

DMX-PlayerONE

User Manual



DMX [®]
4
ALL

Description

The **DMX-PlayerONE** is a DMX-StandAlone device which stores on the PC created scenes via USB. The deposited scenes can be replayed without any PC. The scene selection can occur with the button (next program) or with an optional IR-remote control.

An application within a live operation is also possible with a connected PC. Due to the simple handling an application in decoration and presentation areas is also possible.

Technical Data

Power supply	5V DC / 250mA with the PC or with the enclosed power adaptor
DMX-Connection	For storing the scenes or for PC-DMX-Interface within the live operation
Memory	64Kbyte Stand-Alone-Memory
IR-Receiver	For optional available remote control Brightness setting/playback rate
Board dimensions	115 x 60 x 35 mm

Installation USB

The interface installation passes in two parts.

Part 1: Installation the USB-driver

- Put the DMX-interface in a free USB-port of the PC.
The message appears that new hardware is found.



- Please follow the hardware-assistant and select *indicate another source* as source for the driver and select then the location for the driver (e.g.: A: by the delivered CD).
- Verify the found driver with *Next* and finish the driver installation with *Finish*.

Part 2: Installation the virtuellen COM-Port

- After the installation of the USB driver there will be detected an USB serial port automatically. The message appears that new hardware is found.



- Please follow the hardware-assistant and select *indicate another source* (*Andere Quellen angeben*) as source for the driver and select then the location for the driver (e.g.: A: by the delivered disk).
- Verify the found driver with *Next* and finish the driver installation with complete *Finish*.

For the installation of the USB please use the driver on the enclosed disk. The current driver version can be downloaded on the internet (www.dmx4all.de).

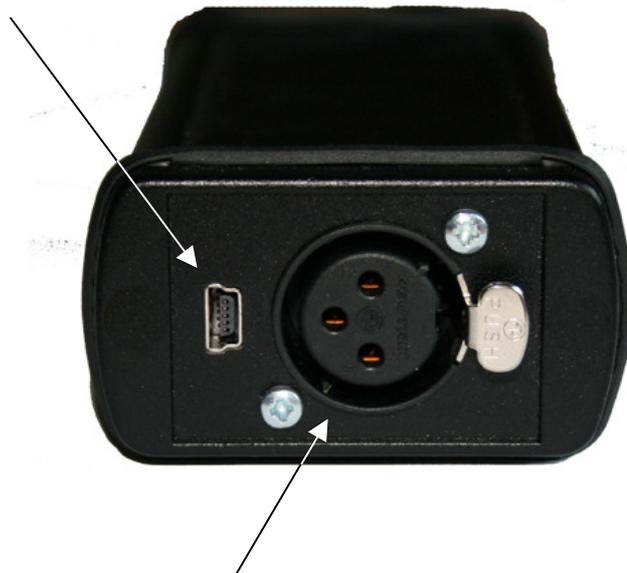


The installation can differ depending on the used operating system and driver version.

Connection

USB-Connection

For programming or power supply



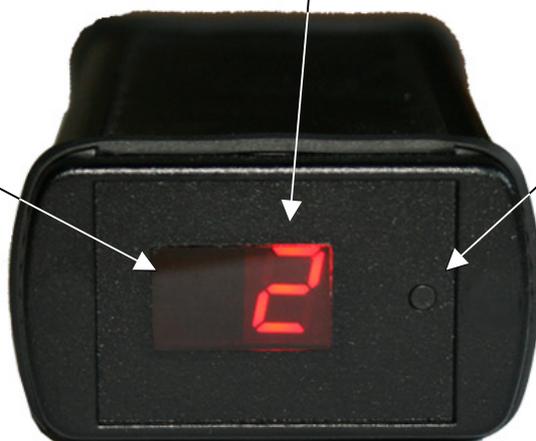
DMX Connection

- 1 – GND
- 2 – DMX-
- 3 – DMX+

Program-Display

IR-Receiver

Button for program selection



Program selection

The selection of the deposited scenes occur with the button next to the program display or with the IR-Remote control.



Button to switch to all programs



If the last selected scene should be stored and should start running automatically after restarting, please select none *Default Scene on start* (*No scene on start*).

► See as well „Execute one scene after starting“

Execute one scene after starting

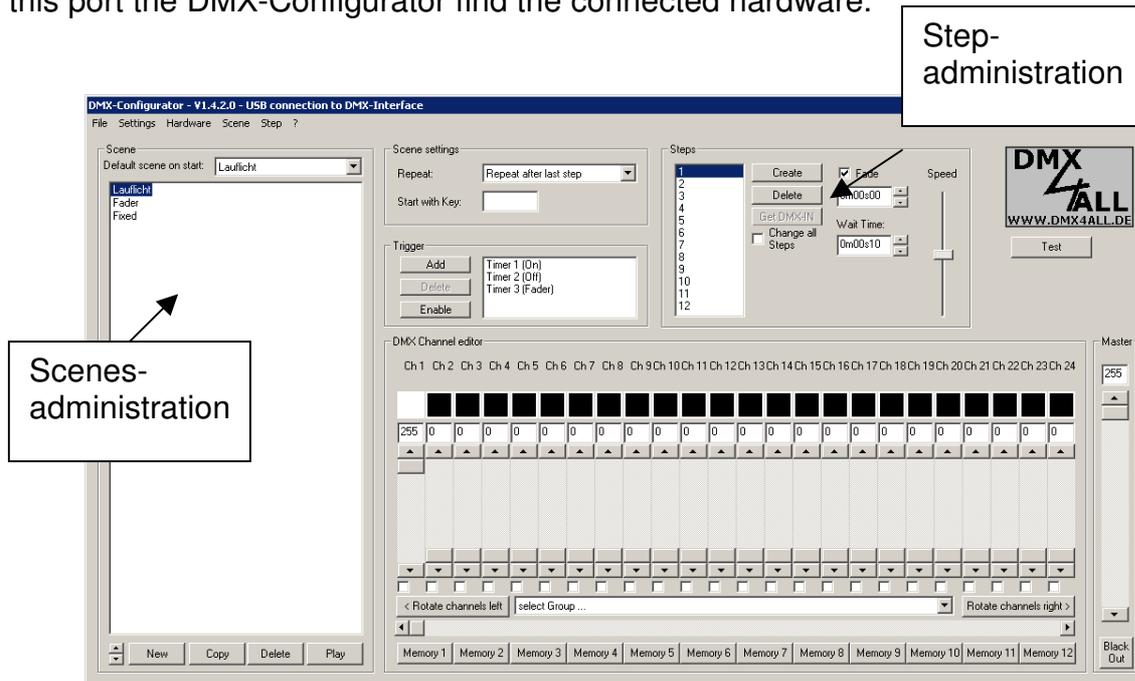
After starting a specified scene can be replayed. By creating the scenes in the DMX-Configurator *Default Scene on start* must be declared therefore. If this is given, independent of the last selected scene, every time the selected scene under *Default Scene on start* will be executed by starting the DMX-PlayerONE.

If there is no *Default Scene on start* declared so the last executed scene will be replayed after starting.

Program the Stand-Alone-Function

The **DMX-PlayerONE** has a user programmable Stand-Alone-Function. The deposited scenes on the PC (programs) will be transferred once to the interface and can be replayed afterwards.

For creating and programming the scenes serves the software DMX-Configurator. The port will be adjusted under the menu *Settings*→*Communication settings*. With this port the DMX-Configurator find the connected hardware.



In the left part is the scenes administration. Here the scenes can be created and specified in chronological order.

The right part is the step administration. Every scene consists at least of one step. For the setting of several DMX-values are controllers available. These are labelled with the channel-numbers. To reach all 512 DMX-channels you have to select the DMX-channel range with the underlying horizontal slider. For every step several DMX-values can be adjusted.

Furthermore the fade time and wait time can be adjusted with **Fade Time** and **Wait Time**.

The created scenes can be written in the Stand-Alone-memory of the DMX-PlayerONE. The scenes transmission to the interface will be started under the menu *Hardware*→*Write memory*.

Attention: This process can take some time! Please, don't cancel the transmission and wait for confirmation of the DMX-Configurator.

Configuring the DMX-PlayerONE

The **DMX-PlayerONE** will be configured with the DMX-Configurator from version 1.5.3. Please select under Menu *Settings*→*Hardware settings* by a connected PC. The following dialog appears:

Enable switch off display

After 10 minutes after the last operation of the DMX-PlayerONE took place the display will be shut down.

RESET (factory settings)

The settings will be deferred into the delivery status.



The configuration will be transferred and stored to the DMX-PlayerOne with **OK**.

Controlling per IR

The **DMX-PlayerONE** is equipped with an IR-sensor with which the deposited scenes can be called per DMX4All IR-remote control.

Operation with the DMX4ALL LED-remote control

The program selection occurs with the switches **1,2,3 ... 9,0** in accordance to the programs 1 up to 10.

With the switches + and – the brightness and speed is adjustable as well as the program selection.

After activating the switch **SPEED**, the speed is adjustable.

After activating the switch **PROG SELECT**, the programs are selectable.

After activating the switch **R** or **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. Thereby the brightness setting persists.

The switch **FLASH** activates and deactivates the Flash-Function (All 100%). Thereby the brightness setting persists.





Risk-Notes

You purchased a technical product. Conformable 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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Nevertheless errors are to be

excluded not completely. For this reason I see myself compelled to point out that I can take over

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contain assured characteristics. The guidance and the characteristics can be changed at any time and without previous announcement.