Architectural Lighting Solutions

Date

Project

Notes

5 CHANNEL DMX INTERFACE

The 5 Channel DMX Interface is used with our DMX controllers to seamlessly operate color changing fixtures in a single DMX universe (512 channels). New mode options make it easy to control multiple Static White or Static Color, Variable White, RGBW, RGBA and RGBWW fixtures. Precision 16-bit color control provides 65,536 steps per channel, which means you can access trillions of individual colors and match nanometers for any custom color. New Test Mode allows manual testing with the interface -- check specific color levels for troubleshooting without a DMX controller. The 5 Channel DMX Interface is RDM capable. Program via remote with a bi-directional RDM response that allows for setting DMX addresses, modes and configurational tasks as well as monitoring sensors, usage and status messages. This interface also provides photoelectric isolation with bult-in protections for short circuits, overcurrent and overheating that don't rely on drivers.

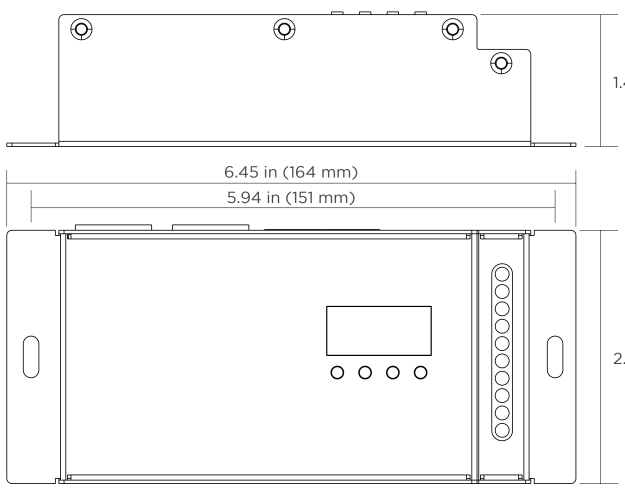
- 12-24V DC power
- 6 A/channel output x 5 channels
- 3 DMX connection types: wire terminals, RJ45 (Ethernet) and 3-pin XLR
- Crystal-clear OLED display screen
- Allows for adjustable PWM frequency
- 16-bit color control = 65,536 steps per color
- RDM (remote) capable programming
- New mode options for controlling multiple fixtures
- Test mode allows troubleshooting without a controller
- Photoelectric isolation with short circuit, over current and over temperature protections
- Connect up to 32 interfaces on a single chain
- Requires DMX terminator at end of chain (over long distances)

Applications:

Commercial
Entertainment
Healthcare
Hospitality
Museums
Public Spaces
Residential
Retail

DIMENSIONS

Width: 2.87 in (73 mm)
Length: 6.45 in (164 mm)
Depth: 1.49 in (38 mm)

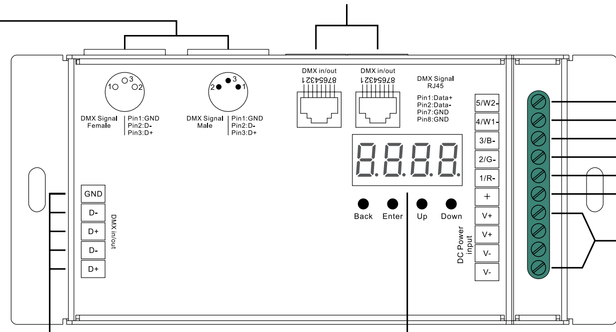


ORDERING GUIDE

Category
DMXINFOLED5

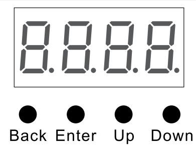
DMXINFOLED5 - 5 Channel DMX Interface

OPERATION



OPERATION

Before you do other settings, please set the device to be Master or Decoder mode.



run1 = DMX Decoder mode

run2 = DMX Master mode (stand alone)

Keep on clicking Down button, to get run1 or run2, then click Enter button, then click Down button to choose 1 or 2, then click Back button.

1. For run2 DMX Master mode:
Keep on clicking Up button till you find the following menus on display.

8.8.8.8 Means brightness for each output PWM channel. First 1 means PWM output channel 1 and it is selectable from 1 to 5 by clicking "UP" or "Down" button. Second 01 means brightness level, click "Enter" button, the display flashes, then click "UP" or "Down" button to select from 00-99-FL, which means 0%-99%-100% brightness, then click "Back" button to confirm.

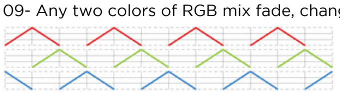
P.XXX Means programs , total 1-31 programs.

b-.XX Means RGB running effect's brightness, total 1-8 levels brightness.

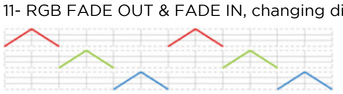
SP.-X Means effect play speed. total 1-9 levels speed.

P-.XX Means RGB color changing modes, total 31 programs:

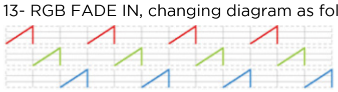
00- RGB off
01- Static red
02- Static green
03- Static blue
04- Static yellow (50% red+50% green)
05- Static orange (75% red+25% green)
06- Static cyan (50% green+50% blue)
07- Static purple (50% blue+50% red)
08- Static white (100% red+100% green+100% blue)
09- Any two colors of RGB mix fade, changing diagram as follow:



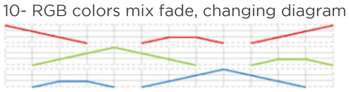
11- RGB FADE OUT & FADE IN, changing diagram as follow:



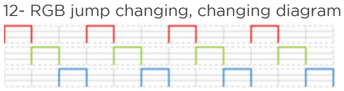
13- RGB FADE IN, changing diagram as follow:



10- RGB colors mix fade, changing diagram as follow:



12- RGB jump changing, changing diagram as follow:



14- RGB FADE OUT, changing diagram as follow:

15- RGB 3 colors strobe
16- White color strobe (100% red+100% green+100% blue)
17- 7 colors FADE OUT & FADE IN
(red, orange, yellow, green, cyan, blue, purple FADE OUT & FADE IN)
18- 7 colors jump changing (red, orange, yellow, green, cyan, blue, purple jump changing)
19- 7 colors strobe (red, orange, yellow, green, cyan, blue, purple strobe)
20- Red-white (100% red+100% green+100% blue) circle gradual changing
21- Green-white (100% red+100% green+100% blue) circle gradual changing
22- Blue-white (100% red+100% green+100% blue) circle gradual changing
23- Red-orange circle gradual changing
24- Red-purple circle gradual changing
25- Green-yellow circle gradual changing
26- Green-cyan circle gradual changing
27- Blue-purple circle gradual changing
28- Blue-cyan circle gradual changing
29- Red-yellow-green circle gradual changing
30- Red-purple-blue circle gradual changing
31- Green-cyan-blue circle gradual changing

OPERATION / PROGRAMMING

OPERATION (continued from previous page)

2. For run1 DMX decoder mode:
Keep on clicking Up button till you find following menus on display:

DMX signal indicator ●: When DMX signal input is detected, the indicator on the display following after 8 turns on red 8.XXX.

- 8.XXX Means DMX address. fa ctory defaults setting is 001.
- 88.XX Means DMX channels quantity. factory defaults setting is Ch05.
- 88.XX Means Bit (8bit or 16bit). factory defaults setting is 16bit.
- 88.XX Means output PWM frequency. factory defaults setting is 1K HZ.
- 88.XX Means output dimming curve gamma value, factory defaults setting is ga 1.5.
- 88.XX Means Decoding mode, factory defaults setting is dp1.1.

PROGRAMMING GUIDE

Digital display

8XXX	**DMX Address**	Factory default setting is 001.	Press ENTER button. Display will flash. Press or hold UP or DOWN buttons to set DMX address (hold UP or DOWN buttons for quick navigation). Press BACK button to confirm.
88XX	**DMX Channels Quantity**	Factory default setting is Ch05.	Press ENTER button. Display will flash. Press UP or DOWN buttons to set DMX channel quantity. Press BACK button to confirm. Example: DMX address is already set to 001. CH01=1 DMX address for all the output channels, which are all address 001. CH02=2 DMX addresses, output 1 & 3 is address 001, output 2, 4 & 5 is address 002. CH03=3 DMX addresses, output 1, 2 is address 001, 002, output 3, 4 & 5 is address 003. CH04=4 DMX addresses, output 1, 2, 3 is address 001, 002, 003, output 4 & 5 is address 004. CH05=5 DMX addresses, output 1, 2, 3, 4, 5 is address 001, 002, 003, 004, 005.
88XX	**Bit Mode (8 bit or 16 bit)**	Factory default setting is 16 bit.	Press ENTER button. Display will flash. Press UP or DOWN buttons to choose 8 or 16 bit. Press BACK button to confirm.
88XX	**Output PWM Frequency**	Factory default setting is 1K HZ.	Press ENTER button. Display will flash. Press UP or DOWN buttons to choose 00~09. Press BACK button to confirm. 00=500HZ, 01=1kHZ, 02=2kHZ...09=9kHZ.
88XX	**Output Dimming Curve Gamma Value**	Factory default setting is ga 1.5.	Press ENTER button. Display will flash. Press UP or DOWN buttons to choose 0.1~9.9. Press BACK button to confirm.
88XX	**Decoding Mode**	Factory default setting is dp1.1.	Press ENTER button. Display will flash. Press UP or DOWN buttons to choose decoding mode. Press BACK button to confirm.

IMPORTANT NOTES

- To restore default settings, hold BACK + ENTER buttons together for 5 seconds.
- All wiring must be in a continuous run and daisy-chained. No "Tees" are permitted.
- Star wiring is only allowed in conjunction with an opto-splitter.
- Cable shield may be grounded at one end only, preferably at the control console.
- Maximum cable length is 1,800 ft when used for DMX only
- Maximum cable length for systems incorporating RDM is 1000 ft due to timing constraints
- Receiving devices have male connectors, transmitters have female.
- Wire must be Belden 9829, 9842, Cat 5 or equivalent .
- The last DMX device on the line must be terminated with a termination switch or resistor with a value of 100 to 120 ohms between pins 2 and 3.
- RJ45 connectors may be used with Cat5 cable, for permanent wiring.
- Cat5 UTP cable may be used inside metal conduit. Use Cat5 STP when installed in raceways.

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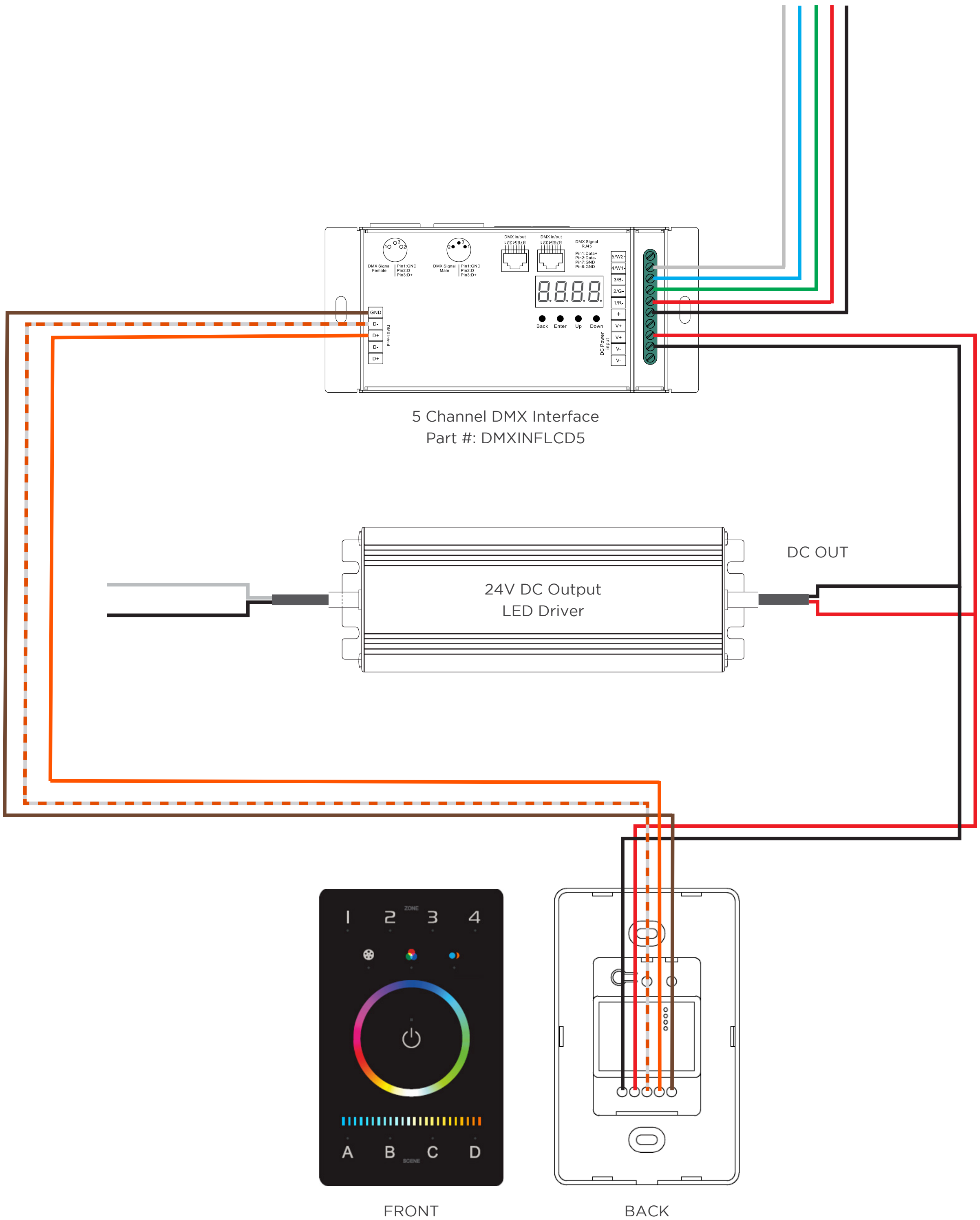
CONNECTIONS

WIRING DIAGRAM



4 Zone Color Changing Glass Touch Wall Controller
Part #: WCRGBWW4ZBK