Stand Alone 512 channels DIN-DMX Interface

V1.0.1

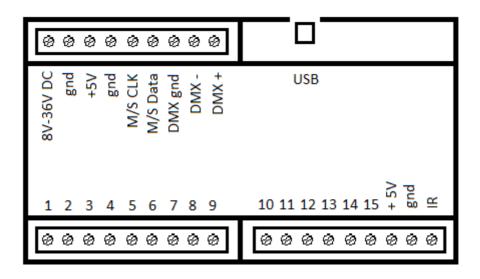


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Technical features of the interface

General pinout and device's connector



External triggers operation:

Connect pins to 5V.

USB (green) LED Operation:

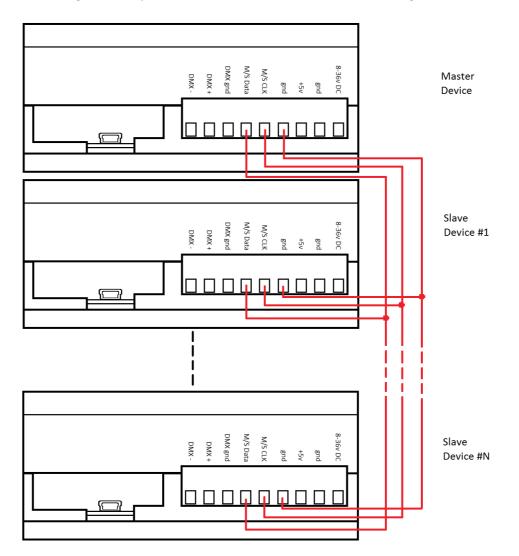
OFF: Interface is in Stand Alone mode, or is not powered (check the power). **Blinking:** USB communication with software is active.

DMX (red) LED Operation:

OFF: No DMX signal on the line.ON: DMX signal is active and send on the DMX line.Blinking: DMX signal speed is slower.

Interfaces Master/Slave connection

Master/Slave mode allows to synchronize scenes and trigger actions of several interfaces together. To use interfaces as Master/Slave, you have to connect the interfaces each others from the screw terminals. You need to connect together the pins M/S Data, M/S CLK and GND, as following:



Interfaces configured as slave will strictly follow the clock, triggers and information providing by the master interface. Only one master interface at a time is possible.

Triggers configuration with the software

The Stand Alone mode of the software enables to configure and personalize all the triggers. The information will be directly saved in the DMX interface memory with the memory writing function.

Infra Red remote triggers

Stand alone mode offers up to 10 triggers with the Infra Red remote.

By selecting a scene in the list, it's possible to choose the remote button number (from 01 to 10) to trigger the scene.

The other IR remote functions will work as well as the SLIM DMX interface. (Speed, dimmer, scene +, scene -, off).

0	Scelle TO	00111435 900			
7	Scene 17	00m 45s 960	<i>₽</i> 00:00:000 ∰oo	Remote :	03 🔹

External contact triggers

The Stand Alone mode offers up to 15 external possible triggers.

By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 15) to trigger the scene.

8	Scene 18	00m 45s 960	<i>₽</i> 00:00:000 ∰oo	External Conta	acts : 🔐 🔻
0	Scope 10	00m 45c 060	Pagagaga and an		

Time triggers with clock and calendar

The Stand Alone mode has an internal clock and a calendar. It's possible to assign a time trigger on every scene of the list.

By selecting a scene on the list, it's possible to choose the start and end dates and hours and days of the week. You can thus create a lot of scenarios.

	✓ Start schedule : 23 h ♀ 21 m ♀ ✓ End schedule : 23 h ♀ 22 m ♀														
	G		Febr	uary,	2014		9		G		Febru	Jary,	2014		9
	Sun	Mon	Tue	Wed	Thu	Fri	Sat		Sun	Mon	Tue	Wed	Thu	Fri	Sat
	26	27	28	29	30	31	1		26	27	28	29	30	31	1
	2	3	4	5	6	7	8		2	3	4	5	6	7	8
	9	10	11	12	13	14	15		9	10	11	12	13	14	15
	16	17	18	19	20	21	22		16	17	18	19	20	21	22
	23	24	25	26	27	28	1		23	24	25	26	27	28	1
	2	3	4	5	6	7	8		2	3	4	5	6	7	8
I	📃 Sun	ı.	V Mo	n.	🔳 Tue	è.	V We	ed	I. [🔳 Thu.		V Fri.		📃 Sat	

Start schedule:

Date + hour when trigger is active. Date may be anterior or ulterior at the current date. The scene will be triggered in the case of an ulterior date.

End schedule:

Date + hour when triggers is not active anymore. The scene can't be stop at the indicated hour and date. Stop time allows to define an important interval when the trigger stays active, there may be several years between start and stop time.

Stop a scene at an specific hour:

In that case, you need to use 2 scenes. The first one to play illuminations on the wished start time. The second one neutral and without DMX levels to stop the current scene at its wished start time. In this simple example, the illumination scene is playing normally and the stop scene will replace it during the stop period.

Day of the week:

The scene will trigger at the time of the start schedule for all the selected days of the week during the defined period with start and stop schedules.

Save and recover the last scene after the power cut off:

Scenes with a start schedule and a stop schedule are set on a defined time space and can be memorized. The interface save the last scene played before the power cut off and recover it when the power is restored. The scene must obligatory include a start schedule and a stop schedule activate this option.

Selection of the Master/Slave interfaces

The Stand Alone mode allows to choose 1 interface and to configure this interface like Master when you have several interfaces connected to your computer USB ports. From the interface list, it is possible to choose only one to be the Master, all the other one will be configured as slave by default. The interfaces are always ordered by serial number ascending order.

Devices	Device		
Device #1 : LP 512 TRIG F00317	Master / Slave :	Master	•
Device #2 : LP 512 TRIG F00318	In / Out Config :	DMX 1 Out	*

Infra Red module connections

An external Infra Red module is required. It connects as following: GND (pin 1 or 10) + 5V. DC out (pin 2) + IR Signal (pin 11).

