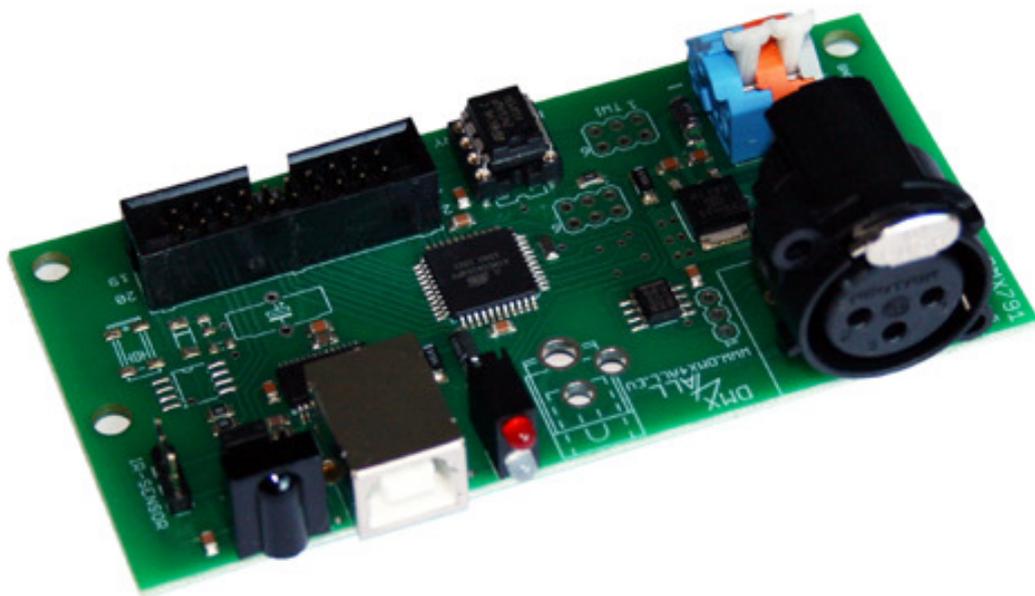


DMX-Player S

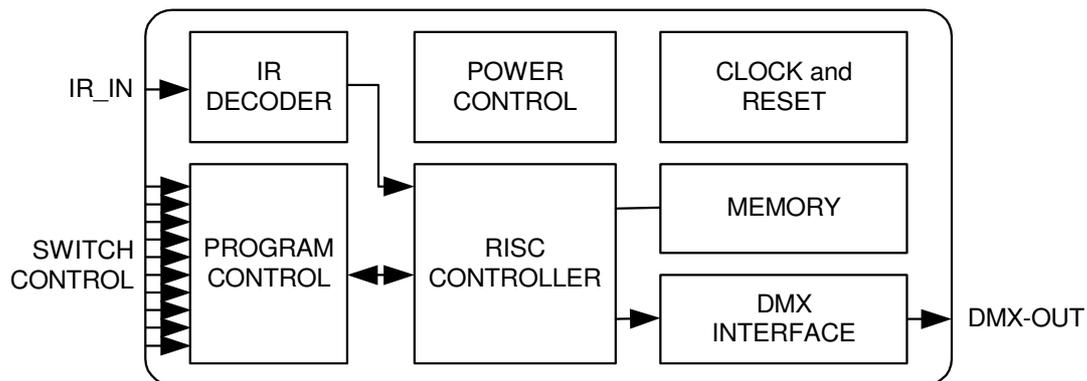
USER MANUAL



Description

The **DMX-Player S** is a DMX-Stand-Alone device. The scenes provided in the PC can be loaded by USB on the device. Then without a PC the stored scenes can be reproduced. The choice of the scenes can occur with different key fields. As well as possible are single-keys, matrix-keyboards etc. An application at work with connected PC is also possible.

By the easy service the application is possible in decoration and presentation areas.



Technical data

- Power supply: 7-12V DC / 250mA
- DMX-OUT: 192 channels on 3-pin XLR-connector
- Brightness control by UP/DOWN push-button, Poti or IR
- Replay velocity by UP/DOWN push-button, Poti or IR
- Scene-selection:
 - first 10 by keyboard
 - first 16 by keyboard-Matrix 4x4
 - first 25 by keyboard-Matrix 5x5
 - up to 250 Scenen by figure keyboard with ENTER and BLACKOUT
 - first 10 by RC5 IR-remote control
- USB-connection for transferring the Scenen or as a PC-DMX-interface in the live company
- 8 Kbyte Stand-Alone-Memory (up to 32kByte with 24C256 possible)
- Board dimensions: 50mm x 100mm

Installation USB

To install the **DMX-Player S** the following two Steps must be fulfilled.

Step 1: Install the USB- driver

- Connect the DMX-Interface to a free USB-Port. The Message „*Found new Hardware*“ shows up.
- Follow the introductions and select “*Install from a list or specific location*“.
- After that, enter the file path in the combo-box or browse to it by clicking the browse button. Once the file path has been entered in the box, click next to proceed.
- Windows should then display a message indicating that the installation was successful. Click “*Finish*” to complete the installation.



Step 2: Installation Virtual COM-Port (VCP)

After the installation of the USB- driver, Windows detects a new USB Serial Port automatically. The Message “*Found new Hardware*” shows up.

- Follow the introductions and select “*Install from a list or specific location*“.
- After that, enter the file path in the combo-box or browse to it by clicking the browse button. Once the file path has been entered in the box, click next to proceed.
- Windows should then display a message indicating that the installation was successful. Click “*Finish*” to complete the installation.

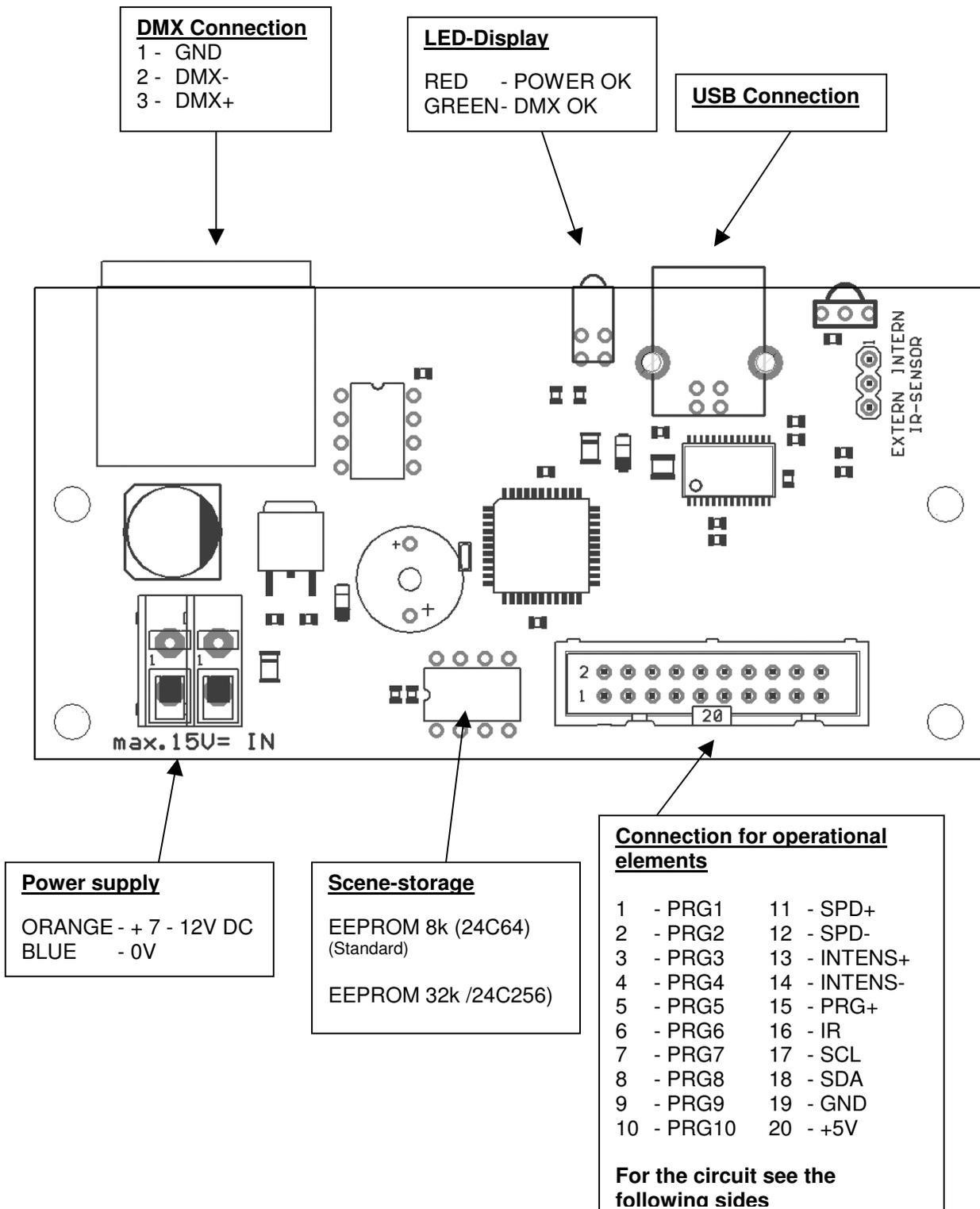


For the installation of the USB you use please the drivers on the attached data carrier. You can download the drivers in the most topical version on the internet (www.dmx4all.eu).



The installation can distinguish them according to used operating system and drivers version.

Connections of the DMX-Player S



Programchoice

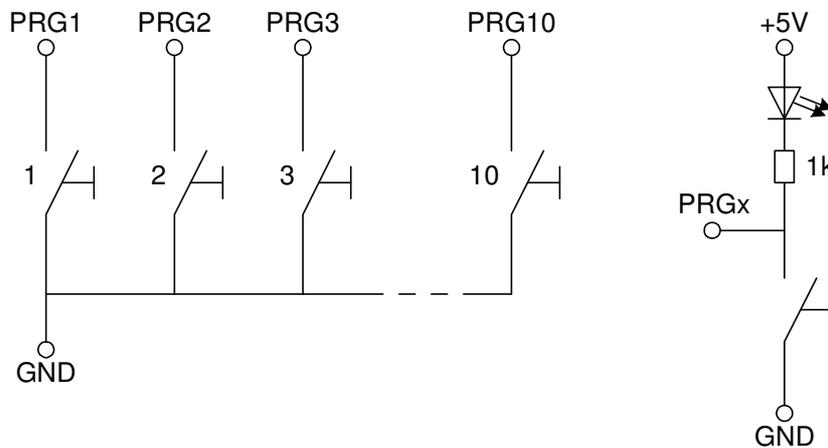
The choice of the deposited scenes can occur with different wirings. Which wiring is used, must be figured in the Setup-Menu or the DMX-Configurator (see the segment Configuration)

 The last selected Scene will be stored and after begun restarting automatically.
▶ See also „Achieving to a Scene after the turning on“

Choice about 10 keyboards

About up to 10 keys the first 10 stored scenes can be called directly. A LED on each key is possible to display the actual running scene.

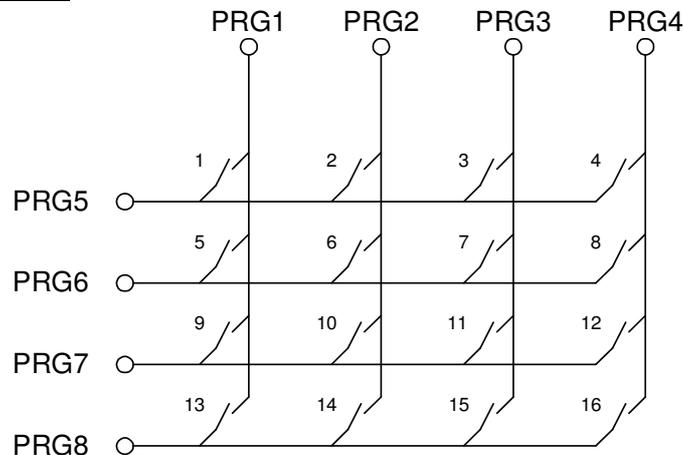
Connection:



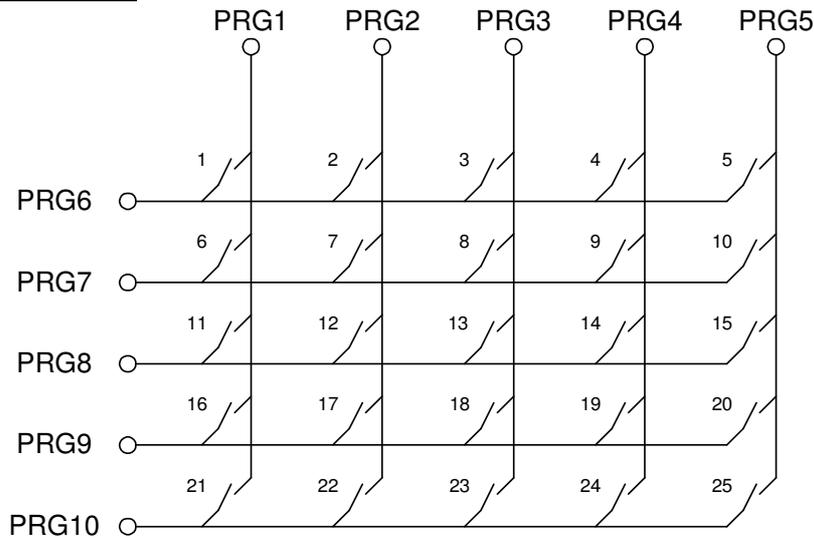
The Choice about Keyborad-Matrix 4x4 or 5x5

With one matrix-wiring can be called up to 25 programmes with each key.

Connection Matrix 4x4:



Connection Matrix 5x5:

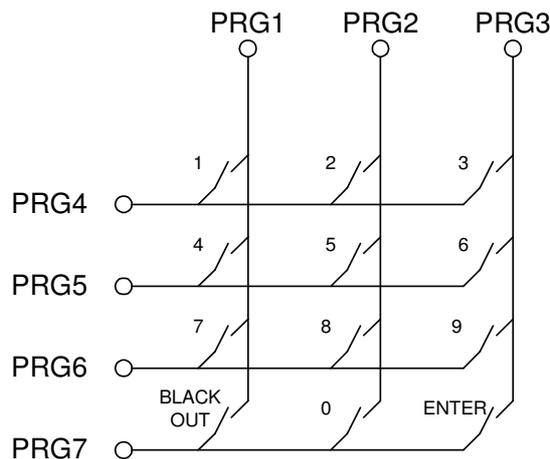


Choice over figure keyboard with ENTER and BLACKOUT

The input of the executive scene occurs with the figure-keyboard and followed by ENTER. The programmes from the 1 to the 250 are possible. In addition, with the BLACKOUT-key the BlackOut-function can be switched on and off. The key ENTER automatically switches off the BlackOut-function.

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

Connection:

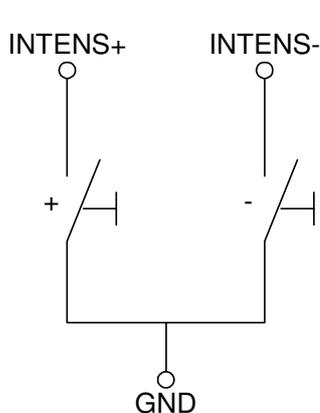


Choice about 8-Bit-BCD signal

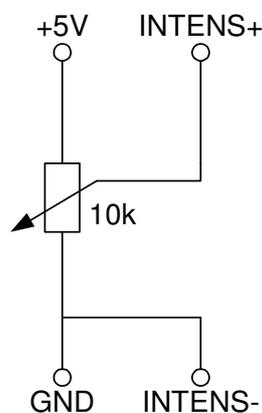
With a BCD steering signal can be called up to 250 scenes. Thereto the 8-Bit of the BCD-signal must have to be put on the entrance PRG1 to PRG8.

Brightness setting

The brightness setting can occur by the UP/DOWN key or potentiometer.



wiring with the UP/DOWN key



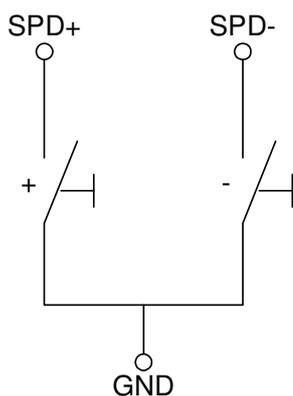
wiring with potentiometer



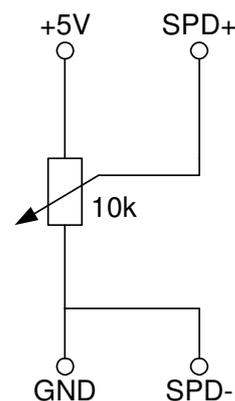
During the operation with the UP/DOWN-key the brightness value is stored and also retained during the switch-off DMX-Player S.

Speed setting

The speed setting can occur by the UP/DOWN key or potentiometer.



wiring with the UP/DOWN key



wiring with potentiometer

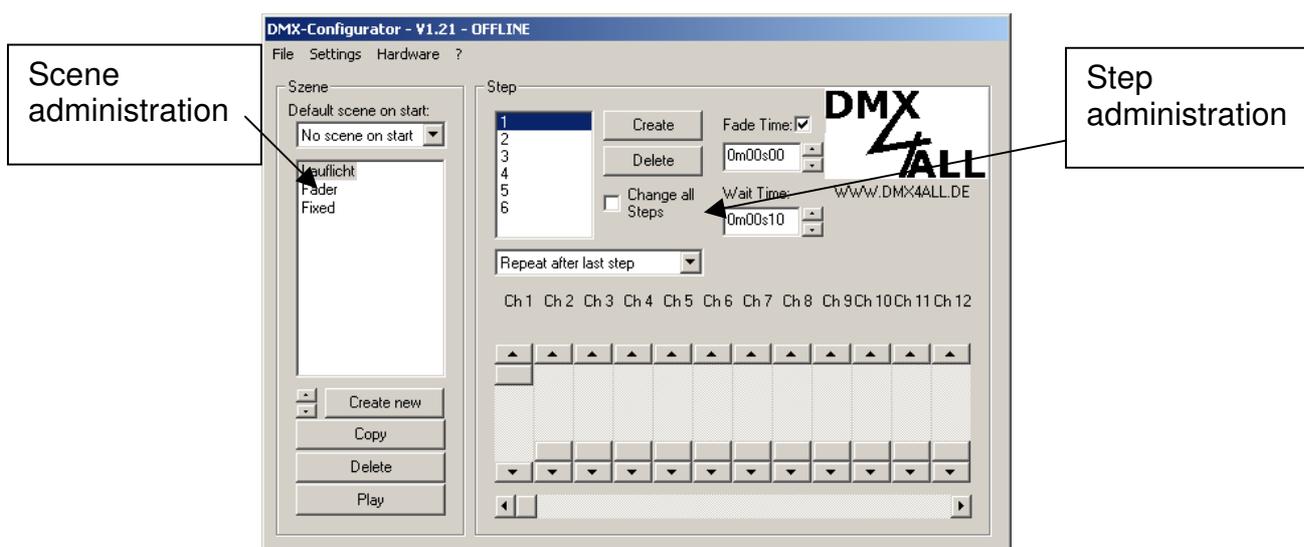


During the operation with the UP/DOWN-key the speed value is stored and also retained during the switch-off DMX-Player "S".

Programming the StandAlone function

The **DMX-Player S** disposes a StandAlone-function programmable from the user. The Scenen provided in the PC (programme) will transfer once to the interface and then they can be reproduced.

The software DMX-Configuration serves for production and programming of the Scenen. Under the menu point *Settings* → *Communication settings* the interface above which the DMX-Configuration finds the connected hardware is adjusted.



In the left part is the Scenen-Administration. Here the Scenen can be put on and be fixed in the order.

The right part is the Step-Administration. Every Scene exists of at least one step. Regulators are available to you for the setting of different DMX-values. These are marked with the channel number. To reach all 512 DMX channels, you must select the DMX-channel-area by means of the horizontal slider underneath. For every step different DMX-values of every channel can be set up.

Furthermore the time of dissolving and staying is put with **Fade Time** and **Wait Time** for every step.

You can write the provided Scenen in the Stand-Alone-memory of the DMX-Player “S”. The transference of the Scenen to the interface is begun under the menu-point *Hardware*→*Write data*.

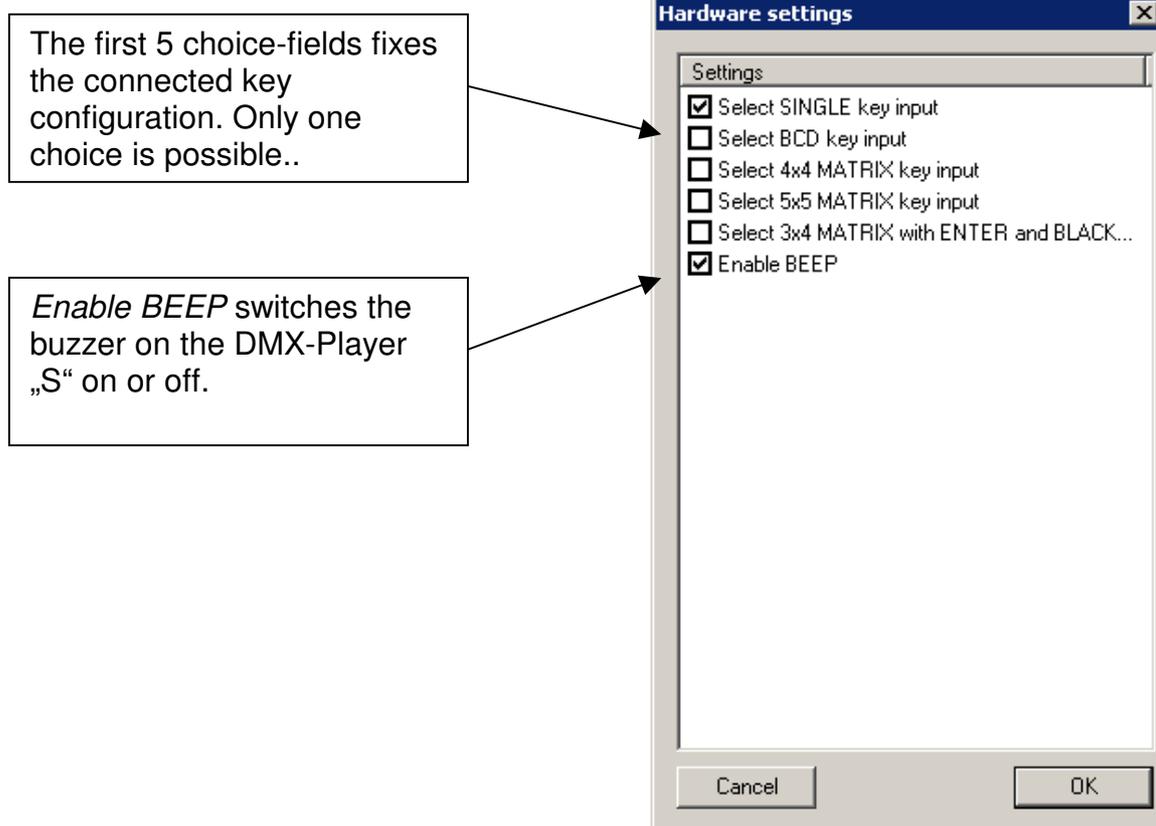
Attention: This process can take up some time. Please, do not break off the transference and wait for the affirmation of the DMX-Configurators.

Achieve to a Scene after turning

After the turning on a certain Scene can be reproduced. Thereto in the DMX-Configurator the *Default Scene on Start* must be named by the setting of the Scenen. If it is given, regardless of the last selected Scene, always the selected Scene under *Default Scene on Start* will be achieved by turning on of the DMX-Player S.

Configuring the DMX-Player S

The DMX-Player S can be configured about the DMX-Configuration from the version 1.4.1. Thereto please select the menu point *Settings*→*Hardware settings* with connected DMX-Player “S”. There appears the following dialogue:



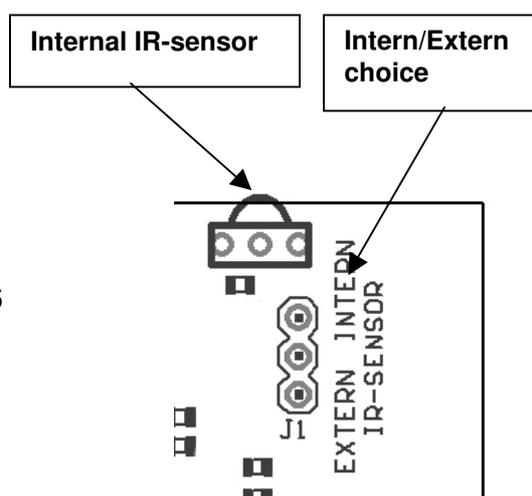
The configuration is transferred by OK to the DMX-Player S and will be stored.

IR-Operation

The stored scenes can be called up by IR-remote control. The DMX-Player S can be served by commercial remote control RC5 or by LED remoter control DMX4ALL. The setting which remote control is used must be carried out with the DMX-Configurator under *Settings*→*Hardware Settings*.

The DMX-Player S allows an IR-mode by means of the internal IR-sensor or over an external IR-sensor. The choice occurs about the Jumper J1. If this one get closed to the internal IR-sensor the internal IR-mode is configured.

An external IR-sensor is connected to the Pin 16 for the operating elements.



Instruction with RC5-remote control

The used RC5-Codes are according with the following table:

Function	RC5-Command
Device-ID	0
Program +	32
Program -	33
Brightnesst +	16
Brightness -	17
Speed +	20
Speed -	21
BlackOut (Standby)	12
Program 1	1
Program 2	2
Program 3	3
Program 4	4
Program 5	5
Program 6	6
Program 7	7
Program 8	8
Program 9	9
Program 10	0

Instruction with DMX4ALL LED-remote control



The DMX4ALL LED-Remote control and a additionally IR sensor is not included.

The program choice occurs about the keys **1,2,3...0** according to the programmes from 1 to 0.

With the keys **+** and **-** the brightness and the speed is adjustable as well as the program choice.

- On operating the key **SPEED**, the speed is adjustable.
- On operating the key **PROG SELECT**, the programmes are selectable.
- On operating the key **R** or **G** or **B**, the brightness is adjustable.
A separate adjustment for for the colours red, green or blue is not possible.

The key **BLACK OUT** activates or deactivates the BlackOut-function. Besides, the brightness setting is preserved.

The key **FLASH** activates or deactivates the Flash-function. This function switches all channels to 100%.



Accessoires

Aluminiumbox

Dimensions (LxBxH): 120x103x53 mm



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. Conformance 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.



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