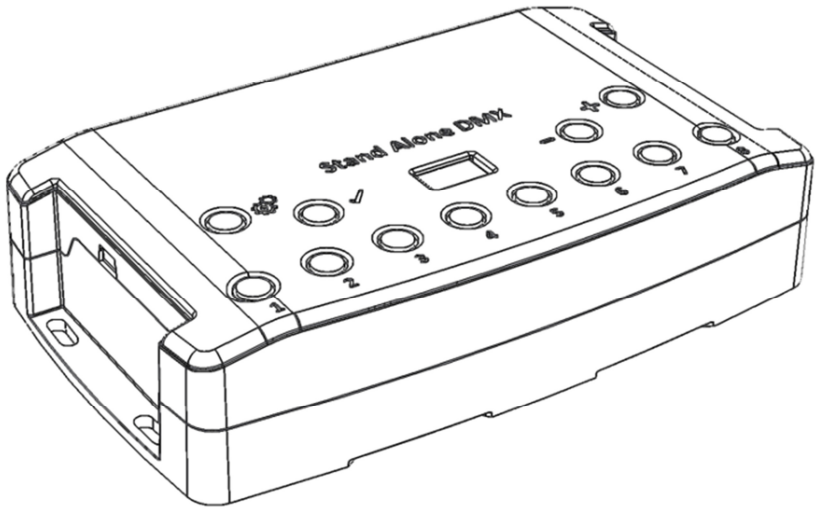
eurolite®

SAP-512

MK2 Stand-alone Player



User Manual

eurolite®

SAP-512 MK2

Stand-alone player incl. DMX control software PC-Control 512

No. 51860156

www.eurolite.de

SUMMARY

HARDWARE TECHNICAL SPECIFICATIONS

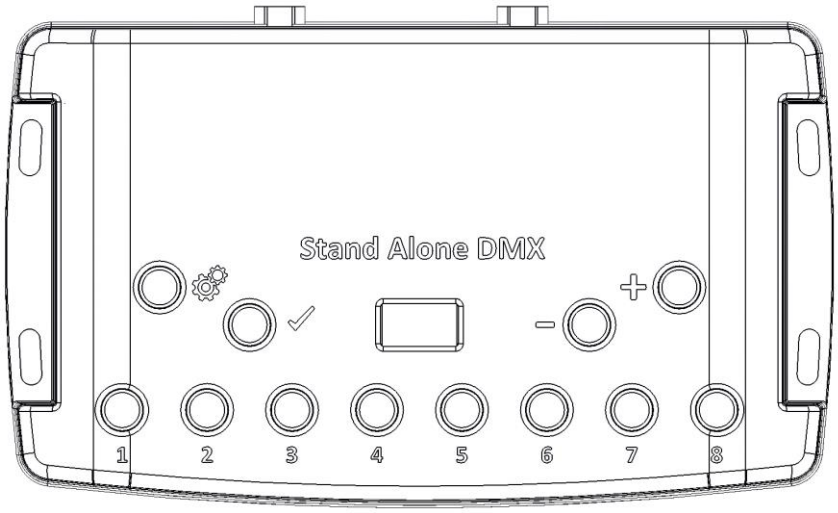
Input	USB 2.0 via Mini USB
Number of DMX Outputs (512/1024)	Up to 512 / 1024 on 3 pin XLR (XLR5 optional)
DMX Modes (512)	2x512 (Splitter, PC + Stand Alone) or 512 in/out (PC mode)
DMX Modes (1024)	2x512 ,1024 or 512 in/out (PC + Stand Alone)
DMX Input (512)	Yes (PC only, DMX record, DMX trigger)
DMX Input (1024)	Yes (PC and Stand Alone mode, DMX record, DMX trigger)
Stand Alone Mode (512)	Yes, 2x512 (splitter), fine DMX channels (16 bits)
Stand Alone Mode (1024)	Yes, 2x512 (splitter), 1024, 512 in/out, fine DMX channels (16 bits)
Multiple Zone (512)	No, 1 Zone, can play 1 scene per time
Multiple Zone (1024)	Yes, 5 Zones, can play 5 different scenes per time
Stand Alone DMX Merging	Yes, merge several interfaces to play different Zones together
Internal Memory	Yes (4 Mb)
Memory Capacity	20000 steps with 16 ch., 6000 steps with 512 ch., 3000 steps with1024 ch.
Real Time Clock - RTC	Yes, Time and calendar triggers (minutes, hours, week days, month)
Trigger buttons	Yes, 8 buttons with Blue status LED
Option Buttons	Yes, 4 buttons (Mode, Valid, Next, Previous)
Button modes	Yes, Scene Trigger, Scene Pages, Colors, General Dimmer, Scene speed
RJ45 Easy I/O connectors	Yes, RJ45 connectors for all In/Out pins and connections
Dry Contact Triggers	Yes (7 contacts port on 3,3V or 5V)
RS232 Triggers	Yes, scene selection, speed, dimmer, zone, black out
Infra-red Receiver	Yes, external IR PCB and IR remote control available in option
Infra-red Options	10 scene selection, scene speed, general dimmer and next scene
Light intensity Triggers	Yes, external PCB with Light sensor available in option
Master/Slave	Yes, synchronize and connect up to 32 interfaces together in stand alone
CPU's technology	32 bits
Dimensions	H : 38mm(1.49in) / W : 166mm(6.54in) / D : 97mm (3.82in)
Weight	0.2 Kgs
Power Supply Input	9V to 36V DC input on DC connectors, 5V via USB
High Voltage Protection	Yes
Housing	Black with 4 mounting holes, ABS Plastic
IP rating	IP20
Place of Use	Indoor
Storage	Keep in dry place
Compatibility	8 and 16 bits DMX fixtures
Operating Temperature	- 25 to +70 C°
Certifications	CE, RoHS, Fcc
International Warranty	Yes, 3 years

Software features:

LED Player	1024 channels DMX + Stand Alone mode, Live Board mode
Studio DMX 3D viewer	Full mode
Pro DMX	Yes, 1024 channels, full mode, 30 minute loop of Audio and VideoTimeline
Art-Net output from PC	Yes, 1 or 2 Universes (DMX + Artnet)
Wi-Light 2016 App	Yes, can control the LED Player Live Board with a WIFI connection
System Compatibility	Windows, MAC Os X (10.6 and higher) and Linux (64 Bits)
Free software updates	Yes

Package Content: 1 USB cable + 1 USB to DMX Interface (3 Pin XLR, 5 pins in option)

FRONT FACE OF THE 512 / 1024 CHANNELS INTERFACES



Scene triggering buttons:

1: Scene 1 On/Off

2: Scene 2 On/Off

3: Scene 3 On/Off

4 Scene 4 On/Off

5: Scene 5 On/Off

6: Scene 6 On/Off

7: Scene 7 On/Off

8: Scene 8 On/Off

Command buttons:

: Mode selection (Trigger, Page, Color, Speed, Dimmer)

: Valid Choice / Color Off

: Decrease values

: Increase values

Display:

7-segments LED display

LED 7-SEGMENTS DISPLAY OPERATION:

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)

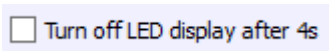
Pr: Programming memory Mode (when memory is written)

bL: Bootloader mode (during firmware update)

In Stand alone mode, the 7 segment display gives the current scene number. The 00 value is Blackout and the DMX interface send nulls (0x00) on all output.
In page mode, Ii t shows the page number 01,02…
In color mode, the display indicates the color number C1,C2…
In speed mode, the display indicates the speed of the current scene, values are between -9 and 9.
In dimmer mode, the display indicates the general intensity, values are between -9 and 9.

LED 7-SEGMENTS SLEEP OPTION:

It's possible to activate the sleep option in the software. This will turn off the display after 4 seconds of inactivity on the interface's buttons.



Option available in the standalone window of the software.

SELECTION MODE BUTTON

Press the Button  to select the Stand alone, Page, Color, Speed or Dimmer mode.

VALID BUTTON

Press the button  to validate your choice or turn off the current color selection.

NEXT/PREVIOUS, +/-SCENE BUTTONS

Stand alone mode: Select the scene number with + or –, then go to the scene number to start and press Valid to confirm and play the new scene from 01 to 255. With scene 00 nothing is playing
Page Mode: Select the scene page with + or – from P0 to P9, then choose the scene of the page from the 8 buttons.
Color mode: Select one of the 8 personalized color or choose the color of the color wheel from 00 to 99 with + or –. Turn off or recall the color from the color wheel with Valid.
Speed Mode: Increase or decrease the Speed of the current scene. Values from -9 to +9.
Dimmer Mode: Increase or decrease the general intensity (dimmer + RGB) of scenes and colors. Values from -9 to +9.

BLUE LED BUTTONS

Push a button to trigger the scenes in memory from 1 to 8 in Stand Alone mode and Page mode. Push again to stop the current scene. Choose a personalized colors.

TOP FACE OF THE 512 / 1024 CHANNELS INTERFACES

RJ 45 connector TRIG

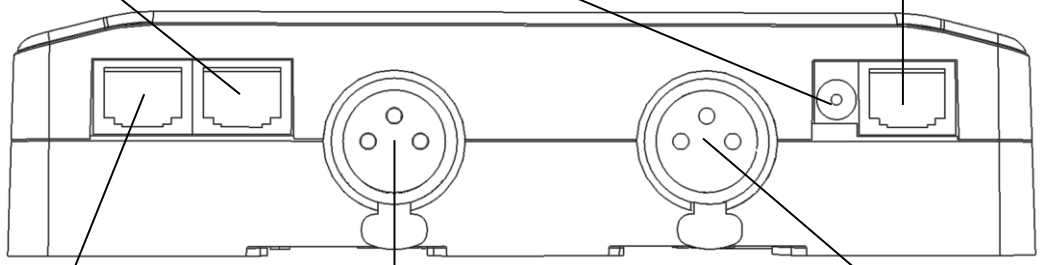
1 : 5 Volts out
2 : Trig 1
3 : Trig 2
4 : Trig 3
5 : Trig 4
6 : Trig 5
7 : Trig 6
8 : Trig 7

Power supply 9V input

DC Connector

RJ 45 connector I/O

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 connector I/O

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4 : IR Signal from the external IR LED receiver
5 : RS232 Tx
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7 : 5 Volts out
8 : Ground

XLR DMX Signal Connector A

3 Pins. Can be configured with Output mode or Input mode (1024 interface only).

1: Ground
2: Data -
3: Data +

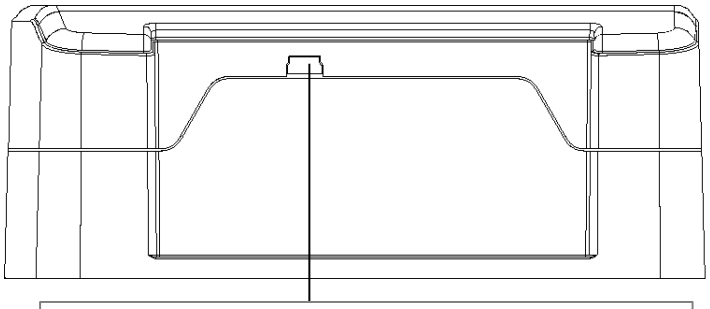
XLR DMX Signal Connector B

3 Pins. Can be configured with Output mode (splitter for 512 interface) or Input mode (PC for 512, Stand Alone for 1024 interface).

1: Ground
2: Data -
3: Data +

SIDE FACES OF THE 512 / 1024 CHANNELS INTERFACES

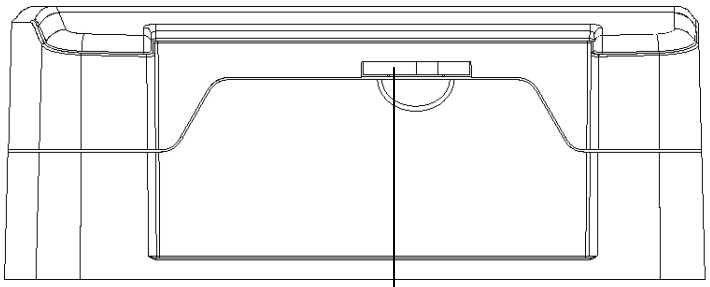
Left Side



Mini USB connector and USB power connector

5 DC Volts only; 0,15-1 A.

Right Side



Micro SD Port

STAND ALONE INTERFACE TRIGGERS

The Stand Alone mode of the software enable to configure and personalize all the triggers.

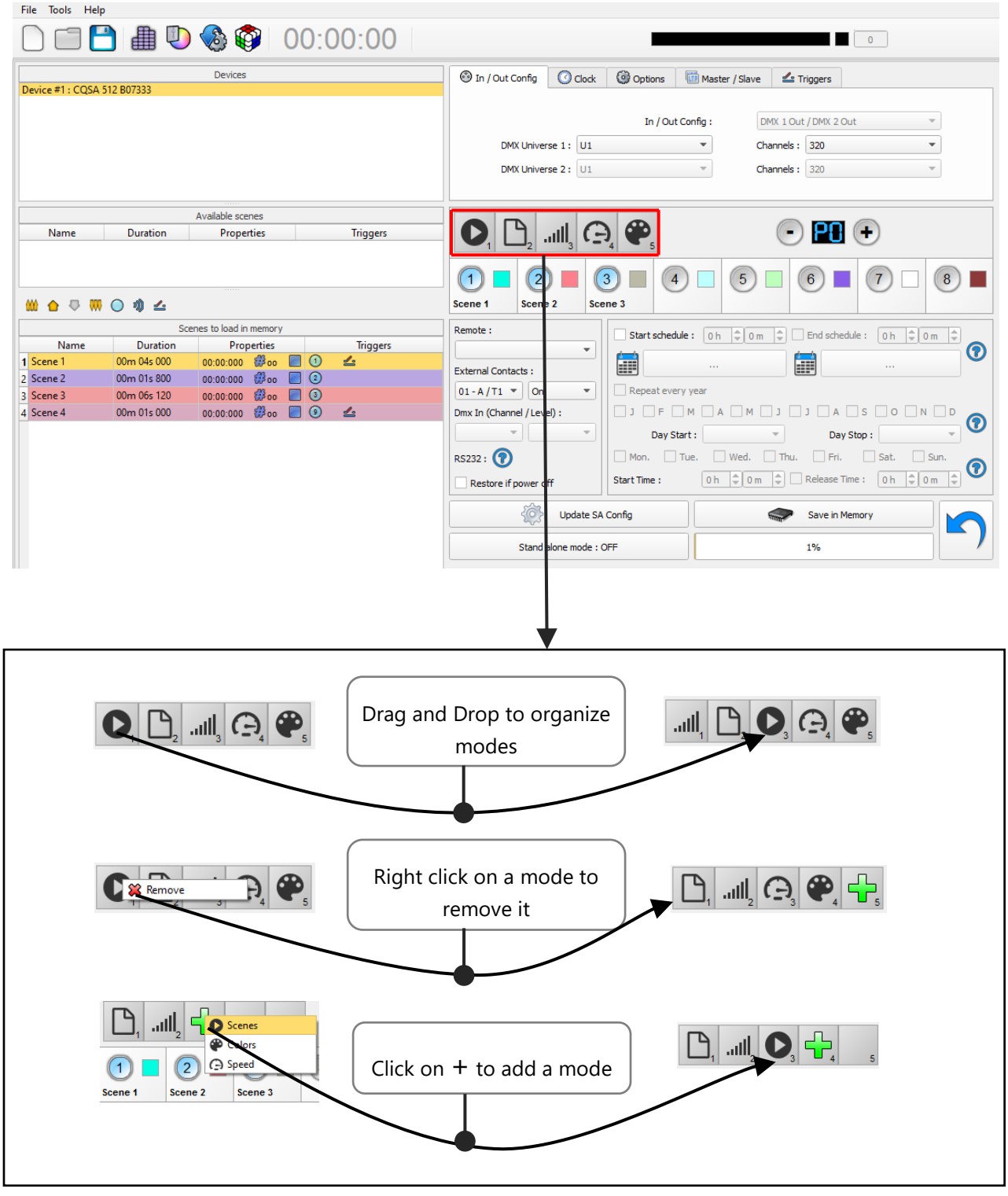
The information will be directly saved in the DMX interface memory with the memory writing function.

SWITCH TO STAND ALONE MODE

When the device isn't connected to the software or has just been powered, it enters in Stand Alone mode after five (5) seconds.

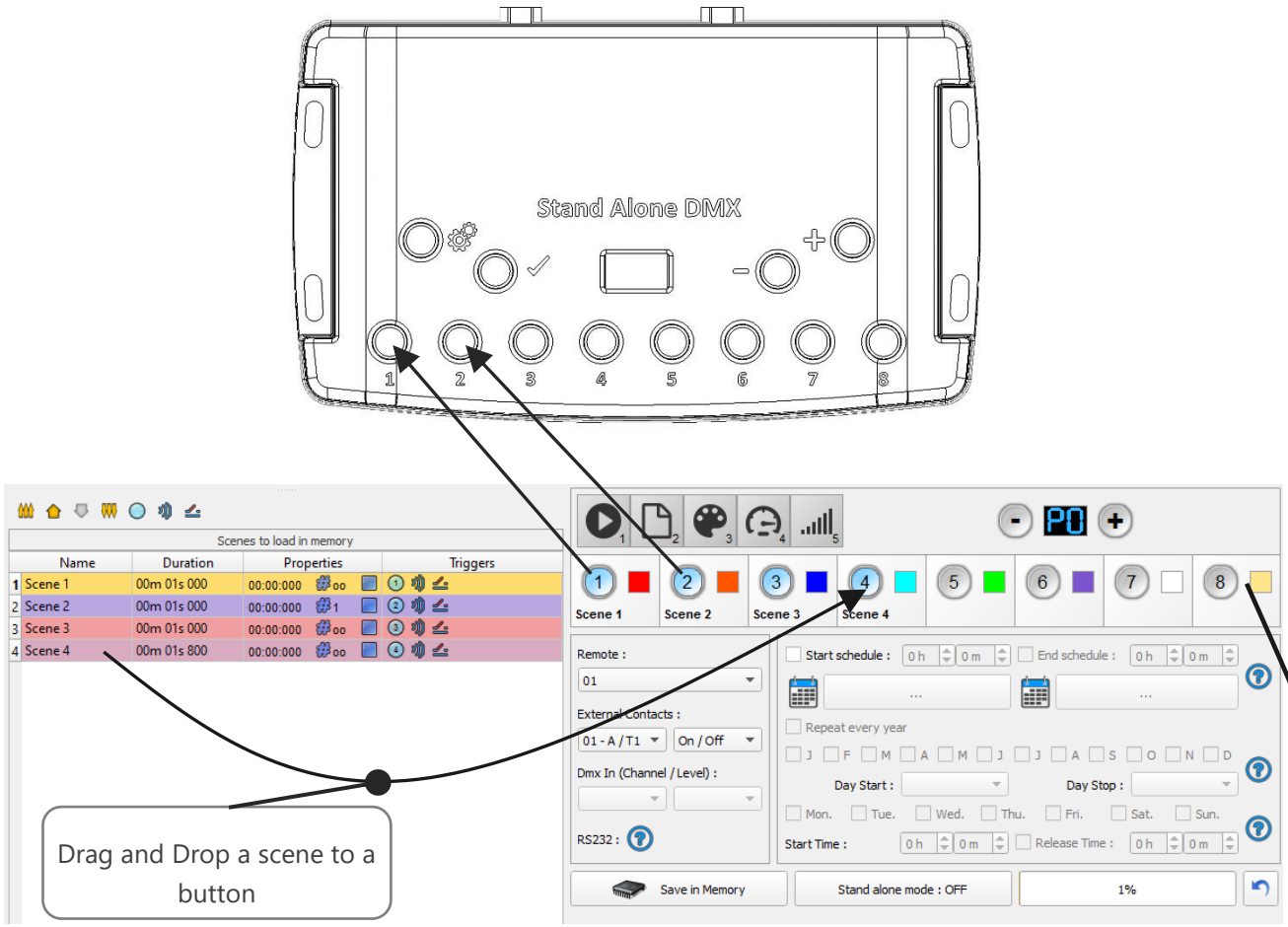
INTERFACE MODE SETTINGS

It is possible to personalize the mode that you want to use in Stand Alone.
From the mode icons, you can right click to Add or Remove a move. Drag and drop a mode in the list to order them accordingly to your need.



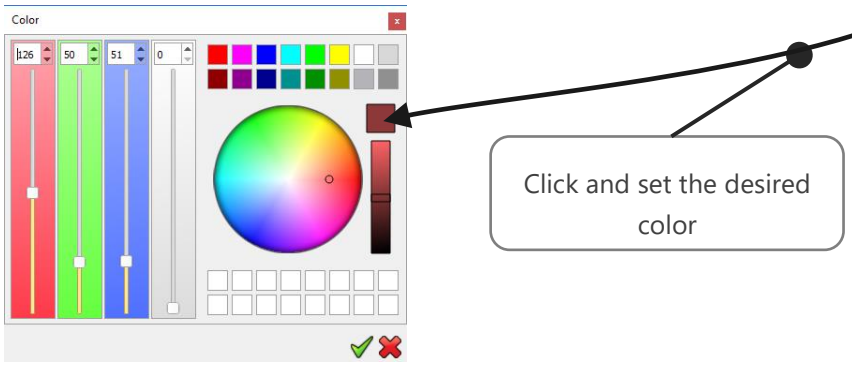
LED BUTTONS TRIGGER

Standalone mode offers 8 buttons that represents the interface LED buttons. From the scene list of the standalone mode, you need to drag and drop a scene on any button to assign a button number.



It's possible to replace a scene by another one or to remove it by pulling it out of the list.

You can also setup a color to each button and play this color in the color mode, click on color square to set your own color.

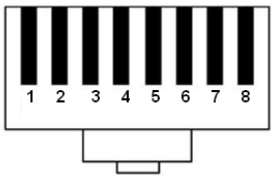


127 CONTACTS WIRING AND CONNECTIONS WITH RJ45 PINS

The 7 externals contacts are located on the RJ45 connector number 2. You can use the 7 contacts to trigger 7 scenes. To have more triggers you must use a multiplexed system to get a maximum of 127 contacts as following:

Multiplex the trigger could give 127 triggers combinations

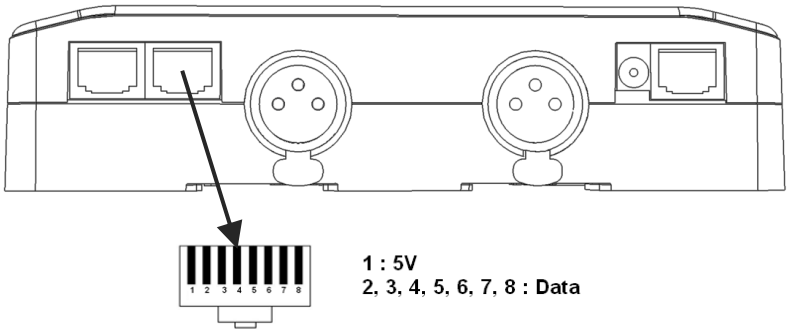
External Contact Closures can be done only when Pin 2, 3, 4, 5, 6, 7, 8 are connected to Pin 1 (5 V. DC). (up to 127 triggers)



Pin Table:

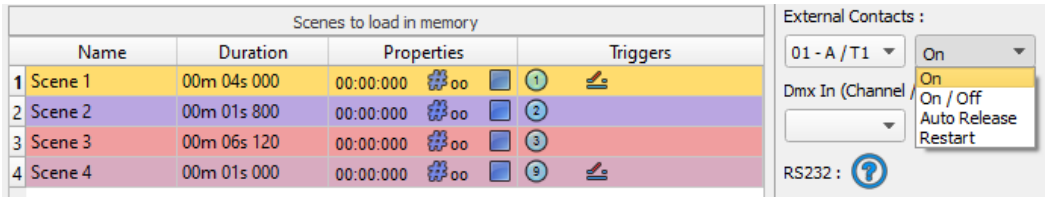
Trigger 01 = Pin 2
Trigger 02 = Pin 3
Trigger 03 = Pin 2 + 3
Trigger 04 = Pin 4
Trigger 05 = Pin 2 + 4
Trigger 06 = Pin 3 + 4
Trigger 07 = Pin 2 + 3 + 4
Trigger 08 = Pin 5
Trigger 09 = Pin 2 + 5
Trigger 10 = Pin 3 + 5
Trigger 16 = Pin 6
Trigger 32 = Pin 7
Trigger 48 = Pin 6 + 7
Trigger 64 = Pin 8
Trigger 100 = Pin 4 + 7 + 8

Etc...



By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 127) to trigger the scene.

By default, the interface gives 7 external contacts (01, 02, 04, 08, 16, 32, 64). To obtain 127 external contacts, you have to use a de-multiplexing interface in order to go from 7 to 127 possible combinations.



Several trigger options are available for externals contacts triggers:

On : Activate the contact only allow you to play the scene.

On/Off : Activate the contact allow you to play and stop a scene. Each trigger action will invert the state of the scene (start/stop).

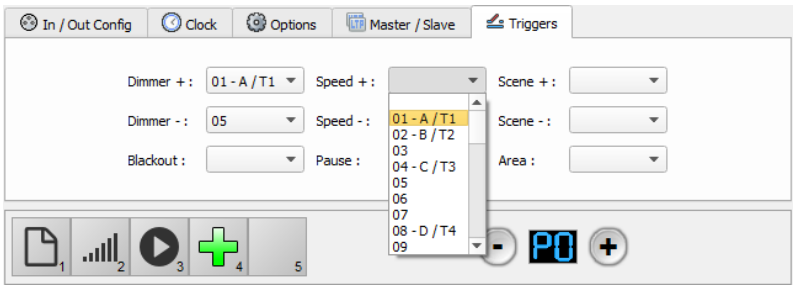
Auto Release: The scene plays while the contact is activated. Keep the contact activated to play the scene, when the contact is released the scene stop.

Restart : Activate the contact restart the scene from its beginning, if the scene is of, then it start to play**.** Activate the contact will restart the scene from its beginning automatically. If the scene is off already, then it will play.

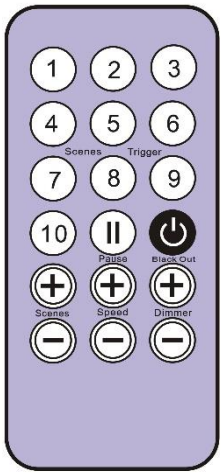
TRIGGERING COMMANDS

External contacts can also trigger commands in stand alone mode. >From the Triggers tab you can select a contact for each action : Dimmer + , Dimmer -, Blackout, Speed +, Speed -, Pause, Scene +, Scene - and Area.

It is not possible to use the same trigger for scene and command, in this case, the scene contact has the priority or the scene will loose its contact trigger information after choose the contact from the Trigger command tab.



IR REMOTE CONTROL UNIT AND IR RECEIVER



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 stop it you must press the Stop/Black Out button or trigger another scene.

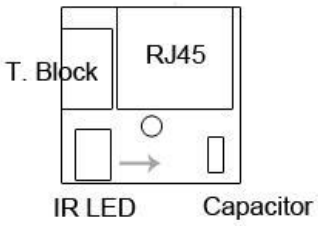
Pause button to freeze the current scene to its actual state.

Stop/Black Out button to stop the current scene and play the empty scene number 00. All DMX channels are set down to 00 levels.

+/- for scene trigger. Select the next or previous scene automatically. You don't need to hold the button to validate and play a scene. The next or previous scene will play directly after selected.

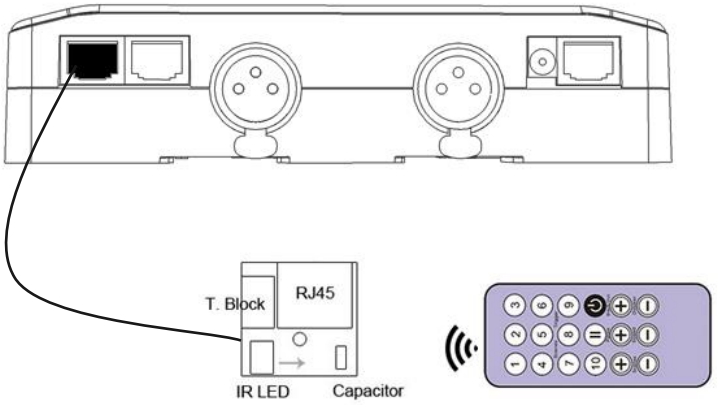
+/- for Scene speed. Increase or decrease the speed of the current scene. A different speed can be chosen separately for each scene.

+/- for General dimmer. Increase or decrease the RGB, CMY and dimmer channels of the fixtures. The CMY, RGB, Dimmer channels are defined in the Profile of the fixture.



To use the IR remote control, an external PCB with an IR receiver LED must be connected before to the RJ45 #1 of the Stand Alone interface. The standard RJ45 cable distance is about 20 meters maximum.

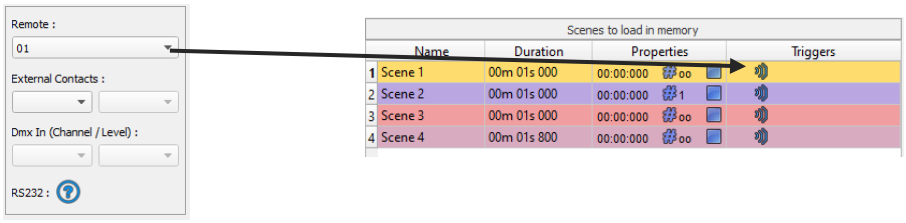
IR PCB Pin assignment:
-With RJ45 use pins ***#8*** = Ground; **#4** = IR Data ; **#7** = 5V DC.
-With T. Block use pins: **O** = IR Data; **V** = 5V DC; **G** = Ground.



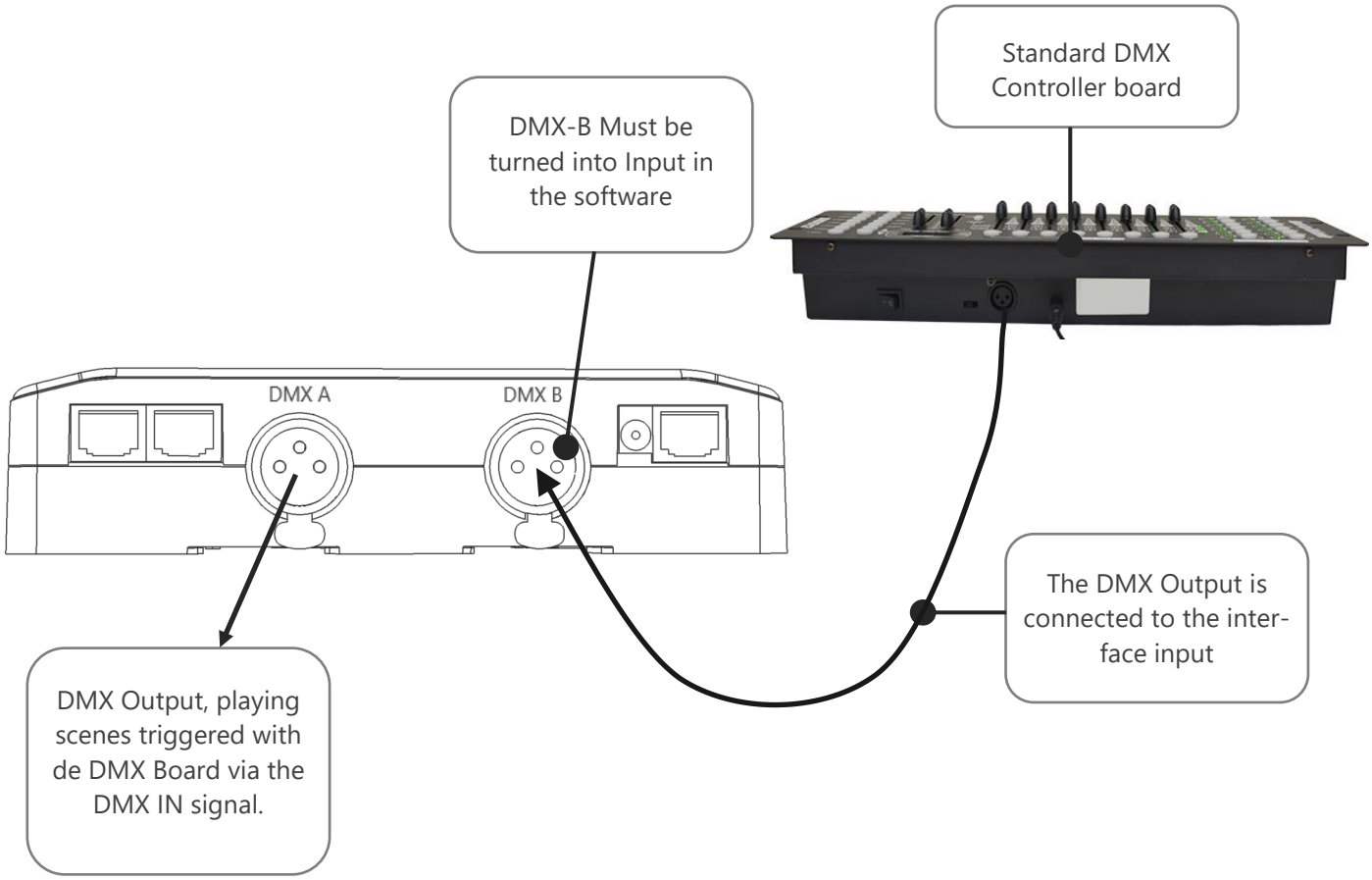
In the software go to Stand Alone Mode and use the Triggers options to assign a remote button to a scene. Standalone mode offers up to 10 triggers with the Infrared remote.

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).



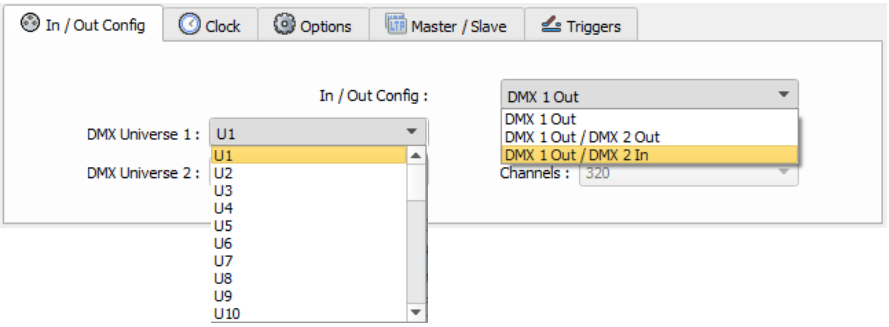
DMX IN TRIGGER CONNECTION



DMX IN TRIGGERS VIA ANOTHER DMX SIGNAL IN STANDALONE

DMX in trigger in stand Alone available only with 1024 interfaces.

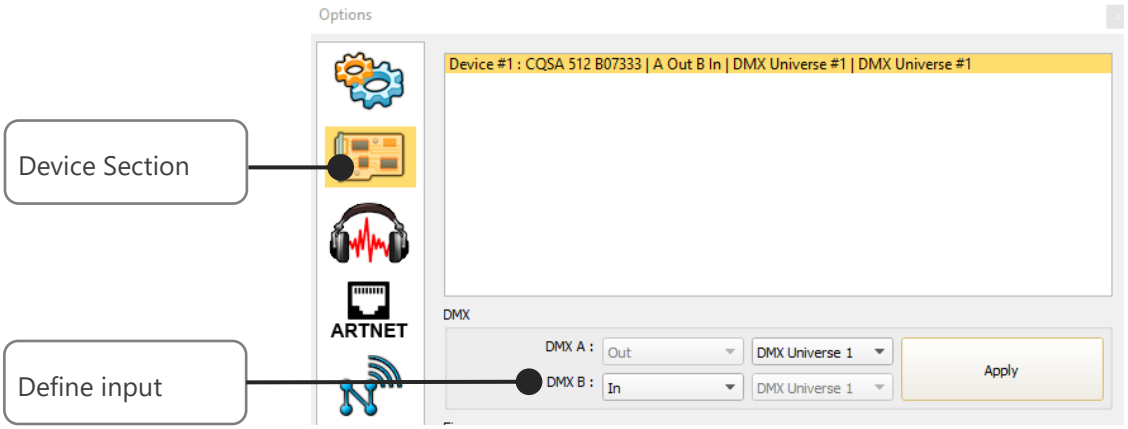
In stand alone window set In / Out Config as DMX 1 Out/DMX 2 In and select the DMX Out universe



The Stand Alone mode offers up to 512 DMX IN channel triggers and up to 255 DMX trigger values per channel. By selecting a scene in the list, it's possible to choose the channel number and the DMX value to trigger the scene. The scene will play when the value of the DMX channel is reached or exceeded.

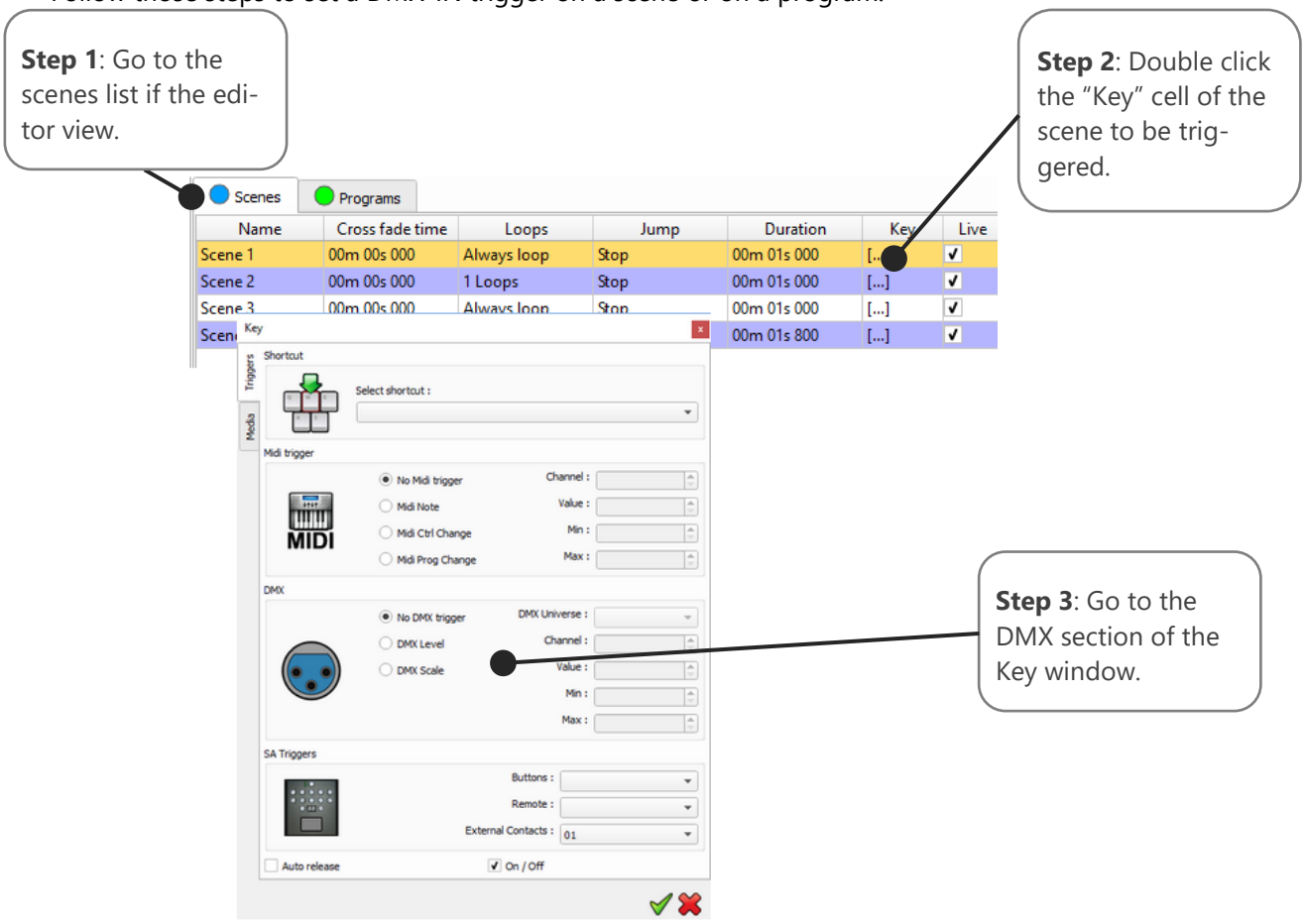
SETUP DMX IN MODE IN SOFTWARE USE

In software one DMX Output must be turned into an input in the Options windows. To access this window click on the software menu: Tools > Options then click to select the device section as following:

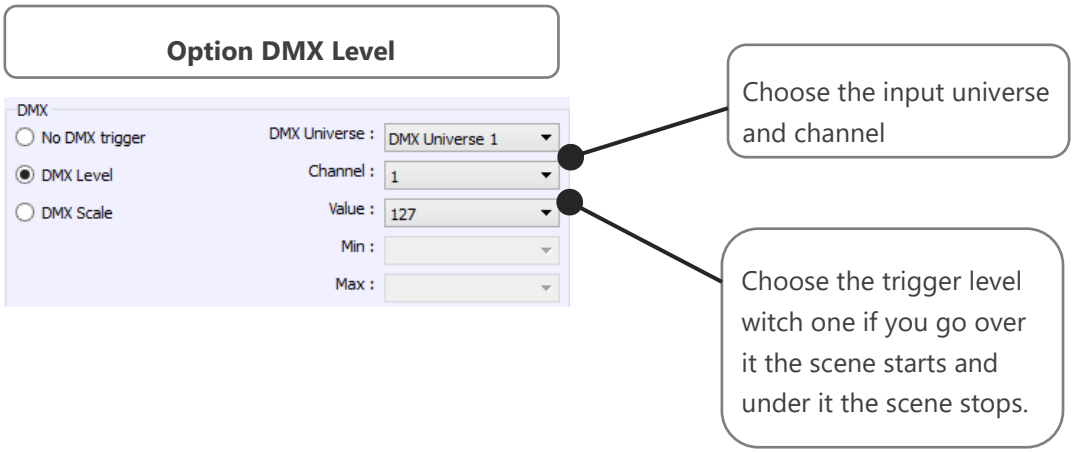


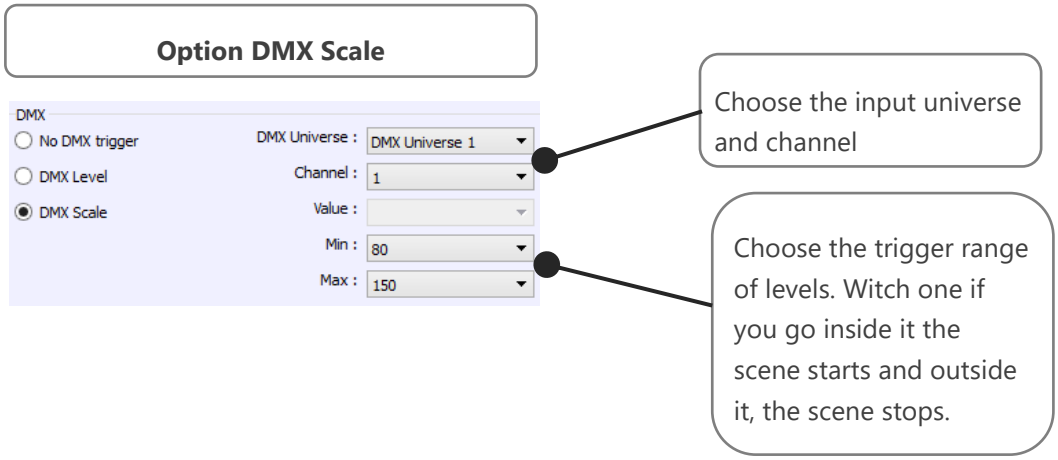
You can select an universe for output and input mode with 1024 and 512 interfaces.

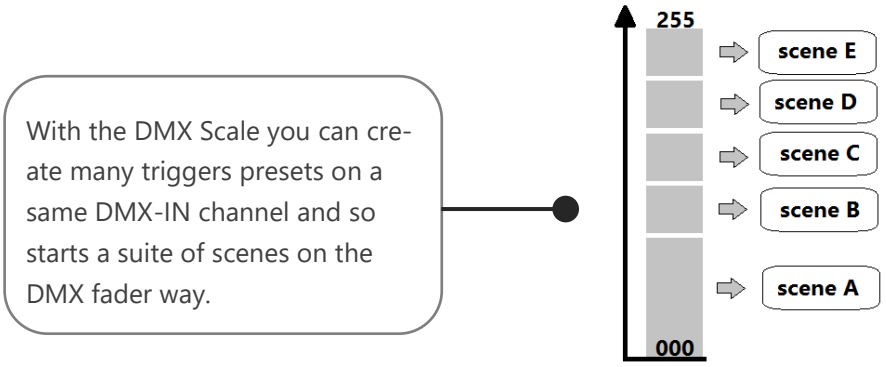
Follow those steps to set a DMX-IN trigger on a scene or on a program:



Two DMX-IN trigger options are available: DMX Level and DMX Scale, let's see what the differences are:

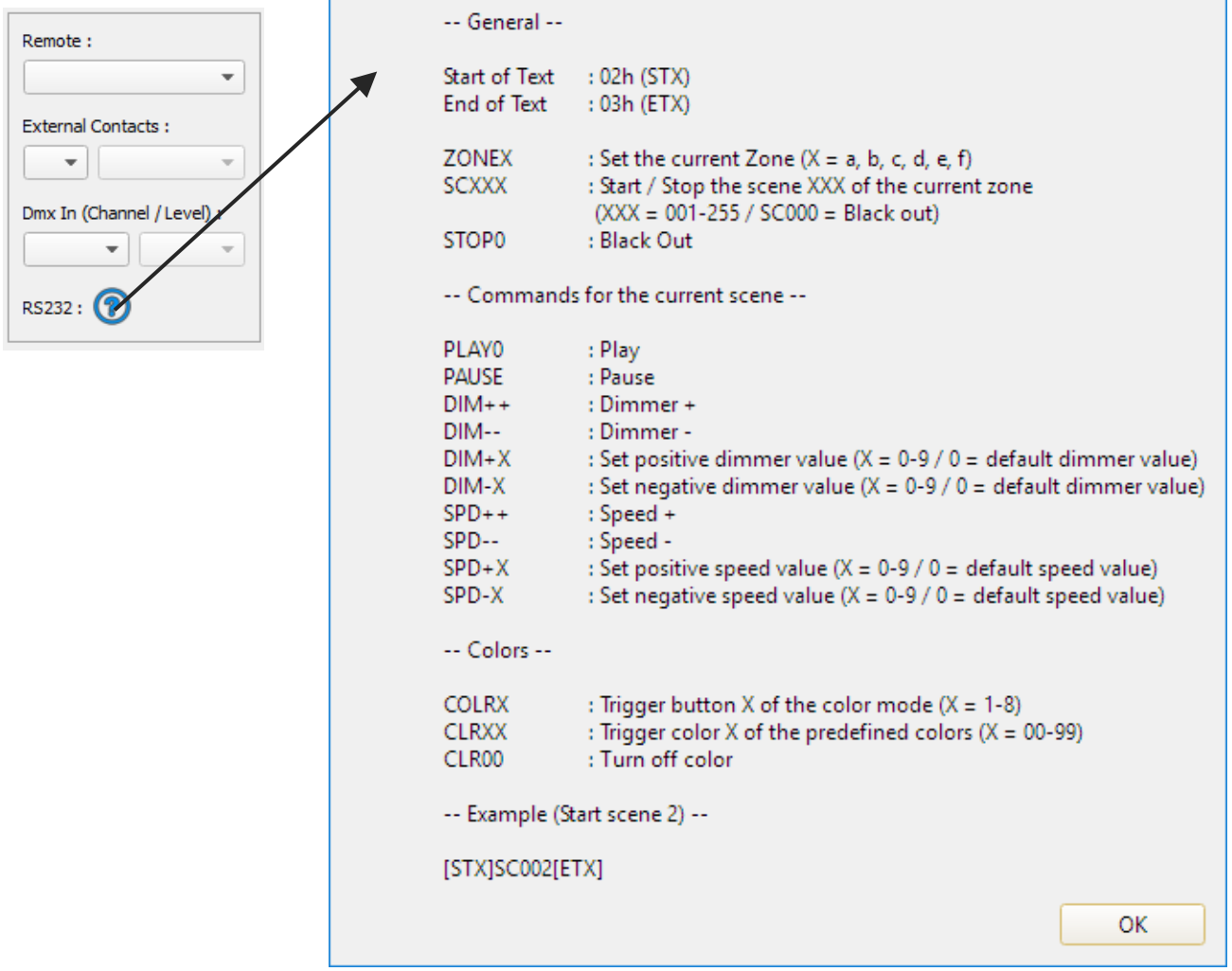






RS232 TRIGGERS IN STAND ALONE

Standalone mode allows to use the RS232 protocol to control the DMX interface with the commands describe in the help topic



Connect the RS232 transmitter to the interface RS232 and GND pins and send the dedicated ASCII commands lines that you need.
The ASCII commands need to be send one time only to be processed by the interface.

ASCII TABLE

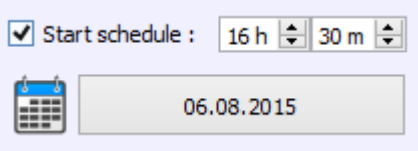
Decimal	Hexadecimal	Binary	Octal	Char
0	0	0	0	*[NULL]*
1	1	1	1	*[START OF HEADING]*
2	2	10	2	*[START OF TEXT]*
3	3	11	3	*[END OF TEXT]*
4	4	100	4	*[END OF TRANSMISSION]*
5	5	101	5	*[ENQUIRY]*
6	6	110	6	*[ACKNOWLEDGE]*
7	7	111	7	*[BELL]*
8	8	1000	10	*[BACKSPACE]*
9	9	1001	11	*[HORIZONTAL TAB]*
10	A	1010	12	*[LINE FEED]*
11	B	1011	13	*[VERTICAL TAB]*
12	C	1100	14	*[FORM FEED]*
13	D	1101	15	*[CARRIAGE RETURN]*
14	E	1110	16	*[SHIFT OUT]*
15	F	1111	17	*[SHIFT IN]*
16	10	10000	20	*[DATA LINK ESCAPE]*
17	11	10001	21	*[DEVICE CONTROL 1]*
18	12	10010	22	*[DEVICE CONTROL 2]*
19	13	10011	23	*[DEVICE CONTROL 3]*
20	14	10100	24	*[DEVICE CONTROL 4]*
21	15	10101	25	*[NEGATIVE ACKNOWLEDGE]*
22	16	10110	26	*[SYNCHRONOUS IDLE]*
23	17	10111	27	*[ENG OF TRANS. BLOCK]*
24	18	11000	30	*[CANCEL]*
25	19	11001	31	*[END OF MEDIUM]*
26	1A	11010	32	*[SUBSTITUTE]*
27	1B	11011	33	*[ESCAPE]*
28	1C	11100	34	*[FILE SEPARATOR]*
29	1D	11101	35	*[GROUP SEPARATOR]*
30	1E	11110	36	*[RECORD SEPARATOR]*
31	1F	11111	37	*[UNIT SEPARATOR]*
32	20	100000	40	*[SPACE]*
33	21	100001	41	!
34	22	100010	42	"
35	23	100011	43	#
36	24	100100	44	$
37	25	100101	45	%
38	26	100110	46	&
39	27	100111	47	'
40	28	101000	50	(
41	29	101001	51	)
42	2A	101010	52	*
43	2B	101011	53	+
44	2C	101100	54	,
45	2D	101101	55	-
46	2E	101110	56	.
47	2F	101111	57	/
48	30	110000	60	**0**
49	31	110001	61	**1**
50	32	110010	62	**2**
51	33	110011	63	**3**
52	34	110100	64	**4**
53	35	110101	65	**5**
54	36	110110	66	**6**
55	37	110111	67	**7**
56	38	111000	70	**8**
57	39	111001	71	**9**
58	3A	111010	72	:
59	3B	111011	73	;
60	3C	111100	74	<
61	3D	111101	75	=
62	3E	111110	76	>
63	3F	111111	77	?
64	40	1000000	100	@
65	41	1000001	101	**A**
66	42	1000010	102	**B**
67	43	1000011	103	**C**
68	44	1000100	104	**D**
69	45	1000101	105	**E**
70	46	1000110	106	**F**
71	47	1000111	107	**G**
72	48	1001000	110	**H**
73	49	1001001	111	**I**
74	4A	1001010	112	**J**
75	4B	1001011	113	**K**
76	4C	1001100	114	**L**
77	4D	1001101	115	**M**
78	4E	1001110	116	**N**
79	4F	1001111	117	**O**
80	50	1010000	120	**P**
81	51	1010001	121	**Q**
82	52	1010010	122	**R**
83	53	1010011	123	**S**
84	54	1010100	124	**T**
85	55	1010101	125	**U**
86	56	1010110	126	**V**
87	57	1010111	127	**W**
88	58	1011000	130	**X**
89	59	1011001	131	**Y**
90	5A	1011010	132	**Z**
91	5B	1011011	133	[
92	5C	1011100	134	\
93	5D	1011101	135	]
94	5E	1011110	136	^
95	5F	1011111	137	_
96	60	1100000	140	`
97	61	1100001	141	**a**
98	62	1100010	142	**b**
99	63	1100011	143	**c**
100	64	1100100	144	**d**
101	65	1100101	145	**e**
102	66	1100110	146	**f**
103	67	1100111	147	**g**
104	68	1101000	150	**h**
105	69	1101001	151	**i**
106	6A	1101010	152	**j**
107	6B	1101011	153	**k**
108	6C	1101100	154	**l**
109	6D	1101101	155	**m**
110	6E	1101110	156	**n**
111	6F	1101111	157	**o**
112	70	1110000	160	**p**
113	71	1110001	161	**q**
114	72	1110010	162	**r**
115	73	1110011	163	**s**
116	74	1110100	164	**t**
117	75	1110101	165	**u**
118	76	1110110	166	**v**
119	77	1110111	167	**w**
120	78	1111000	170	**x**
121	79	1111001	171	**y**
122	7A	1111010	172	**z**
123	7B	1111011	173	{
124	7C	1111100	174	|
125	7D	1111101	175	}
126	7E	1111110	176	~
127	7F	1111111	177	*[DEL]*

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.

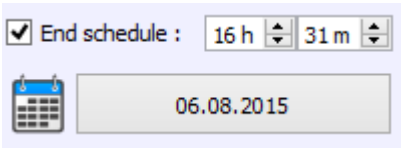
CASE 1: Programming an unique trigger:

- **Start schedule:**



The scene is triggered a single time at the given date and time.

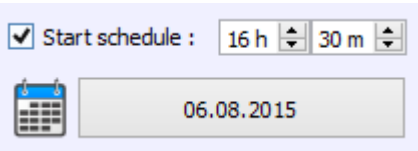
- **End schedule:**



The scene is stopped at the given date and time.

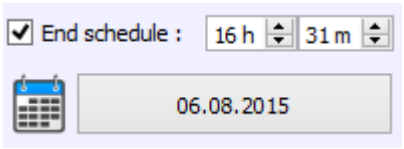
CASE 2: Programming a repeating trigger:

- **Start schedule:**



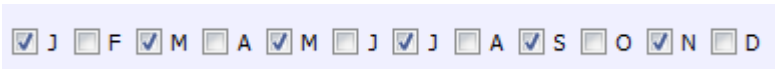
Date from which-one the scene will be playable according to the programmed triggers

- **End schedule:**



Date after witch-one triggers will be ignored. With no End date, triggers are permanent

- **List of the months of the year**



The 12 check boxes represents the 12 months of the year (J) January to (D) December. The triggers will be performed on the activated months. Next, a daily hours range must be defined.

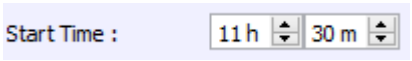
- **Start and Stop days**

With a monthly repetition, you can choose the starting and stoping days for each chosen month.
In this example triggers can happen between the 1st and the 15th of each chosen month.

- **List of the days of the week**

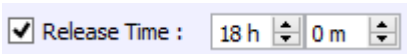
The 7 check boxes represents the 7 days in a week. The triggers will be performed on the activated days only. Next, a time range must be defined.

- **Start time**



The starting time is the time when the scene will be triggered for each chosen day. Of course chosen months, start and end schedule days are included.

- **Release time**



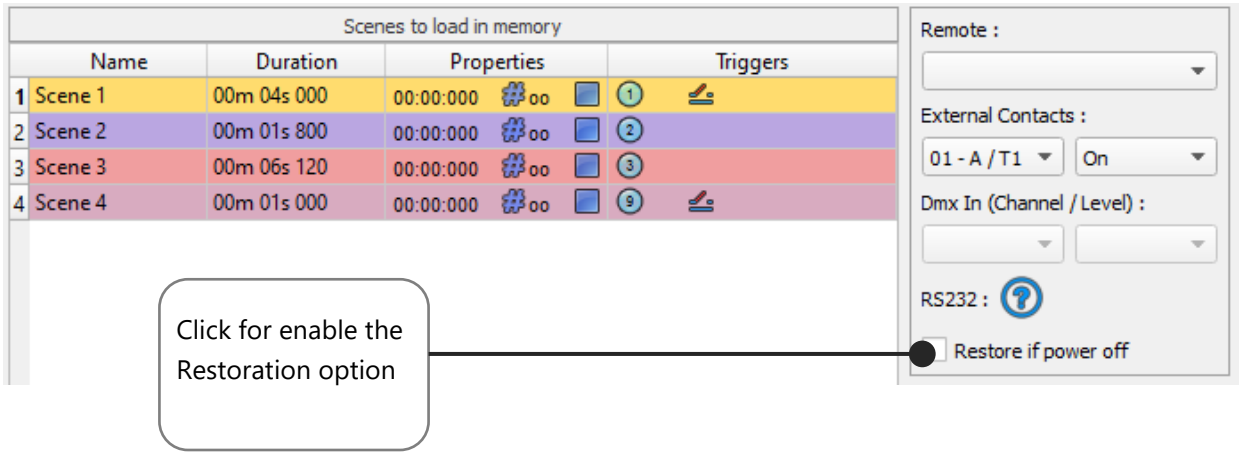
The release time is the time when the scene will stop for each chosen day. Of course chosen months, start and end schedule days are included. The release time is not mandatory, if it's not defined, the scene will keep playing until another trigger event happens. (Like the triggering of another scene for example).

NOTE: For a daily repetition, if the the starting time is later than the release time then the triggering will stopped the next day, even if the next day has not been selected.

SAVE AND RECOVER THE LAST SCENE AFTER THE POWER CUT OFF:

The interface can save the last scene played before the power cut off and recover it when the power is restored.

For each scene you can select “Restore if power off”



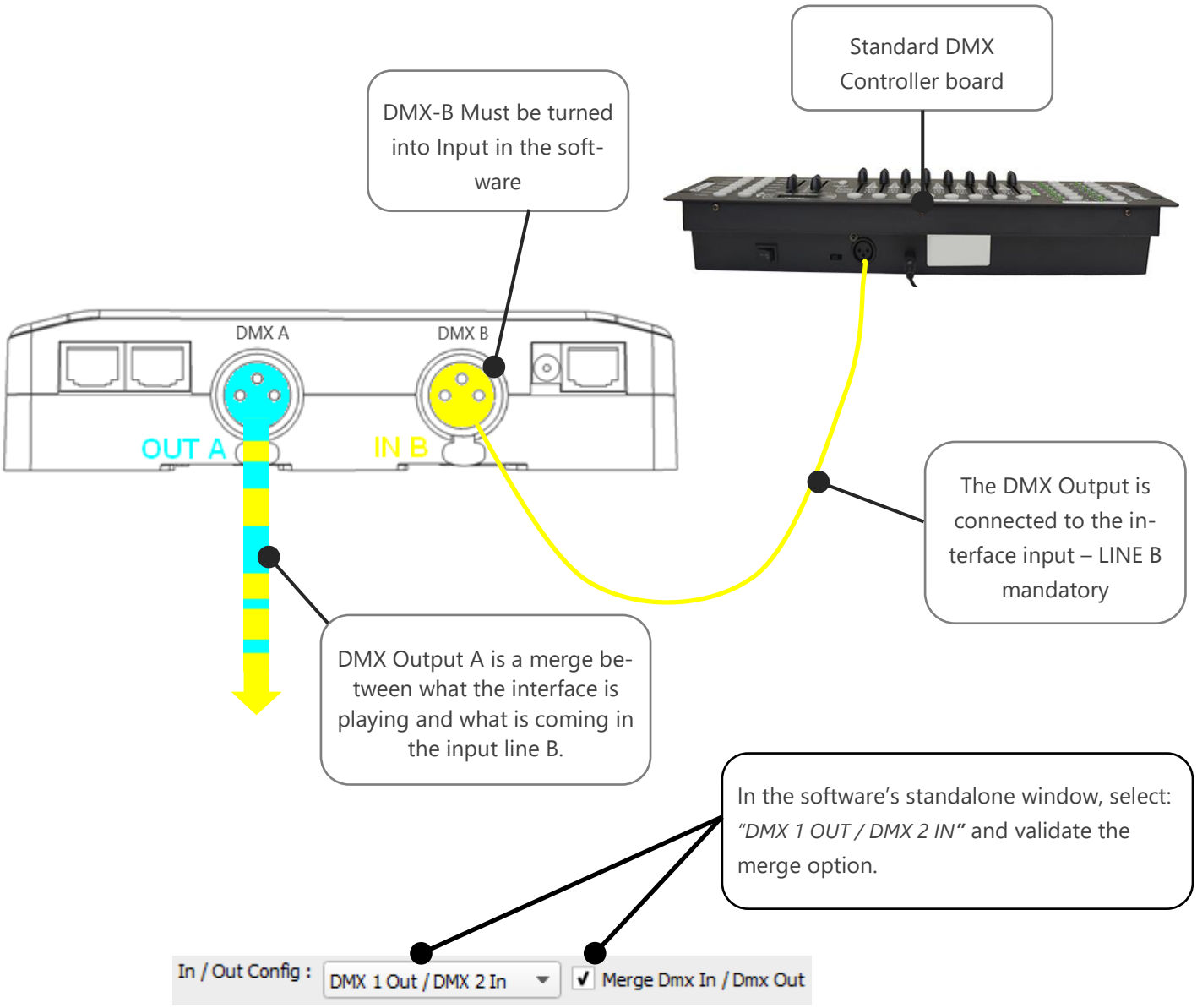
SCENE TRIGGER PRIORITIES:

When several scenes have the same time trigger (date + hour + minute), only the first scene in thelist will be triggered. The rest will be ignored

DMX MERGING IN STANDALONE

One DMX line must be turned into an input to capture the dmx signal provided by an external DMX board or by another DMX interface.

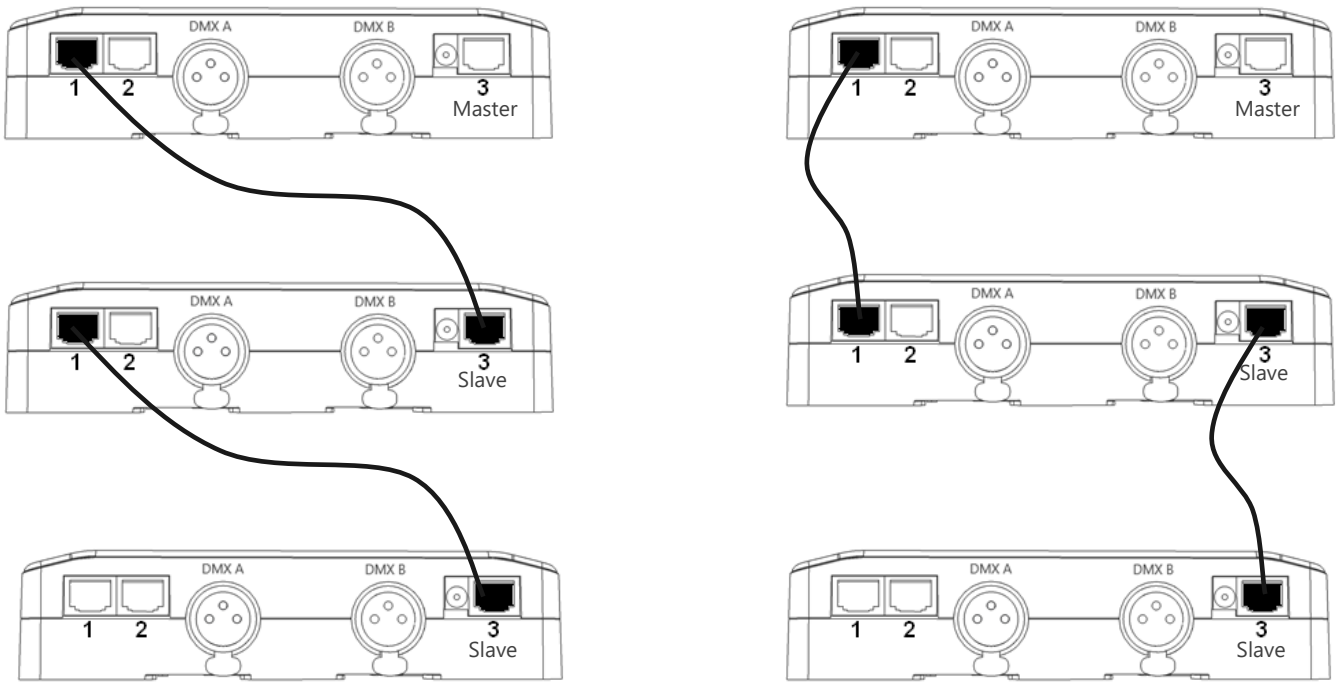
The interface will merge the input signal with its own output signal by comparing DMX levels with a HTP filter. Merging is a solution to keep manual control on channels, using a DMX Board for example. It's also a way to create a multi-zones system by merging several interfaces on one final DMX line.



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)

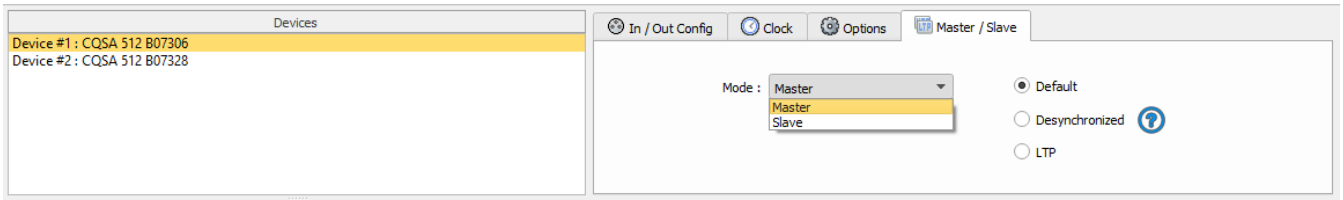
Here is two different example or wiring with 3 interfaces plugged as Master/Slave with standard Ethernets cables. You must connect Ethernet sockets 1 or 3 in any order:



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 interface 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 interfaces.

- **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 individual 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 interfaces automatically and slave interfaces are forced to trigger the same scene. Here each interface acts like a general remote 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 executed and effective. All triggers OFF are ignored and slaves interfaces keep playing their current scene. Each Slave interface can choose to release or not its scene depend on the option is activated or not.

BATTERY

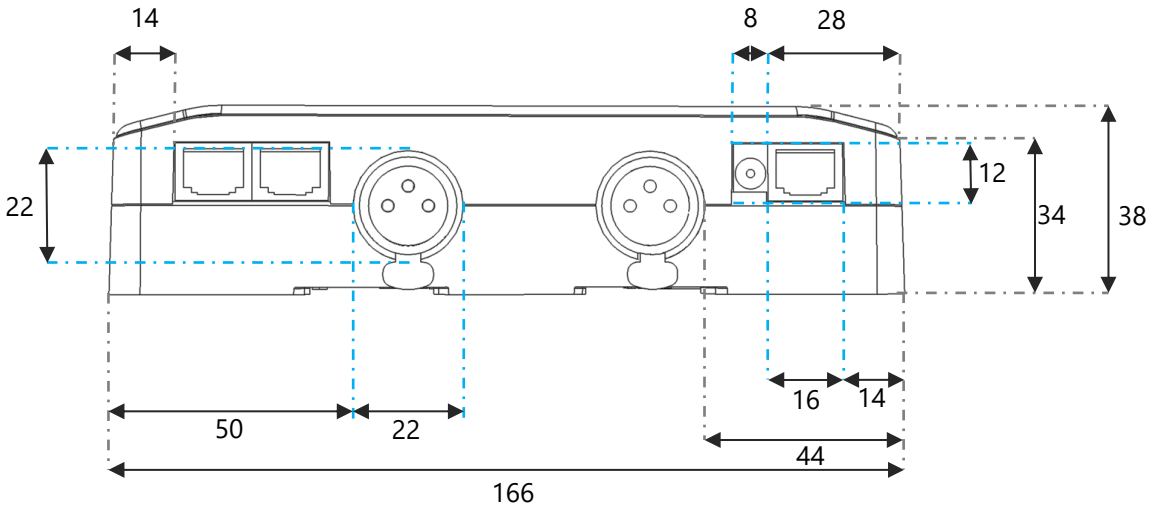
The included battery allow to keep the clock and calendar settings in memory when the device is not powered.

The device must be powered at least 30 min for fully charge the battery.

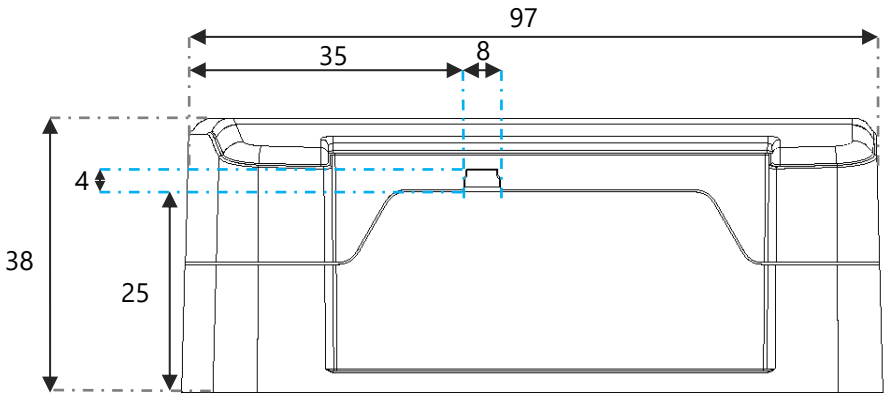
DIMENSIONS OF THE INTERFACE

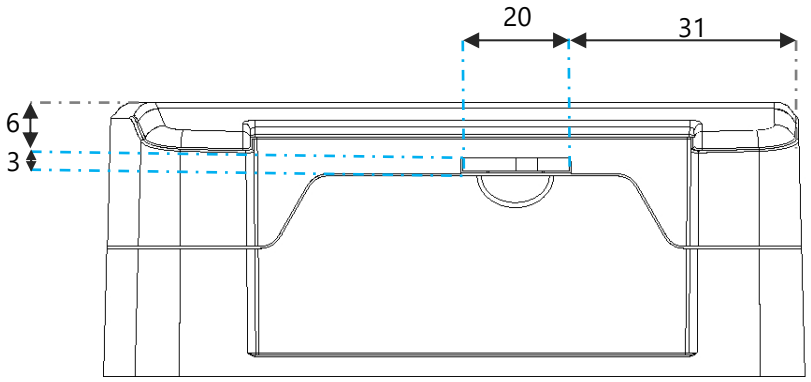
The metric system is used. The unit is mm.

TOP FACE

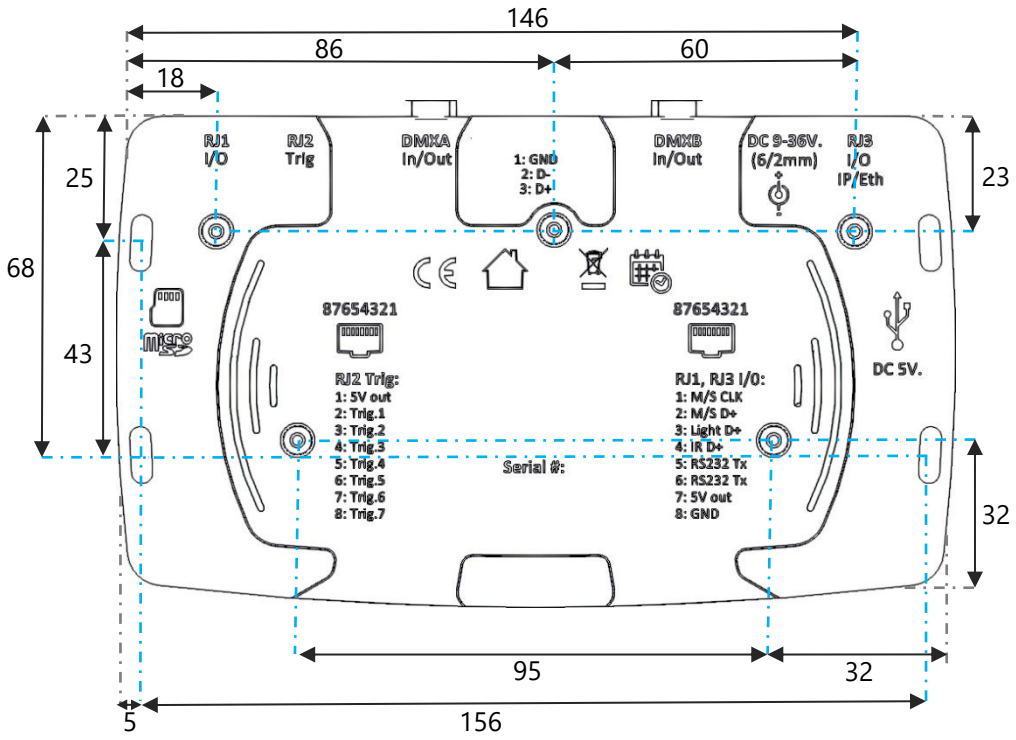


SIDE FACES

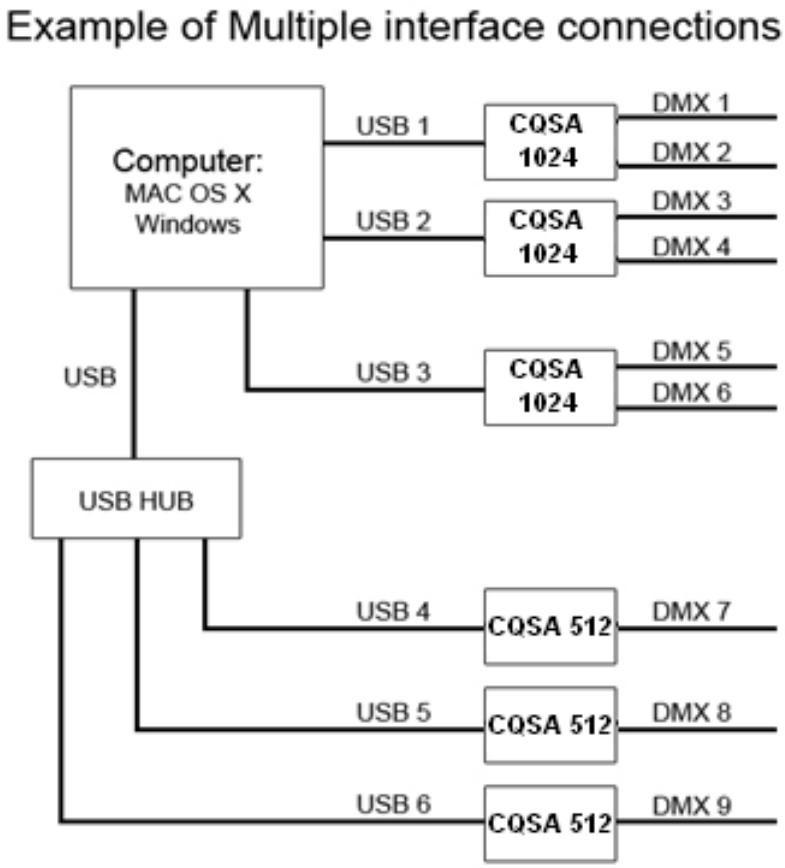



20
31
6
3

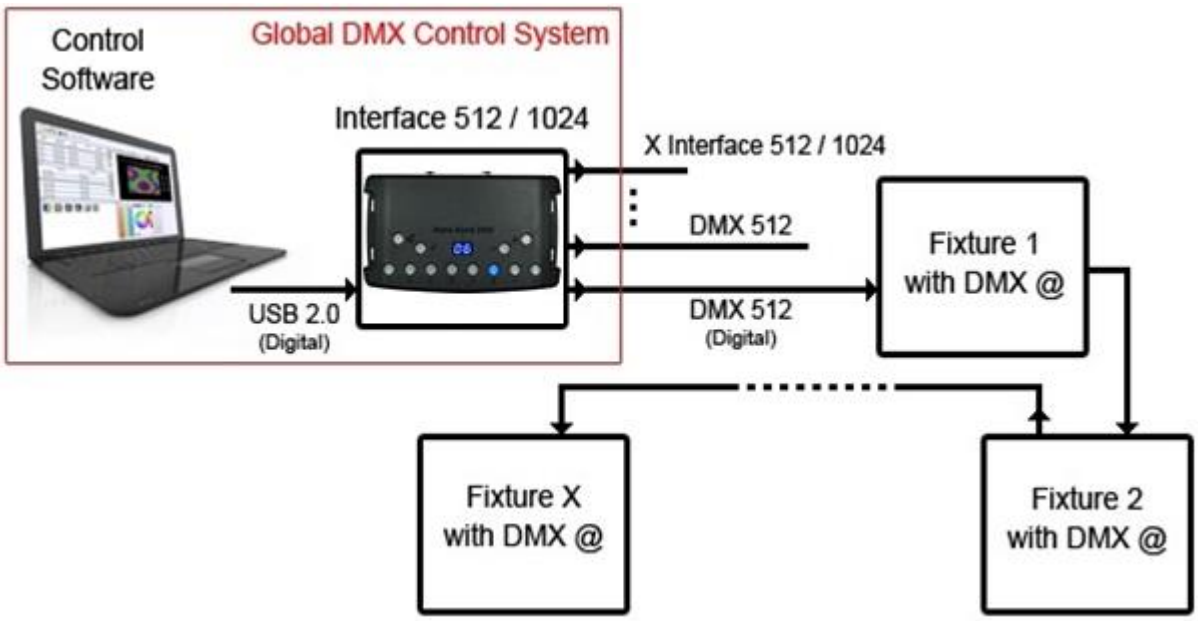
BOTTOM FACE


146
86
60
18
25
68
43
23
32
95
32
5
156
RJ1
I/O
RJ2
Trig
DMXA
In/Out
1: GND
2: D-
3: D+
DMXB
In/Out
DC 9-36V.
(6/2mm)
RJ3
I/O
IP/Eth
87654321
87654321
DC 5V.
RJ2 Trig:
1: 5V out
2: Trig.1
3: Trig.2
4: Trig.3
5: Trig.4
6: Trig.5
7: Trig.6
8: Trig.7
Serial #:
RJ1, RJ3 I/O:
1: M/S CLK
2: M/S D+
3: Light D+
4: IR D+
5: RS232 Tx
6: RS232 Tx
7: 5V out
8: GND

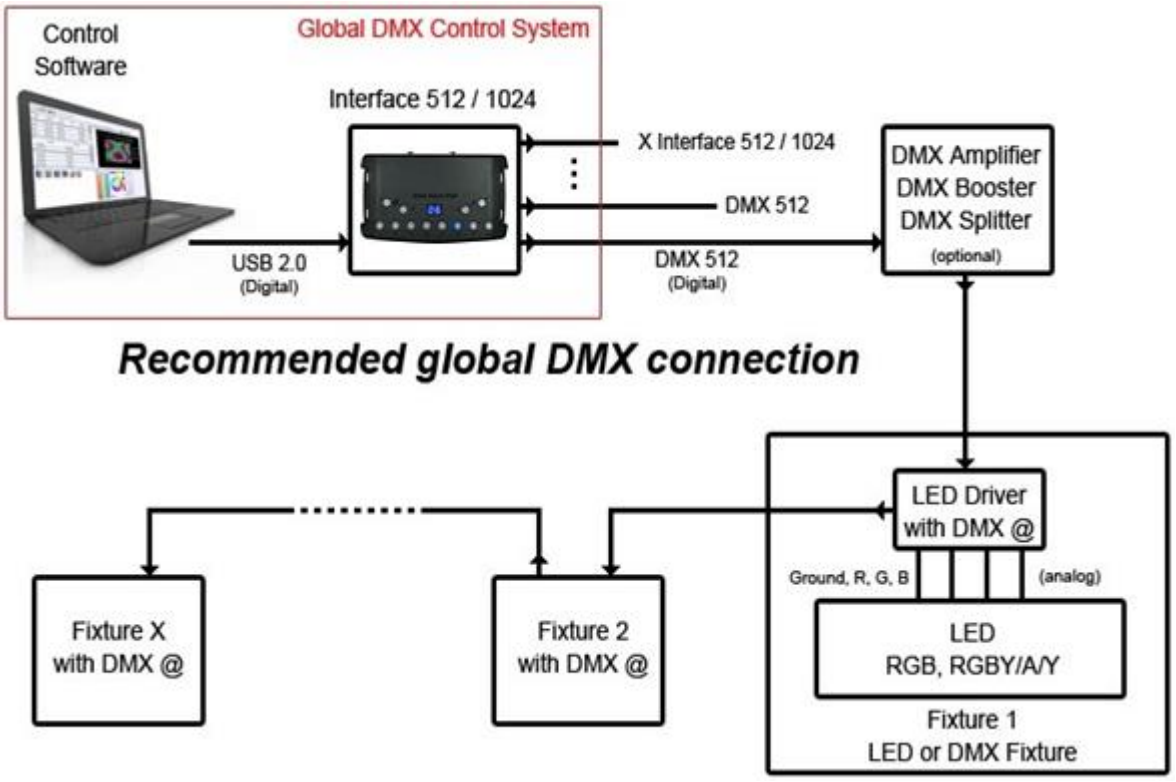
MULTIPLE USB DEVICES CONNECTIONS



STANDARD DMX 512 INSTALLATION



RECOMMENDED DMX512 INSTALLATION



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D00111743.docx Version 1.0 Publ. 27/10/2017