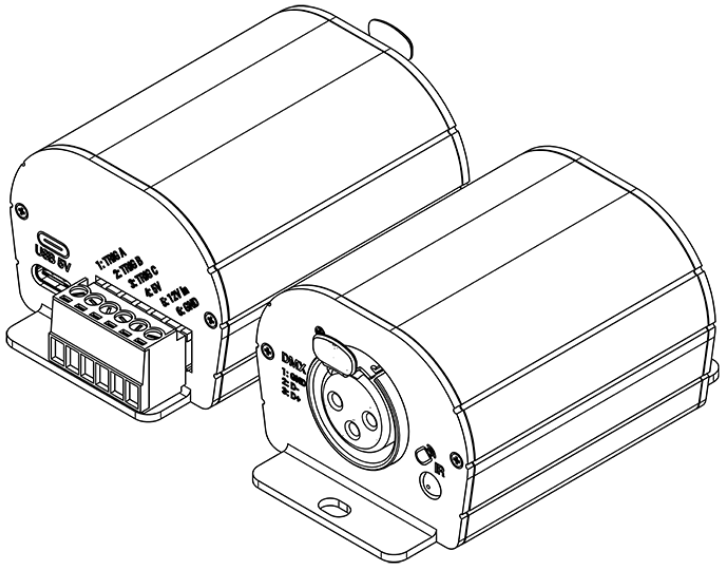
INTERFACES USB-DMX

128 CHANNELS

V.2022.01



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MAIN FEATURES

HARDWARE TECHNICAL SPECIFICATIONS

Input	USB 2.0 via USB-C
Number of DMX Outputs	up to 128 on 3 pin XLR (XLR5 optional)
DMX Speed	1 to 45 Hz, MaB, Bk
Stand Alone Mode	Yes, 128 channels, fine DMX channels (16 bits)
Internal Memory	Yes (200 Kb)
Memory Capacity	500 to 2000 memory steps
Infra-red Receiver	Yes, (IR remote control for triggers available in option)
Infra-red Options	Scene selection, play, pause, speed, dimmer, next, black out
Dry Contact Triggers	Yes (3 smart contacts port with 7 actions max)
Power Supply Input	5V via USB-C + 5~18V DC from connector, 0,1A
High voltage Protection	Yes
Housing	Strong Aluminum
Infre-Red remote	Not included (optional, need IR Kit)
Usb Mode	Yes
Display of signal states	USB LED
Power	0,5 W
CPU's technology	32 bits
Dimensions	H : 55mm(2.16in) / W : 50mm(1.96in) / D : 37,5mm (1.47in)
Weight	0.085 Kgs
Package total weight	0.15 Kgs
Color	Black
IP rating	IP40
Place of Use	Indoor
Storage	Keep in dry place
Compatibility	8 and 16 bits DMX 512 fixtures
Operating Temperature	- 25 to +70 C°
Certifications	CE, RoHS, Fcc
International Warranty	Yes, 1 year

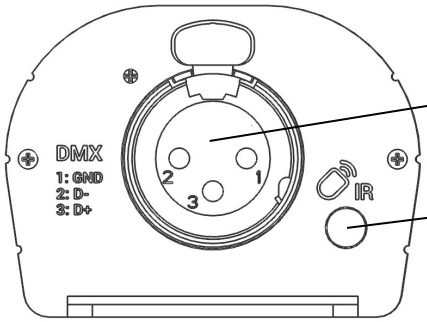
SOFTWARE TECHNICAL SPECIFICATIONS

PLAYER , PRO, PRO2	128 channels Live and Stand Alone
Studio DMX 3D viewer	Yes, real time
Art-Net Output from PC	No
Wi-Light 2 App	Yes, software control from mobiles and LAN and WLAN
System Compatibility	Windows, MAC Os X (10.6 and higher) and Linux (64 Bits)
Free Software Updates	Yes

PACKAGE CONTENTS

1 USB cable
1 USB to DMX Interface (3 Pin XLR, 5 pins in option)
1 download link

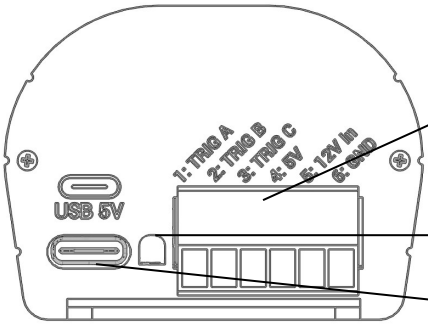
FRONT FACE



3 Pins XLR DMX Signal Connector
1: Ground
2: Data -
3: Data +

Infrared Receiver LED, (Remote unit is optional)

REAR FACE



Terminal Block Connector with screws
1 to 3: Trigger A, B, C
4: Power output for triggers A, B, C, 5V DC
5: Power Input 5-18V DC ; 0,1A or VCC (V+)
6: Ground (V-)

Green USB Signal LED

USB-C Connector (5V DC input)

USB Signal LED operating states:
OFF: Interface not powered (check the USB cable or the power supply).
ON: Interface powered, No scene is playing
Fast Blinking: USB communication running with the software
Slow Blinking: Stand Alone mode and playing a scene
Flashing very fast: In bootloader mode, waiting to load a new firmware

TRIGGERS CONFIGURATION WITH THE SOFTWARE

The Stand Alone mode of the software enables to setup and configure triggers.
Triggers informations must be saved in the device memory with the write memory option.

SWITCH THE INTERFACE 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. The software also propose an option to switch the interface in stand alone mode.

INFRARED REMOTE TRIGGERS

Standalone mode offers up to 15 triggers with the Infrared remote.
Select a scene in the list and choose the remote button number (from 01 to 15).

Other Infrared remote functions: Speed, dimmer, scene +, scene -, off, pause.

EXTERNAL CONTACT TRIGGERS

The device has 3 physical contact and the Stand Alone mode offers up to 7 triggers.
By selecting a scene in the list, it's possible to choose the contact number (from 1 to 7) to trigger the scene.

You can also assign a trigger to command in the stand alone mode and Triggers tab.

By default, the interface gives 3 external contacts (01, 02, 04). To obtain 7 contacts, you have to use a de-multiplexing interface in order to go from 3 to 7 possible combinations.

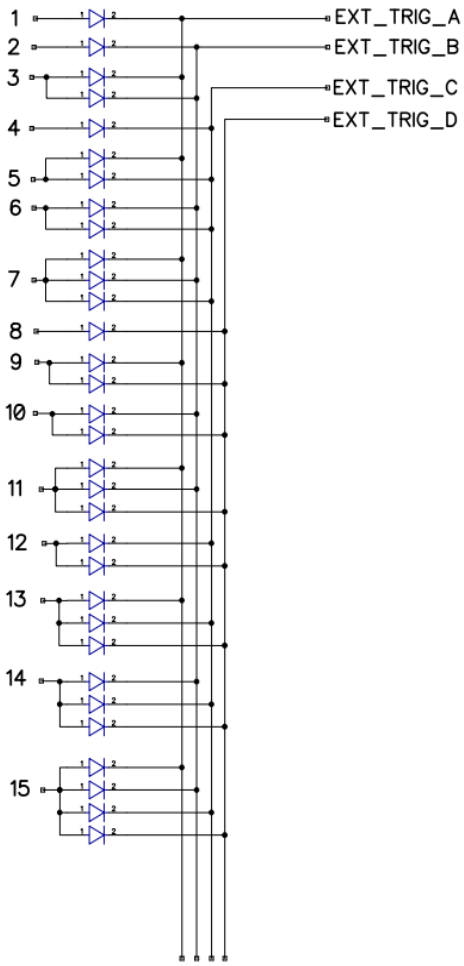
OPERATE A CONTACT TRIGGER

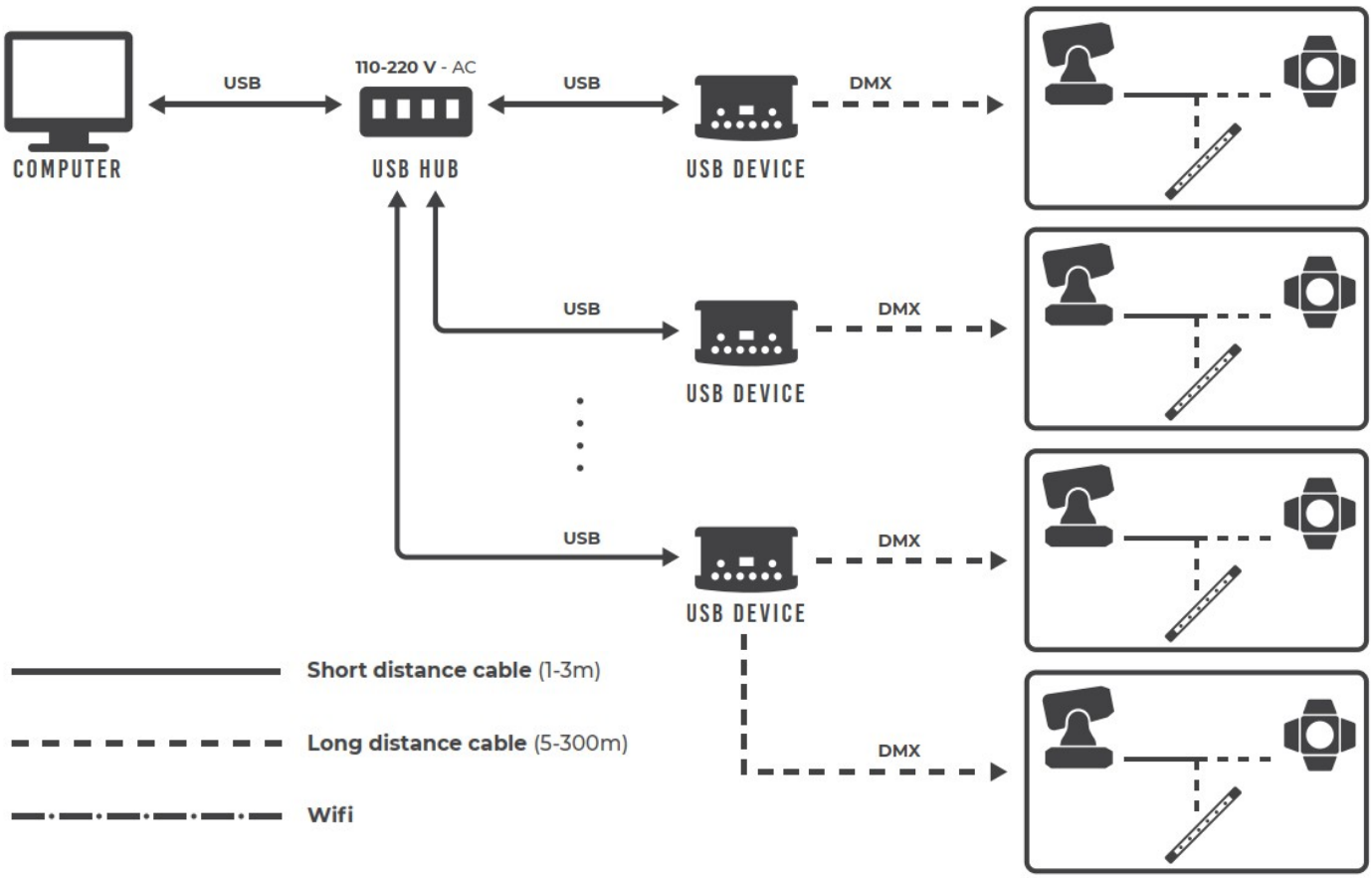
Use the 5V DC OUT of the interface connector and connect it to one of the 3 contact triggers A, B, C to generate the trigger action.

The interface support 3 to 5V DC to trigger, external DC power are not recommended.

Dry contact timing is about 5ms (0.005s).

To extend to 7 triggers you can use the multiplexing to reach to a maximum of 7 binaries combinaisons as following :



Add diode is necessary to avoide contact conflic and cumulate the binary combinaisons.

MULTIPLE USB DEVICES CONNECTIONS