



MINI-DMX

54 Channels DMX Wireless Controller

Operating In structions

Read All Instructions Before Use

1 INTRODUCTION

Thank you for purchasing our equipment and hope you use it with great pleasure. This leaflet aims to help you better understand many facets of the device and avoid any defective manipulation.

We recommend that you carefully follow the directions below.

The "MINI-DMX" allows you to control the most of your devices while enabling complete Freedom of movement. In fact, you can control any standard DMX512 line with this compact.

you will not need to seek a power outlet before you install.DMX512 wireless controller.

2 WARNINGS

The device meets all European Union standards and carries the CE mark.

WARNINGS: The adapter is powered by a hazardous voltage. Leave the maintenance to skilled personnel.

Never make any modification in the adapter that is not described in this manual.

Bad handling may cause electric shock.

Please observe the following points:

- Never touch the inside of the device.

Mishandling may cause an electric shock.

- The unit and the adapter must be installed professionally and safely.
- Make sure the unit and adapter not receive a shock before.
- The starting and stopping frequently can damage the device.
- Do not operate the device, the adapter or power cord if your hands are wet.
- Do not operate the unit or unplug it immediately when:
 1. There is any visible damage on the device, the adapter or power cord.
 2. A defect arises from falling or similar accident, or you have a doubt about the state of the device or power supply.
 3. Malfunctions occur.
- Always use a qualified technician for repair.
- Do not unplug by pulling directly on the cord.
- We disclaim any responsibility for damage or injury resulting if the device are used for purposes of other than for which they were designed, if they are not properly connected, used or are not repaired by an authorized person.
- Keep the device and the power supply away from children.
- Use the original packaging to transport the device.
- For safety reasons, never change inside of the device or power adapter.

3 SPECIFICATIONS

Consumption	0.7 W / 59 mA
Number of channels	54
Number of channels per page	6
Standard control	DMX512
Dimensions L x l x h (mm)	200 x 120 x 52mm

Weight (g)

1 kg

Operating temperature

-10 ° C to 50 ° C

4 CONTENTS OF PACKAGING

1x MINI-DMX

1x Power supply 9 V

1x Manual

5 PRODUCT OVERVIEW



- 1) *INSERT*
DELETE
AB
UP
DOWN
SELECT

Control Buttons

- 2) 1, 2, 3, 4, 5, 6

Slider Control

- 3) *SCENES*

Viewing Scene

- 4) *PROG.*

Viewing Program

- 5) *PROJ.*

Display projector

- 6) *INPUT*

Connection DMX Input **XLR 3 Pin Female**

- 7) *OUTPUT*

Connection DMX Output **XLR 3 Pin Male**

- 8) Mobile Power Bank Charging Interface

- 9) Battery indicator light/charging indicator light

- 10) power switch

- 11) Wireless conversion switch

- 12) 2.4G antenna

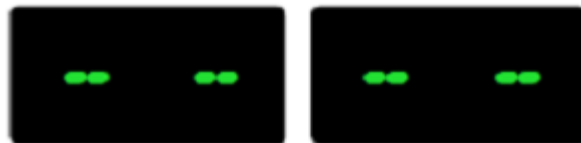
- 13) 9V-12V power charging interface

Use of product

6.2.1 - *Setting up and configuration*

Once the controller turned on, a self-test will be conducted, which will enable it to deliver all functions to zero.

When self-test is complete, you will get the following screen:



According to the type of effect of light connected to the DMX controller, you can synchronize a projector to another. For example, you have multiple scenes came from same type of projectors which connected in cascade and want a sweeping effect chain, a time of transition "CROSS" is active (Slider No. 2).

To activate the internal synchronization of the projectors, press and hold the "SELECT" button 2 seconds. The display of "PROJ." indicates a number of the page which is flashing. The display will indicate whether the internal synchronization is active ("ON") or inactive ("OFF"). To set the value of "ON" or "OFF", press the button "B".



You can change the number of active projector 1 to 9 (each projector occupies 6 channels at once) using the buttons "UP" and "DOWN".



Press the "SELECT" to exit the internal synchronization.

6.2.2 - Manual operation

You can use DMX controller to control the projectors manually (using sliders). This allows complete freedom of movement and function and adapts best to specific use. To select the manual mode, press the "B". The DMX controller will then display the number of page on which he is located (between 1 and 9, each page having six channels, which makes a total of 54 controllable channels).



Info: The flashing dot shows the projector can be selected by using the buttons "UP" and DOWN.



You can then use the sliders to control the DMX512 line that was connected to the device. Here is the table showing the Number of channels according to the page:

Page	Controlled channels
1	1 a 6

2	7 a 12
3	13 a 18
4	19 a 24
5	25 a 30
6	31 a 36
7	37 a 42
8	43 a 48
9	49 a 54

6.2.3 - Setting a scene

To enter the programming mode, press “A” button for 3 seconds. The display of "PROG." indicates a number and blinks rapidly.



You can select the program number you want to edit by pressing the 'UP' or 'DOWN'. The device records up 9 programs (1-9), each containing 50 scenes (1 to 50).

The display of "SCENES" indicates the last scene ("00" means that no scene has been recorded for this program.)



When you select the program you can choose the projector which wants to attribute the scene (from 1-9). Press button “B”. The display of "PROJ." will indicate a blinking dot. Then select the number with the buttons "UP" or "DOWN."



When the projector is selected, you can adjust the values of the different sliders to program the scene which you want to record.

When the scene finishes, click on "INSERT" button, the scene is recorded. The

display "SCENES" increases to "01".



If you want to edit a recorded scene, select the programming mode. Press the "INSERT" button to activate the selection and select a scene you want to replace with the buttons "UP" and "Down." Then press "INSERT" button again to add this new scene. Delete the old selected one by pressing the button of "DELETE" twice.

Press the "A" button for 3 seconds to exit programming mode.

6.2.4 - Complete erasure of a program

To delete an entire program (all the scenes in it), select the programming mode (press 3 seconds on the button "A").

Then select the program with the buttons "UP" or "DOWN".



Then press the "DELETE", the message "AL" will blink in "SCENES".



Click again on "DELETE" to delete all scenes.

Press the "A" button for 3 seconds to exit programming mode.

6.2.5 - Implementation of a program

To run a program, press the "A" button. Use the "UP" or 'DOWN' to select the desired program.

The program runs automatically and cyclically from the first to the last scene.



To stop a running program, press the "A" button again.

If you use the sliders 'cross' and 'stand', you can adjust the internal synchronization between the projectors and adjust the brake time between scenes. During the execution of the program, you can still manually control the projectors, even if these projectors are controlled in the program. When the program is activated, press the "B" and select the projector with buttons "UP" or "DOWN". As to altering the value of a slider, take control of the projector that will no longer be dependent on the program. If you use the buttons "UP" or "DOWN", you can control multiple projectors.



Press the "B" button to select another program.

To deactivate the manual control of the projectors, press the "B" button twice.

When display a "-" in the display of "PROJ.".

Press the "UP" or "DOWN" to see if more projectors are still in manual control.

Wireless DMX function operation

Specification:

1. 7 groups ID code settable, User can use 7 groups individual wireless net without any interfere .
2. Communication distance: 500M (visible distance)

Operating manual:

ID code and LED color corresponding relationship:

1: RED 2: GREEN 3: RED+GREEN 4: BLUE 5: RED+BLUE 6: GREEN+BLUE
7: RED+GREEN+BLUE

1. Press the key to set ID, to the color ID desired, adding 1 each time you press the switch will advance the color ID code.

2. Working condition:

LED constant lit up: No DMX or wireless signal. Green LED flash: receiving

3. ID Code "1-7" groups ID code, press 'KEY' for setting, it only can work under same ID

code of transmitter and receiver. (Same LED Color)

Establishing Communication:

1. Power on DMX512 wireless receiver first and then following to power up the transmitter .

2. Press "Key" button to set same ID value of transmitter and receiver. Please use different ID value if you need use more than

3. The red LED flashes when transmitter transmits DMX data by no interference frequency

section, then receiver changes communicated frequency section. Green LED flash till received

corrected same ID value, LED flash more fast once DMX data more fast.

4. Communication was established correctly.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction