DMX-Q02

DMX Live And Stand Alone Controller

Summary

DMX-Q02 is a full-color LED DMX control system which focuses on indoor and outdoor decorative lighting, which can be used stand alone or with computer. It comprises scene-edit software. You can edit various lighting effects by downloading the programme which edit according to your special requirement from your PC.This control system can fulfill 256 grey levels for each R,G,B color,totally 16.77 million real full-color. The software has been developed specially for architectural lighting and features easy to use effects which can be dropped onto timelines, along with multi-zone and synchronization allowing you to program a project with multiple rooms and areas with ease.

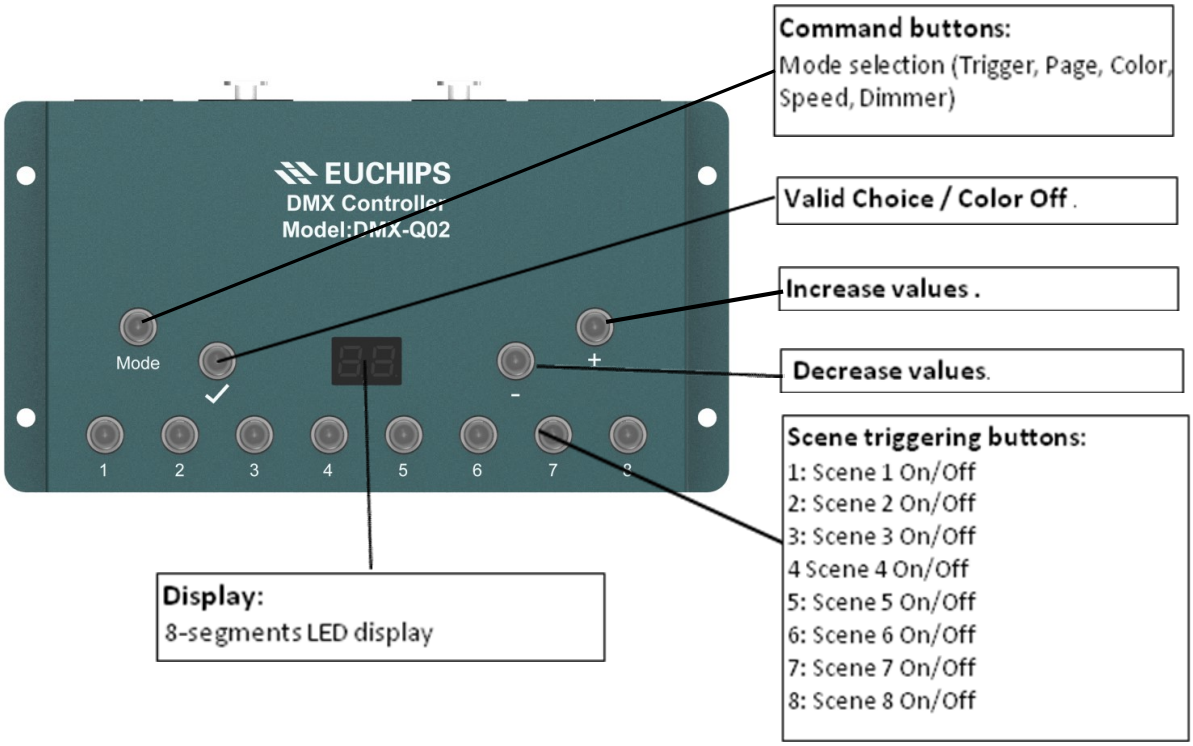
Product Features

- Meets DMX512/1990
- 512 DMX Outputs (PC or Stand Alone)
- 1 ARTNET Universe
- Real time Clock and calendar for time triggers
- Optional Infra-Red remote control tirggers when using IR Kit
- USB 2.0 Connection, program by software
- Various Output Interface, XLR-3 / RJ45
- Cross Fade time between scenes in Stand Alone
- Speed and Dimmer adjustment for each scene in Stand Alone
- 4 Mb of internal memory (6,000 steps@512 Chs)
- 4 option buttons (Mode, Valid, Next, Previous)
- 8 LED switch buttons triggering
- 7 Dry Contact Triggers and 2 RS232 Triggers (on RJ45)
- Master/Slave mode to interconnect 32 interfaces (Stand Alone)

Technical Parameters

Input Voltage :	5V DC, 0.15A-1A (by USB) / 9V to 36V DC input on DC connectors
Power Consumption:	< 2W
Connection:	Mini USB 2.0
Internal Memory:	20000 steps with 16 ch / 6000 steps with 512 ch
Output connector:	XLR3, RJ45, T.Block
Transmission signal:	DMX512（1990）
Output channels:	512 DMX channels
Stand Alone mode:	512 DMX channels
Lamp type:	Wallwashing light, Tube light, Cube light,etc.
OS Requirement:	Windows XP/Vista/Seven/Win10 32/64 1Ghz CPU, 512 MB RAM
PC Software:	Euchips 8
Environment:	IP20, -25℃ to 70℃
Certifications	CE, ROHS

Interface Instruction



LED 7-SEGMENTS DISPLAY OPE RATION

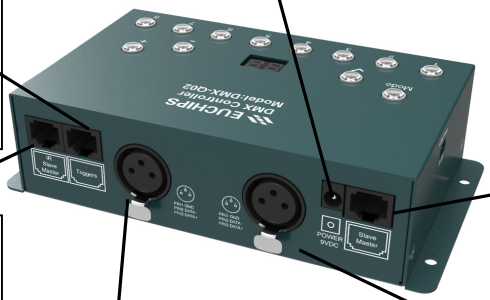
Display the number of the current scene, page, color and the mode (speed/dimmer) value.

PC: The interface is connected to the computer and controlled by software.
SA: Stand Alone mode is running. No scene is playing. All DMX channels are set to 0.
PA: Page mode, allow to switch between 10 pages of 8 buttons to triggers scenes directly.
Co: Color mode, to play a color on RGBW channels.
SP: Speed mode, increase or decrease the current scene speed
dI: Dimmer mode, increase or decrease the general dimmer (scene and colors)
Pr: Programming memory Mode (when memory is written)
bL: Bootloader mode (during firmware update)

Interface Instruction

RJ 45 # 2 connector TRIG
Pin number run from right to left
1 : 5 Volts out
2 : Trig 1
3 : Trig 2
4 : Trig 3
5 : Trig 4
6 : Trig 5
7 : Trig 6
8 : Trig 7

Power supply 9V input
DC Connector



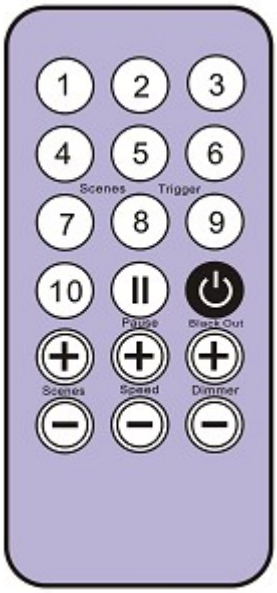
RJ 45 # 3 connector I/O
Pin number run from right to left
1 : Master/Slave – Clock
2 : Master/Slave - Data
3 : Light - Data
4 : IR Signal from the external IR LED receiver
5 : RS232 Tx
6 : RS232 Rx
7 : 5 Volts out
8 : Ground

RJ45 # 1 connector I/O
Pin number run from right to left
1 : Master/Slave - Clock
2 : Master/Slave – Data
3 : Light – Data
4 : IR Signal from the external IR LED receiver
5 : RS232 Tx
6 : RS232 Rx

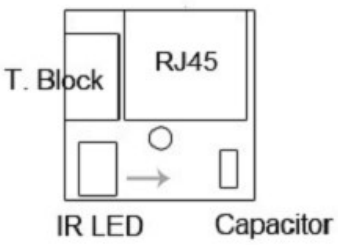
XLR DMX Signal Connector A
3 Pins. DMX Output Interface
1: Ground
2: Data –
3: Data +

XLR DMX Signal Connector B
3 Pins. DMX Input Interface(Input DMX signal can trigger different sence in PC Mode.
1: Ground
2: Data –
3: Data +

IR Remote Control Unit (Optional)



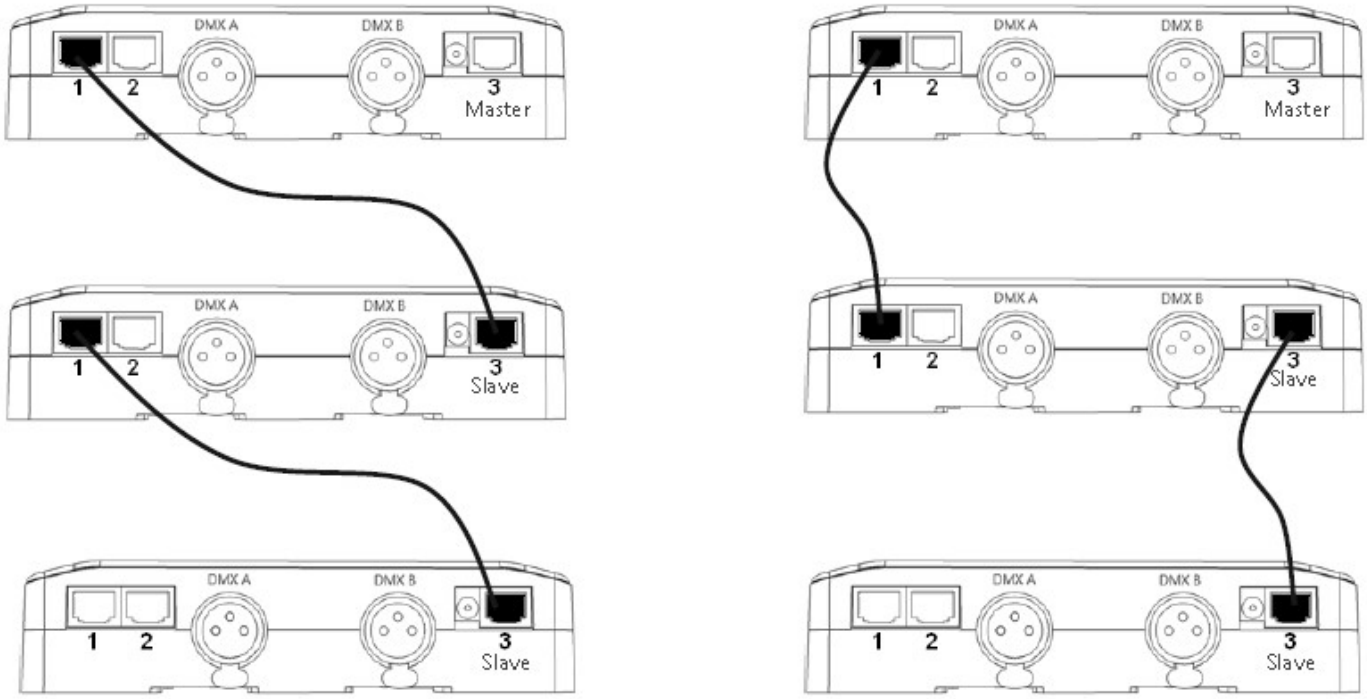
Button 1 to 10 must be assigned to a scene via the software.
Each button can trigger a different scene.With the remote control, a scene cannot be stop directly with the assigned button.
To use the IR remote control, an external PCB with an IR receiver LED must be connected before to the RJ45 #1 or RJ45#3 of the Stand Alone interface. The standard RJ45 cable distance is about 20 meters maximum.



CONFIGURATION OF THE MASTER/SLAVE INTERFACES

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronise many interfaces and mutualize their standalone spaces combining the universes. (up to 32 standalone universes)

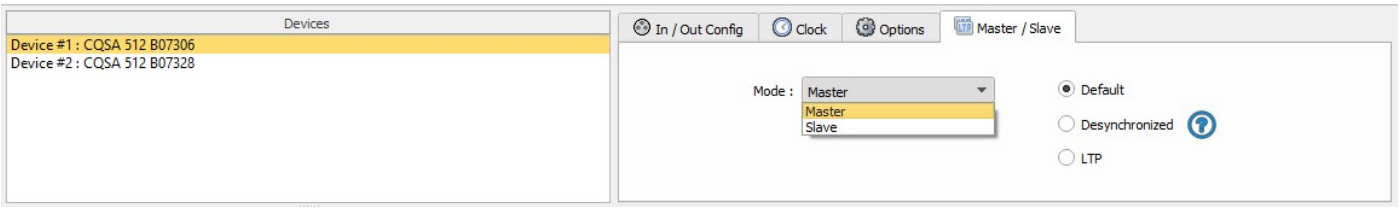
Here is two different example or wiring with 3 interfaces plugged as Master/Slave with standard Ethernets cables. You must connect Ethernet sockets 1 or 3 in any order:



SETTING OF THE MASTER/SLAVE INTERFACES

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronize many interfaces and mutualize their standalone spaces combining the universes. (Up to 32 standalone universes)

A single interface can be define as master, others are automatically set to slaves. Triggers operated on the master inter-face are passed on slaves. However slaves are not synchronized on play time and keep individual control. Consequently slaves can trig and play different scenes. The master acts like a general remote imposing triggering to the slaves.



MODE MASTER/SLAVE « Default »

A single interface can be define as master (lower serial number by default), others ones are automatically set to slaves. The master device play the current scene and synchronize the slave ones. The master forces the slave interfaces to play the same scene and the same step at the same time. The slave interfaces are forced to follow the master timings and triggers and they cannot act, play or trigger a scene independently. Master can trigger on and trigger off scenes of the slave inter-face

MODE MASTER/SLAVE « Desynchronized»

An interface can be define as master, others are automatically set to slaves. All Triggers On or Off operated on the master interface are effective to slave ones. However slave interfaces are not synchronized with master's timing and keep individ-ual controls. Consequently slaves can trigger and play different scenes at any time and not synchronized with the master ones. The master acts like a general remote imposing triggering to the slaves with total priority. Master can trigger ON and trigger OFF scenes of the slave interface.

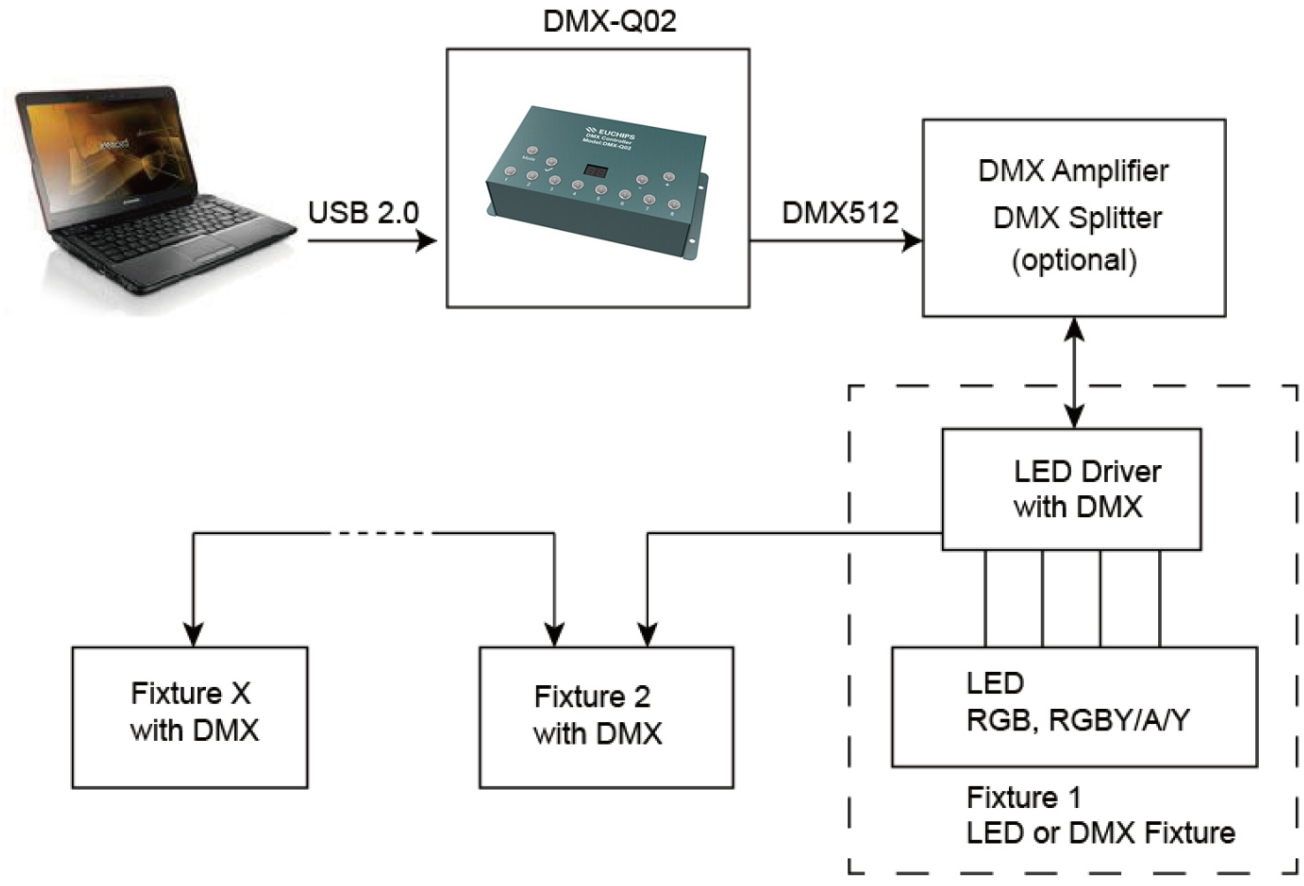
MODE MASTER/SLAVE « LTP »

LTP means Latest Takes Priority. All interfaces are defined as slaves. Interfaces are not synchronized with timing and can trigger and play different scenes by itself. However triggers from an interface are passed to the others connected inter-faces automatically and slave interfaces are forced to trigger the same scene. Here each interface acts like a general re-mote imposing triggering to the other slaves without synchronization

THE «NO RELEASE» Option

This option is only available with LTP or DESYNCHRONIZED modes. Only triggers ON from the master interface are exe-cuted and effective. All triggers OFF are ignored and slaves interfaces keep playing their current scene. Each Slave inter-face can choose to release or not its scene depend on the option is activated or not.

Recommended DMX512 Installation



Software

Euchips 8

Euchips 8 has evolved over the years for architectural lighting control. It only requires a few minutes to setup the software and gain full control of any kind of lighting.