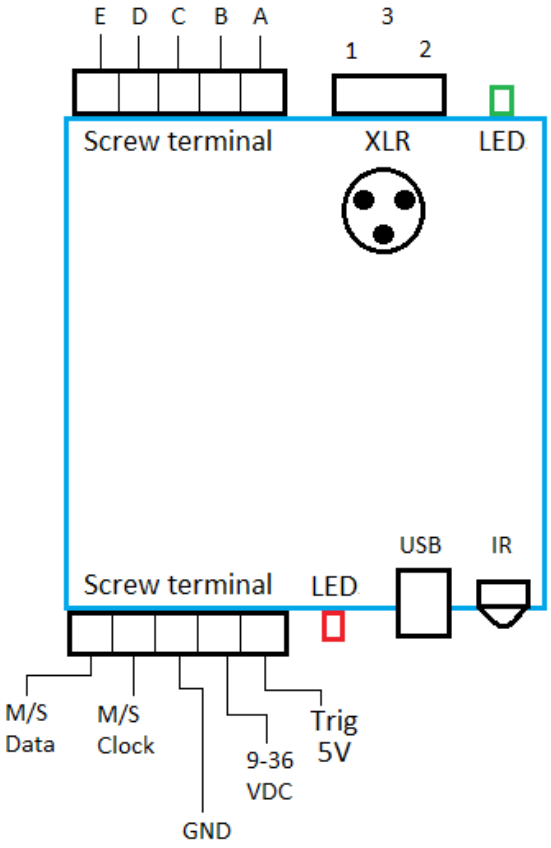


SUMMARY

HARDWARE TECHNICAL SPECIFICATIONS

Input connector:	Mini USB 2.0
Output connector:	XLR 3 (XLR 5 optional)
Inputs/Outputs connector:	Screw terminal (2x5 pins)
Number of DMX Outputs:	512 (PC + Stand Alone)
External triggers:	x5 contacts (5V.) multiplexed to 31 contacts max (20m max. cable length)
External contact input voltage:	5V DC
Master/Slave connection:	Yes, 3 wires for 16 connected interfaces max (20m max. cable length)
Infra-Red connection:	Yes, embedded IR receptor (Distance 15 m max.)
Speed:	1 to 45 Hz, MaB, Bk
Standalone Mode:	Yes
Internal Clock (RTC):	Yes
Internal calendar:	Yes
Backups of the internal clock:	Yes, 3 weeks without power
Internal memory:	Yes (4 MB)
Memory Capacity:	4000 steps with 512 channels, 100 000 steps with 16 channels
Power Supply input:	9-36V or 5V with USB
Input Current:	250 mA
Power:	2 W
Dimensions:	H : 107 mm, W : 70 mm, D : 48 mm (pcb: 95/60/35)
Weight:	70g
Operating temperatures:	-25 à +70 °C
Certificates:	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

GENERAL PINOUT AND DEVICE'S CONNECTOR



USB LED OPERATING (GREEN)

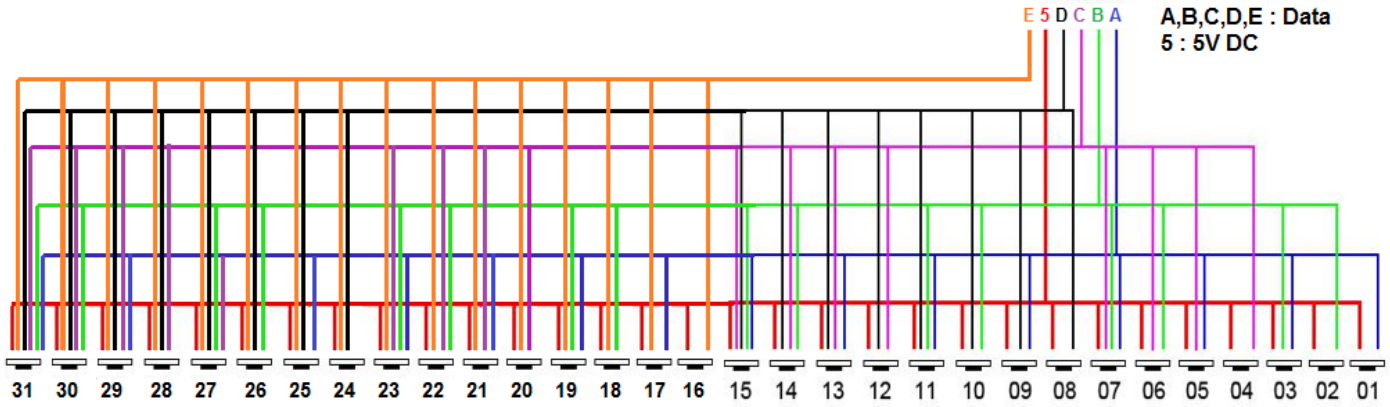
OFF: Interface is in Standalone mode, or is not powered (check the power).
Blinking: USB communication with software is active.

DMX LED OPERATING (RED)

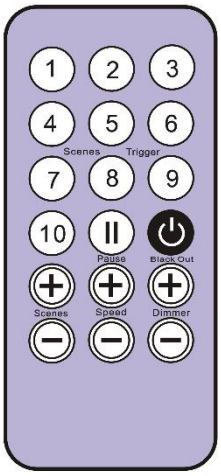
OFF: No DMX signal on the line.
ON: DMX signal is active and send on the DMX line.
Blinking: DMX signal speed is slower.

31 CONTACTS WIRING AND CONNECTIONS

The 5 externals contacts are located on the screw terminal. You can use the 5 contacts to basically trigger 5 scenes. To have more triggers you must use a multiplexed system to get a maximum of 31 contacts as following:



IR RECEIVER AND REMOTE (OPTIONAL)



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.

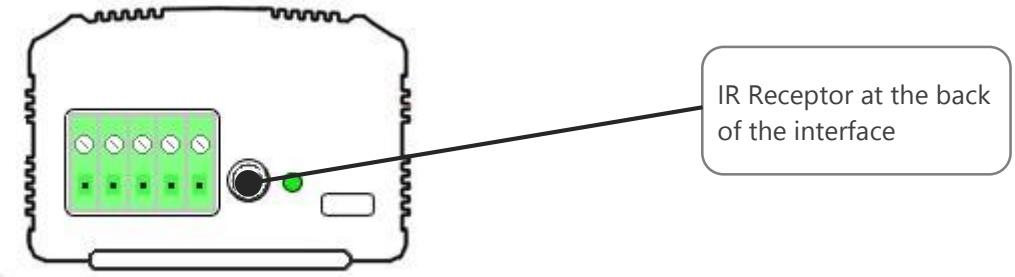
Pause button to freeze the current scene to its actual state.

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.

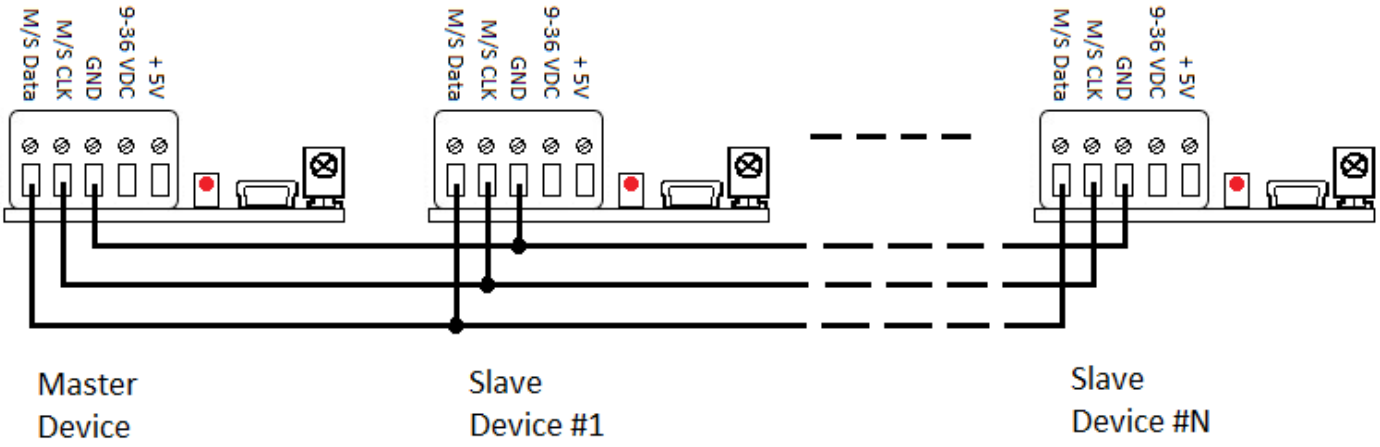


INTERFACES MASTER/SLAVE CONNECTION

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronise many interfaces and mutualize their standalone spaces combining the universes. (up to 32 standalone universes)

A single interface can be define as master, others are automatically set to slaves. Triggers operated on the master interface are passed on slaves. However slaves are not synchronized on play time and keep individual control. Consequently slaves can trig and play different scenes. The master acts like a general remote imposing triggering to the slaves.

To use interfaces as Master/Slave, you have to connect the interfaces each other's from the screw terminals.
You need to connect together the pins M/S Data, M/S CLK and GND, as following:



Interfaces configured as slave will strictly follow the clock, triggers and information providing by the master interface.
Only one master interface at a time is possible.

SETTING OF THE MASTER/SLAVE INTERFACES

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronize many interfaces and mutualize their standalone spaces combining the universes. (Up to 32 standalone universes)

The Stand Alone mode allows to choose 1 interface and to define this interface as Master from the interface list, it is possible to choose only one to be the Master, all the other one will be configured as slave by default. The interfaces are always ordered by serial number ascending order.

- **MODE MASTER/SLAVE « Default »**

A single interface can be define as master (lower serial number by default), others ones are automatically set to slaves. The master device play the current scene and synchronize the slave ones. The master forces the slave interfaces to play the same scene and the same step at the same time. The slave interfaces are forced to follow the master timings and triggers and they cannot act, play or trigger a scene independently. Master can trigger on and trigger off scenes of the slave interfaces.

- **MODE MASTER/SLAVE « Desynchronized»**

An interface can be define as master, others are automatically set to slaves. All Triggers On or Off operated on the master interface are effective to slave ones. However slave interfaces are not synchronized with master's timing and keep individual controls. Consequently slaves can trigger and play different scenes at any time and not synchronized with the master ones. The master acts like a general remote imposing triggering to the slaves with total priority. Master can trigger ON and trigger OFF scenes of the slave interface.

- **MODE MASTER/SLAVE « LTP »**

LTP means Latest Takes Priority. All interfaces are defined as slaves. Interfaces are not synchronized with timing and can trigger and play different scenes by itself. However triggers from an interface are passed to the others connected interfaces automatically and slave interfaces are forced to trigger the same scene. Here each interface acts like a general remote imposing triggering to the other slaves without synchronization.

- **THE «NO RELEASE» Option**

This option is only available with LTP or DESYNCHRONIZED modes. Only triggers ON from the master interface are executed and effective. All triggers OFF are ignored and slaves interfaces keep playing their current scene. Each Slave interface can choose to release or not its scene depend on the option is activated or not.

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 STANDALONE 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 Infra-Red 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

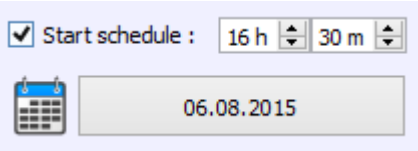
The Stand Alone mode offers up to 15 external possible triggers.
By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 31) to trigger the scene.
By default, the interface gives 5 external contacts (01, 02, 04, 08, 16). To obtain 31 external contacts, you have to use a de-multiplexing interface in order to go from 5 to 31 possible combinations.

TIME TRIGGERS WITH CLOCK AND CALENDAR

The Stand Alone mode has an internal clock and a calendar. It's possible to assign a time trigger on every scene of the list. By selecting a scene on the list, it's possible to choose the start and end dates and hours and days of the week. You can thus create a lot of scenarios.

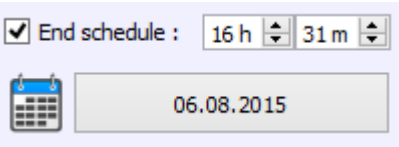
CASE 1: Programming a unique trigger

- **Start schedule:**



The scene is triggered a single time at the given date and time.

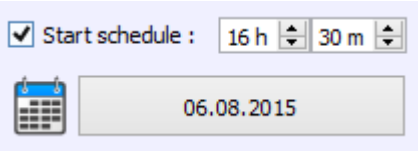
- **End schedule:**



The scene is stopped at the given date and time.

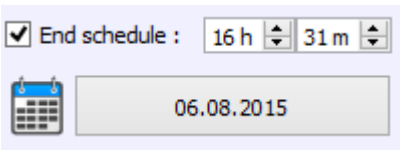
CASE 2: Programming a repeating trigger

- **Start schedule:**



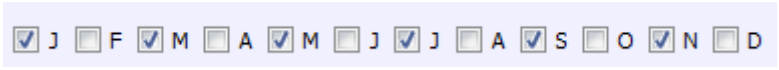
Date from which-one the scene will be playable according to the programmed triggers

- **End schedule:**



Date after witch-one triggers will be ignored. With no End date, triggers are permanent

- **List of the months of the year**

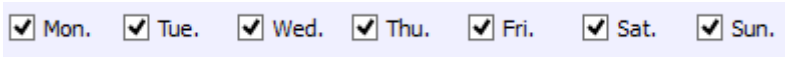


The 12 check boxes represents the 12 months of the year (J) January to (D) December. The triggers will be performed on the activated months. Next, a daily hours range must be defined.

- **Start and Stop days**

With a monthly repetition, you can choose the starting and stoping days for each chosen month.
In this example triggers can happen between the 1st and the 15th of each chosen month.

- **List of the days of the week**

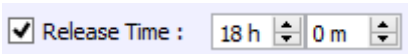


The 7 check boxes represents the 7 days in a week. The triggers will be performed on the activated days only. Next, a time range must be defined.

- **Start time**

The starting time is the time when the scene will be triggered for each chosen day. Of course chosen months, start and end schedule days are included.

- **Release time**



The release time is the time when the scene will stop for each chosen day. Of course chosen months, start and end schedule days are included. The release time is not mandatory, if it's not defined, the scene will keep playing until another trigger event happens. (Like the triggering of another scene for example).

NOTE: For a daily repetition, if the the starting time is later than the release time then the triggering will stopped the next day, even if the next day has not been selected.

SAVE AND RECOVER THE LAST SCENE AFTER THE POWER CUT OFF:

Scenes with a start schedule and a stop schedule are set on a defined time space and can be memorized. The interface save the last scene played before the power cut off and recover it when the power is restored. The scene must obligatory include a start schedule and a stop schedule activate this option.

SCENE TRIGGER PRIORITIES:

When several scenes have the same time trigger (date + hour + minute), only the first scene in thelist will be triggered. The rest will be ignored