



1 ZONE DMX WALL CONTROLLER

The Acolyte 1 Zone DMX Wall Controller creates lighting scenes and moods from a sleek touch-sensitive display. Program and save unique transitions, rolls and fades with ease. Choose between full spectrum color or variable color temperature control. Universal protocol DMX controllers can control any lighting fixture that supports DMX protocol.

- 1 Zone
- 5 - 15V DC input
- Manage 2 Universes of 512 DMX Channels
- Change color, brightness, saturation, speed & more
- Touch Capacitive
- Programmable with ESA2 PC/Mac software
- Up to 36 preset scenes via 6 buttons
- 1 USB port and 8 contact ports
- Built-in flash memory
- Operating Temperature: -10° C - 45° C
- Available in Black finish

Applications:

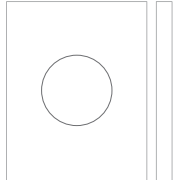
Commercial
Entertainment
Healthcare

Hospitality
Museums
Public Spaces

Residential
Retail



DIMENSIONS



Width: 4.17 in (106 mm)
Length: 5.75 in (146 mm)
Depth: 0.39 in (10 mm)

ORDERING GUIDE

Category

DMXCTRLG

DMXCTRLG - 1 Zone DMX Wall Controller

SPECIFICATIONS / COMPONENTS / FEATURES

COMPONENTS



TECHNICAL DATA

Input Power	5-15V DC 0.6A
Output Protocol	DMX512 (x2)
Programmability	PC, Mac
Available Colors	Black
Connections	USB, 8 dry contact ports, open drain output (for relay)
Memory	In-built flash
Temperature	14° - 113° F (-10° - 45° C)
Battery	LIR1220
Mounting	Single or double-gang wall socket
Dimensions	5.75 x 4.17 x 0.39 in. (146 x 106 x 10 mm)
Weight	0.44 lb (200 g)
Standards	EC, EMC, ROHS

KEY FEATURES

DMX stand alone controller	Up to 36 dynamic or static scenes
Compatible with any DMX fixture or DMX LED driver	1024 DMX channels. Control 340 RGB fixtures
Ready-to-use (pre-loaded with 8 scenes and 170 RGB fixtures)	Clock and calendar with Sunrise/Sunset triggering
Sleek, black glass design which sits 11mm from the wall	WiFi network communications. Control lighting remotely
Color palette (can also be used for scene selection)	USB connectivity for programming and control
12 touch-sensitive buttons. No mechanical parts	8 dry contact trigger ports
Touch-sensitive wheel allows for accurate color selection	OEM customization of the color palette and logo
Built-in flash memory for storing programs	Windows/Mac software to set dynamic colors/effects

NOTE: Connector ports can be damaged by excessive force. Be gentle when connecting and disconnecting RJ45/Ethernet cables. Use of excessive force will void any warranty.

SETTING UP THE CONTROLLER

PROGRAMMING THE CONTROLLER

The DMX controller can be programmed from a PC or Mac using the software available on our website. Refer to the corresponding software manual for more information which is also available on our website. The firmware can be updated using the Hardware Manager which is included with the programming software.

ESA2 Software (Windows/Mac) - Single Zone <http://www.nicolaudie.com/esa2.htm>

Network Control

The controller can be connected directly from a computer/smartphone/tablet (Access Point Mode), or can be connected to an existing local network (Station Mode). The controller is set to work in Access Point (AP) Mode by default.

- In AP Mode, the default network name is Smart DMX Interface XXXXXX where X is the serial number. The default password is 00000000 (8 zeros).
- To connect using Station Mode, use HardwareManager to set the WiFi settings to Station or Dual mode. Then connect your controller to your network by selecting your WiFi router from the Network List. The controller is set, by default, to get an IP address from the router via DHCP. If the network is not working with DHCP, a manual IP address and subnet mask can be set on allow port 2430.

iPhone/iPad/Android Control

Easy Remote Pro (for iPad/iPhone. Android coming soon): Create an entirely customized remote control interface for your tablet or smartphone. Easy Remote Pro is a powerful and intuitive app, allowing you to add buttons, faders, color wheels and more. Connect to a Wi-Fi network and the app will find all compatible devices on the local network. Available for iOS & Android.

Lightpad: Designed to work seamlessly with the controller, Lightpad provides an easy way to control your lights over a local Wi-Fi network. Connect and you will see a representation of your controller on the screen. Use the on-screen controls as you would do for the controller in real life.

TROUBLESHOOTING

All 7 LED's on the controller are blinking

The controller is in bootloader mode; this a special 'startup mode' which is run before the main firmware loads.

- Check that there is nothing metallic touching the back of the controller
- Try re-writing the firmware with the latest Hardware Manager

Contact us if you see the following errors

Center LED Red, cycling pattern on 6 LEDs - Error1
Center LED Green, cycling pattern on 6 LEDs - Error2
Center LED Blue, cycling pattern on 6 LEDs - Error3

The controller is not detected by the computer

- Be sure that the latest software version is installed
- Connect by USB and open the Hardware Manager (found in the software directory). If it's detected here, try updating the firmware
- Try another USB cable, port, and computer
- Bootloader Mode: Sometimes the firmware update may fail and the device may not be recognised by the computer. Starting the controller in 'Bootloader' mode forces to the controller to start at a lower level and, in some cases, allows the controller to be detected and the firmware to be written. To force a firmware update in Bootloader Mode:
 1. Power off your interface.
 2. Start HardwareManager on your computer.
 3. Press and hold the button on the back of the circuit board labelled BootLoader and connect the USB cable at the same time. If successful, your interface will appear in HardwareManager with the suffix _BL.
 4. Update your firmware.

The 6 scene LED's are blinking

- No show file has been detected on the controller.
- Download the latest software
- Update to the latest firmware using the included Hardware Manager
- Try re-writing the show file

The lights are not responding

- Check the DMX +, - and GND are connected correctly
- Check that the driver or lighting fixture is in the DMX mode
- Be sure that the DMX address has been set correctly
- Check there are no more than 32 devices in the chain
- Check that the DMX LED is flickering to the right of the SD card
- Connect with the computer and open Hardware Manager (found in the software directory). Open the DMX Input/Output tab and move the faders. If your fixtures respond here, it is possibly a problem with the show file

Trouble connecting over a network

- Try disabling any firewalls on your computer (e.g. Windows Firewall)
- Update firmware using the latest Hardware Manager from our website
- Allow port 2430 on your network
- Check controller is connected to the same Wi-Fi network
- Close / kill all other dmx software / apps
- Check that you are not connecting to STICK through a VPN. VPNs are not compatible with our network discovery process

Calendar trigger problems

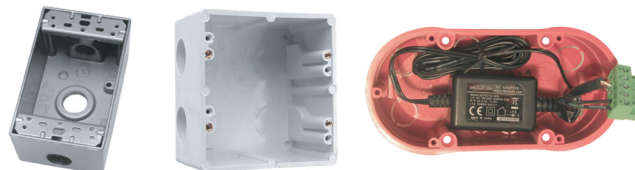
- If scenes are not triggering or are doing so at the incorrect time, check the time stored on the controller using HardwareManager > Clock
- If the controller forgets the time set, replace the battery (see pg2)
- If scenes start triggering 1 hour early/late, check Clock > DST settings
- Sunset / Sunrise triggers not matching the real world? Check the controller is set to the correct location. Default is Montpellier, France.

CONNECTIONS

STEP-BY-STEP

1. Mount an electrical box inside the wall

The controller can be installed in a standard electrical backbox. This box is usually 60 mm high and wide, except in Japan and America where it is 83.5 mm/3.29 inches high. You can insert the AC/DC adapter inside or outside the backbox.

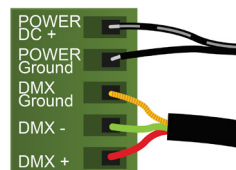


2. Connect the wires

POWER: Connect a 5-10V 0.6A ACDC supply. Be sure to not invert the + and the ground.
DMX: Connect the DMX cable to the lighting receivers (LEDs, Dimmers, Fixtures...)
(for XLR: 1=ground, 2=dmx-, 3=dmx+)

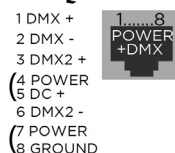
IMPORTANT: If using DMX 3 conductor-shielded wire for data, this method must be used exclusively throughout. Alternatively, if using RJ45, then RJ45 must be used exclusively throughout. You cannot combine these two daisy-chaining methods.

POWER + DMX
WITH CONNECTOR BLOCK



Output DMX Universe #1 Only

POWER + DMX
WITH RJ45 CABLE



Output DMX Universe #1 & #2

3. Mount the interface on the wall

First, mount the backside of the interface on the wall with 2 or more screws. Secondly, connect the DMX and power (connector block or RJ45).

Take note of the location of the Wi-Fi aerial and install front panel with care. The front panel is mounted by pressing it against the back plate and then sliding down. Two screws should then be attached underneath to hold the controller in place.

CHECK PIN CONFIGURATIONS. APPLYING POWER TO THE DMX INPUT WILL DAMAGE THE CONTROLLER. MAKE SURE THE CONTROLLER IS MOUNTED FLAT WITHOUT OBSTRUCTIONS FROM BEHIND AS THIS CAN PUSH APART THE GLASS

NOTE: Connector ports can be damaged by excessive force. Be gentle when connecting and disconnecting RJ45/Ethernet cables. Use of excessive force will void any warranty.

OTHER CONNECTIONS

* VIN (pin 20) is not protected and should not be used

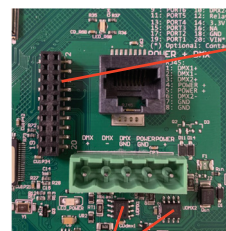
Compatible header connectors:

WURTH ELEKTRONIK ref: 61301021121, MOLEX ref: 10-89-7202,

TE Connectivity ref: 1-87227-0, FCI ref: 77313-101-20LF, HARWIN ref: M20-9981046,

SAMTEC ref: TSW-110-xx-T-D, FARNELL ref: 1841232, RS ref: 763-6754 673-7534 251-8165,

MOUSER ref: 538-10-89-7202, DIGIKEY ref: WM26820-ND



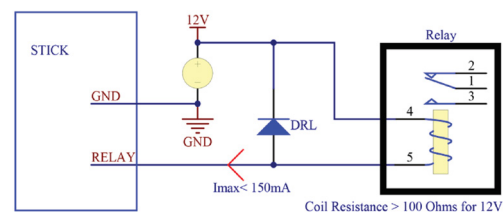
NC	1	2	GND_DMX
NC	3	4	DMX1-
PORT8	5	6	DMX1+
PORT7	7	8	DMX2-
PORT6	9	10	DMX2+
PORT5	11	12	Relay
PORT4	13	14	3.3v
PORT3	15	16	NC
PORT2	17	18	GND
PORT1	19	20	VIN*

DMX CHIPS
To replace, solder the DMX chips to the 8 pin connectors.

BLACKOUT RELAY (ENERGY SAVING)

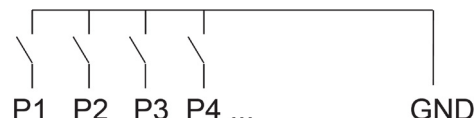
A relay can be connected between the RELAY (pin 12) and GND sockets of the 20 pin extension socket. This is an open drain output that allows current to flow only when the controller is on.

It can be used to turn off other equipment such as lighting drivers to save power.

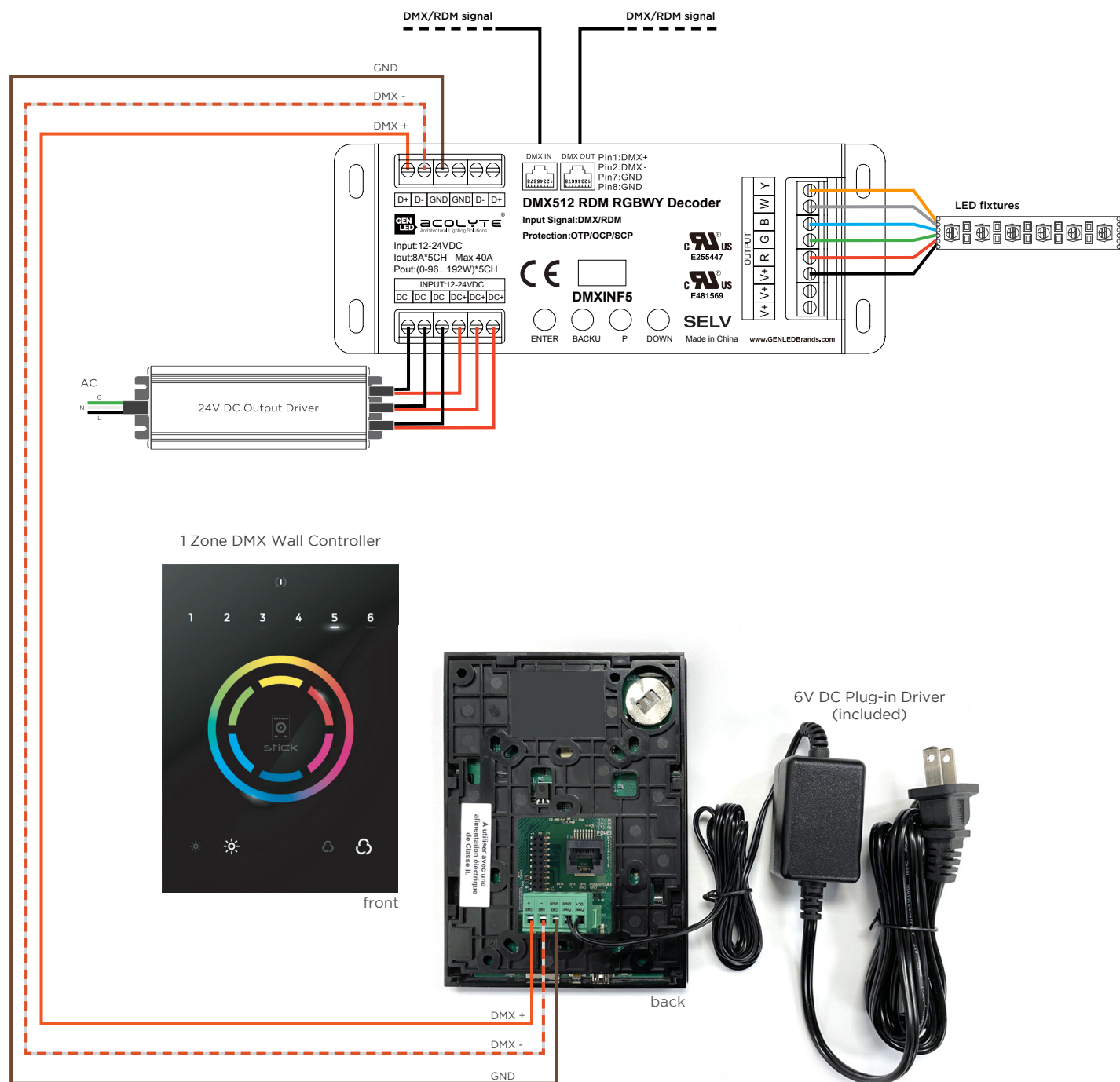


DRY CONTRACT PORT TRIGGERING

It is possible to start scenes using the dry contact input ports available on the HE10 extension socket. To activate a port, a brief contact of at least 1/25 second must be established between the ports (1...8) and a ground (GND) pin. Note: the scene will not be switched off when the switch is released.



WIRING DIAGRAM



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