

DMX-Player L

User Manual

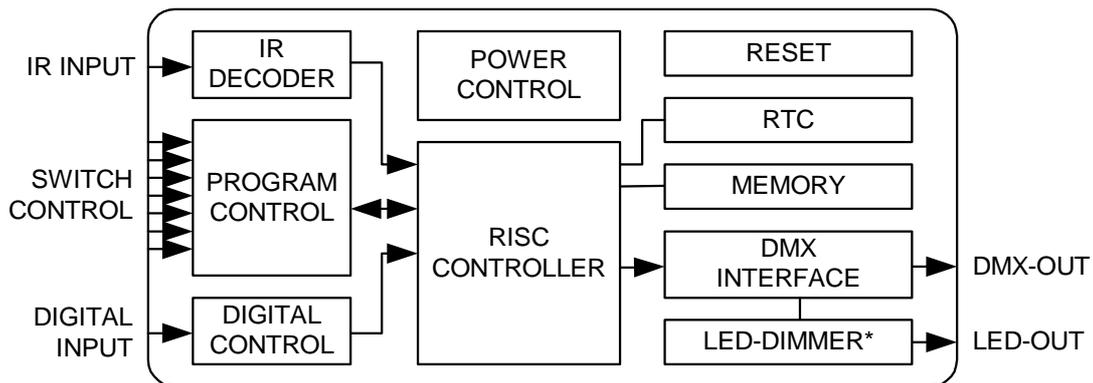


DMX [®]
4
ALL

Description

The **DMX-Player L** is a DMX-StandAlone device. The scenes provided in the PC can be loaded by USB on the device. Without PC the stored scenes can be reproduced. The scene selection can occur in different ways. An application in the live operation with connected PC is possible too.

Due to the easy handling the application is possible in decoration and presentation sections.



Energy Saving Design:

By modern switch-power-supply-technology it will be generated less warmth considerably and therefore the energy consumption is lowered.

Data Sheet

- Voltage supply: 7-24V DC / 250mA (Without LED-Dimmer BABY)
- DMX-OUT: 192 Channels
- Internal clock (RTC)
- Digital control-input for control per button
- Program-Trigger up to 16 Timer possible
- Brightness-control per UP/DOWN button, Poti or IR
- Playback rate per UP/DOWN button, Poti or IR
- Scenes Selection:
 - first 10 per button
 - first 16 per button-Matrix 4x4
 - first 25 per button-Matrix 5x5
 - up to 250 scenes per numerical keypad with ENTER and BLACKOUT
 - first 10 per RC5 IR-remote control
- USB-Connection to transfer the scenes or as a PC DMX-Interface in live operations
- 8Kbyte Stand-Alone-Memory (up to 32kByte with 24C256 possible)
- DMX-LED-Dimmer BABY to attach
- Board-dimensions: 64,2mm x 82mm

Installation USB

The Interface installation happens in two parts.

Part 1: Installation the USB-driver

- Put the DMX interface to a free USB port of your PC.
There appears the announcement which was found new hardware.



- Follow the hardware assistant and select for the drivers source *Other Source specify* and afterwards the place for the driver
- Certify the located driver with *Next* and complete the driver's installation with *Finish/Complete*.

Part 2: Installation Vitrual COM-Port

- After the installation of the USB driver a USB-Serial-Port will be automatically identify.
There also appears the announcement *new hardware was found*:



- Follow the hardware assistant and select for the drivers source *Other Source specify* and afterwards the place for the driver
- Certify the located driver with *Next* and complete the driver's installation with *Finish/Complete*.

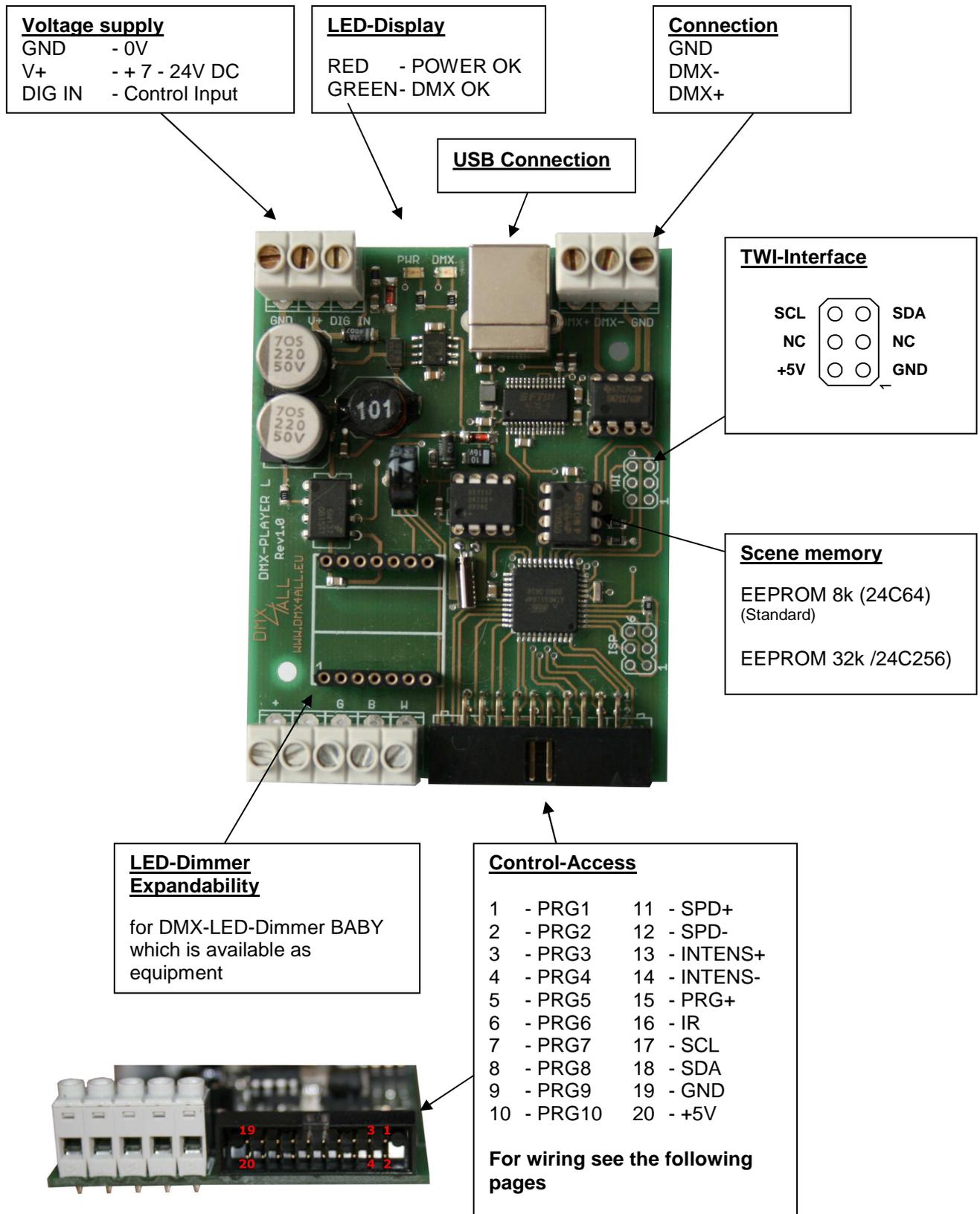


The installation can differ according to the used operating system and drivers version.



**Current driver you can find on our homepage
www.dmx4all.de**

Connections



Program selection

The selection of the deposited scenes can occur by different wirings. Which wiring is used, must be configured in the Setup-Menu or the DMX-Configurator (For this see the part Configuration).



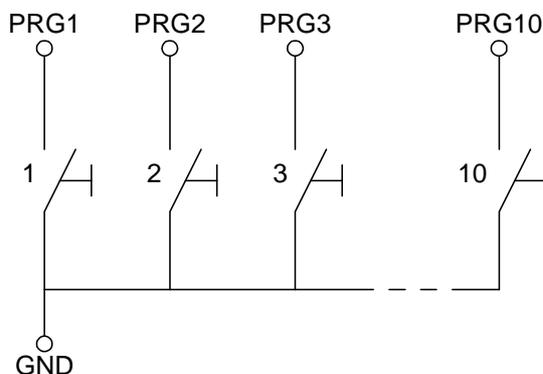
The last selected scene will be recorded and after re-starting automatically launched.

► See „Running one scene after power on“

Selection per 10 button

The first 10 stored scenes can be called directly about up to 10 buttons.

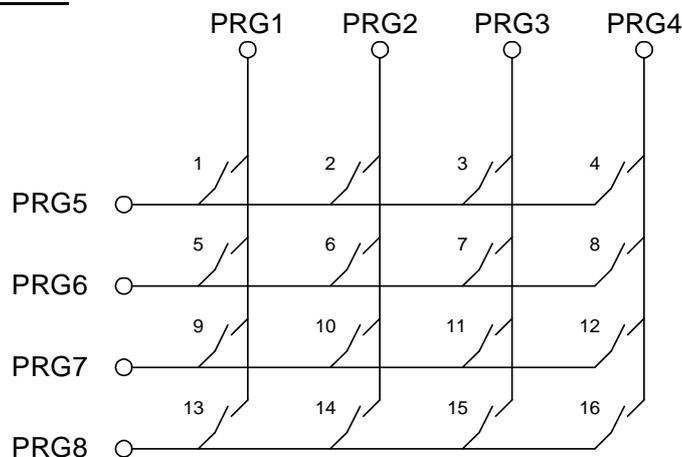
Connection:



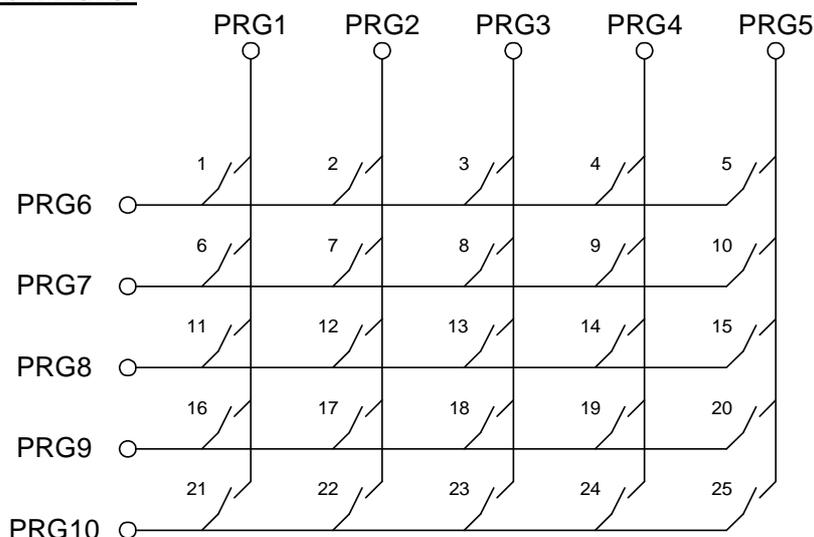
Selection about Button-Matrix 4x4 or 5x5

With a Matrix-wiring it is possible to call up to 25 Programs per one button.

Connection Matrix 4x4:



Connection Matrix 5x5:



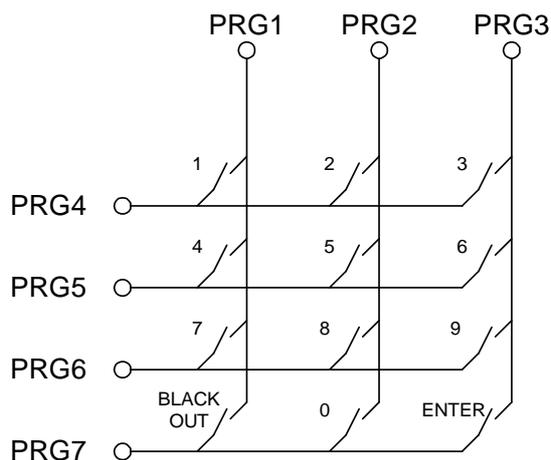
Selection about numeric keypad with ENTER and BLACKOUT

The input of the executive scene happens with the numeric keypad and next ENTER. The programs 1 up to 250 are possible.

In addition, with the switch BLACKOUT the blackout function can be switched-on and switched-off with the key. The button ENTER automatically switches off the blackout function.

Exampel: Scene 28: ,2' + ,8' + ,ENTER'
Scene 146: ,1' + ,4' + ,6' + ,ENTER'

Connection:

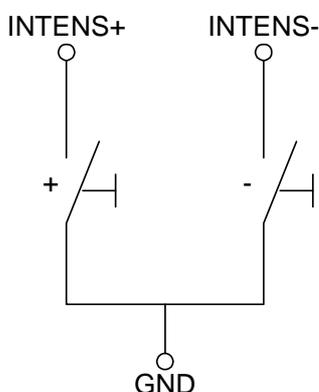


Selection about 8-Bit binary Signal

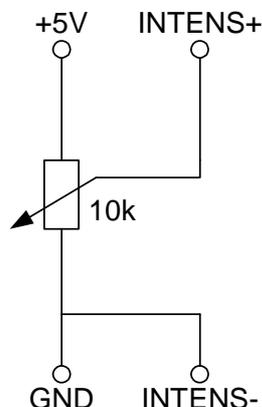
With the 8-Bit binary control-signal up to 250 scenes can be called. Therefore the 8 bits of the binary signal have to be established at the entrances PRG1 to PRG8.

Brightness Setting

The brightness setting can be carried out per UP/DOWN button or Potentiometer.



Wiring with UP/DOWN button



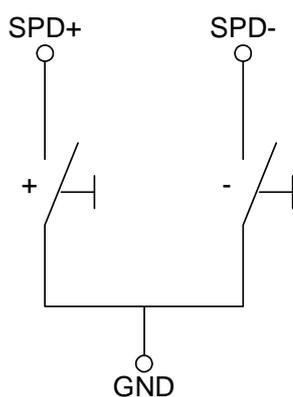
Wiring with Potentiometer



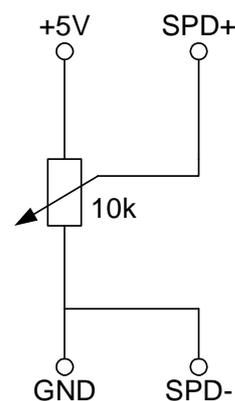
During the operation the brightness value will be saved with the UP/DOWN-buttons and retained during shutdown the DMX-Player L.

Speed Setting

The speed setting can be carried out per UP/DOWN button or Potentiometer.



Wiring with UP/DOWN button



Wiring with Potentiometer



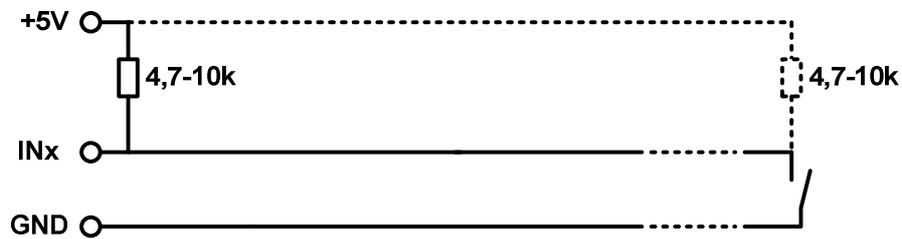
During the operation the speed value will be saved with the UP/DOWN-buttons and retained during shutdown the DMX-Player L.

Cable length

The DMX-Player L ought to operate at the Control-Connection with cables as short as possible.

Recommended are cable lengths up to 0,5 meters!

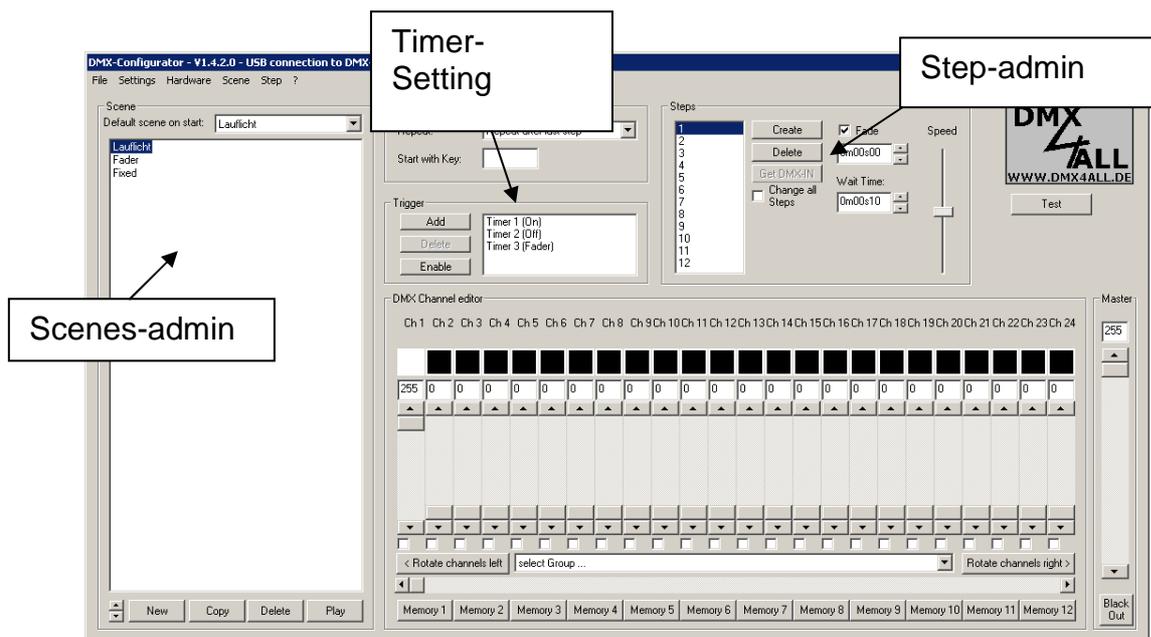
To raise the operating safety resistors can be provided as shown in the following picture from the signal input (INx) to the +5V connection.



Program StandAlone-function

The **DMX-Player L** has a user programmable StandAlone-function. The Scenes arranged in the PC (programmes) will be transferred once to the interface and then can be replayed.

The software DMX-Configurator serves for the production and programming of the scenes. Under the menu point *Settings*→*Communication settings* the interface above which the DMX-Configurator finds the connected hardware will be set.



In the left part there is the scenes admin. Here the scenes can be set up and fixed in the order.

The right part shows the step admin. Every Scene exists of one step at least. For the setting of different DMX values there are controller available. These are marked with the channel number. To reach all 512 DMX channels, you must select the DMX channel area with the underneath horizontal racketeer. For every step different DMX-values can be set for every channel.

Furthermore for every step the fade time and residence time will be set with **Fade Time** and **Wait Time**.

You can write the provided scenes in the Stand-Alone-memory of the DMX-Player L. The transfer of the scenes to the interface can be started under *Hardware*→*Write data*.

Attention: This process can last some time! Please, do not break off the transfer and wait for certification of the DMX-Configurator.

Executing a Scene after starting

After starting a specific scene can be replayed. For this, by compiling the scene in the DMX-Configurator the *Default Scene on Start* has to be assigned. If this is assigned, the selected scene under *Default Scene on Start* will be achieved by starting the DMX-Player L.

Configuring the DMX-Player L

The DMX-Player L can be configured about the DMX-Configurator from the version 1.5. Select therefore *Settings*→*Hardware settings* by connected DMX-Player L. It appears the following dialogue:

The first 6 selection fields fix the connected button configuration. Only one choice is possible

Fade between Scenes allows fading between scenes

Fill DMX outputs 512 DMX-channels, from channel 193 with the value 0.

Configurating the used remote control: *RC5 remote* or *DMX4ALL LED*

Configurating the **DIG IN** control input

Configure the **PROG+** control signal

START/STOP program allows a stop of a running scene by repeated pushing the scene button

Hardware settings - DMX Player L

Settings

- Select SINGLE key input
- Select BCD input (LOW active)
- Select BCD input (HIGH active)
- Select 4x4 MATRIX key input
- Select 5x5 MATRIX key input
- Select 3x4 MATRIX with ENTER and BLACK...
- Enable Fade between Scenes
- Enable Fill DMX
- RC5 remote control
- LED remote control
- LED remote control (3 digit scene select)
- DIG_IN = Next program
- DIG_IN = On/Off
- DIG_IN = On/Off & Brightness control
- DIG_IN = Prg+ & Brightness control
- DIG_IN = Start 'Default scene on start'
- RESET (Factory settings)

Cancel OK

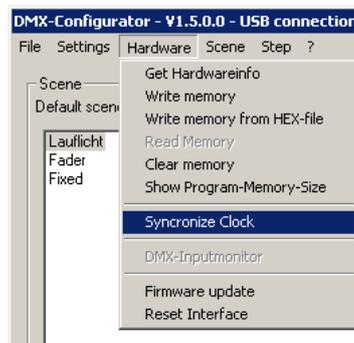
The configuration is transferred and stored by **OK** to the DMX-Player L.

Internal Clock (RTC)

The DMX-Player L disposes of an internal clock with which scenes can be start at adjustable times.

Time setting

Select in the DMX-Configurator
Hardware→*Synchronize Clock* .
Now the topical PC-PC-system-time will
transferred on the DMX-Player L.

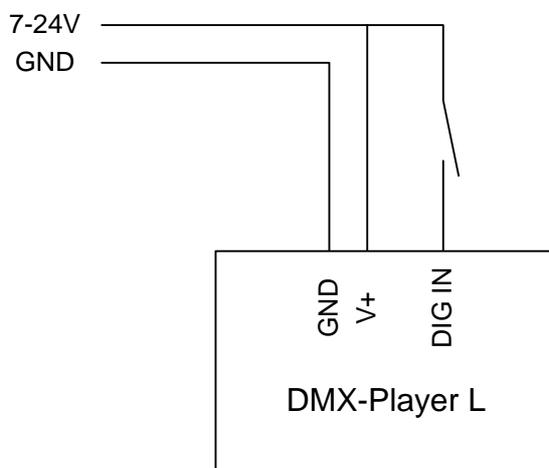


Digital Input Control DIG IN

The digital Input Control **DIG-IN** of the DMX-Player L can be configured as follows:
(see DMX-Player L configuration)

- Process next program
- Switch On/AOFF
- ON/OFF (short activity)
and brightness setting (long activity)
- Process next program (short activity)
and brightness setting (long activity)
- Process „Default scene on start”

The wiring of the Input control will be carried out as shown in the following view:



IR-Operation

The DMX-Player L allows an IR-Operation by means of external IR-Sensor. An IR-Sensor is connected to the Pin 16 of the Control connection.

The stored scenes can be called by IR-remote control.
The DMX-Player L can be used by DMX4ALL LED remote control.

Operating with DMX4ALL LED-Remote control

The program selection happens about the keys **1,2,3 ... 9,0** according to the programs from the 1 up to 9. The key 0 is for a free colour setting.

About the keys **+** and **-** the brightness and the speed is adjustable as well as is possible for a program selection.

After actuating the key **SPEED**, the speed is adjustable;

After actuating the key **PROG SELECT**, the programs are selectable;

After actuating the key **R**, **G** or **B**, the brightness is adjustable.

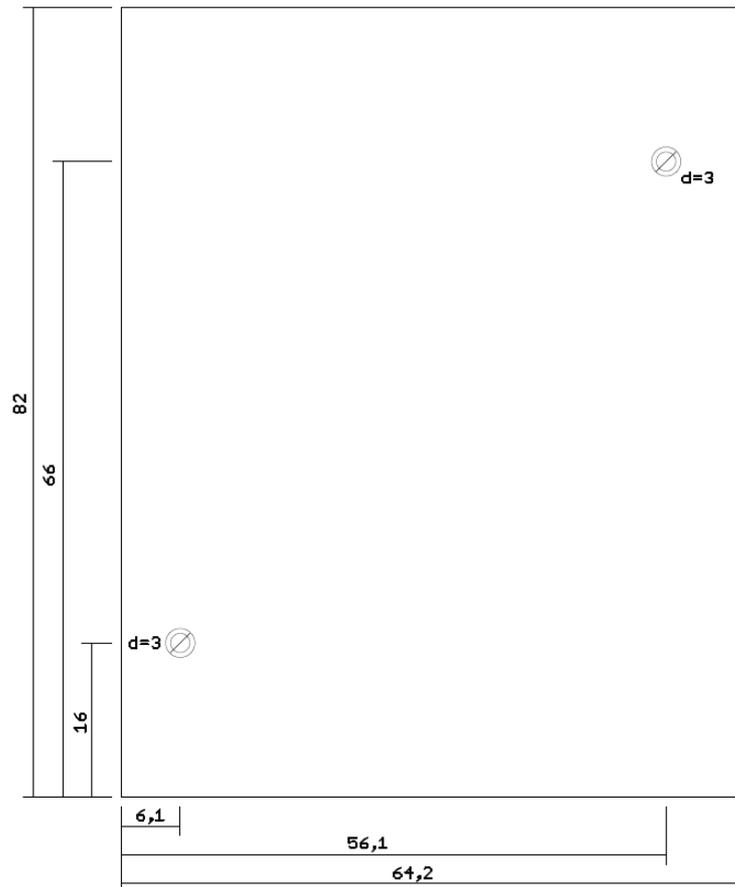
A separate setting for Red, Green and Blue is not possible.

The switch **BLACK OUT** activates and deactivates the BlackOut-function. Besides the brightness setting will be persist.

The switch **FLASH** activates and deactivates the Flash-function (all 100%). Besides the brightness setting will be persist.



Dimensions



All details in mm

View from the components side (USB-Connection right)

CE-conformity



This assembly (board) is controlled by a microprocessor and uses high frequency (8MHz). To get the characteristics of the assembly in relation to the CE-conformity, an installation in a compact metal casing is necessary.

Risk-Notes

You purchased a technical product. Conforming to the best available technology the following risks should not be excluded:

Failure risk: The device can drop out partially or completely at any time without warning. To reduce the probability of a failure a redundant system structure is necessary.

Initiation risk: For the installation of the board, the board must be connected and adjusted to foreign components according to the device paperwork. This work can only be done by qualified personnel, which read the full device paperwork and understand it.

Operating risk: The Change or the operation under special conditions of the installed systems/components could as well as hidden defects cause to breakdown within the running time.

Misusage risk: Any nonstandard use could cause incalculable risks and is not allowed.

Warning: It is not allowed to use the device in an operation, where the safety of persons depend on this device.



DMX4ALL GmbH
Reiterweg 2A
D-44869 Bochum
Germany

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