


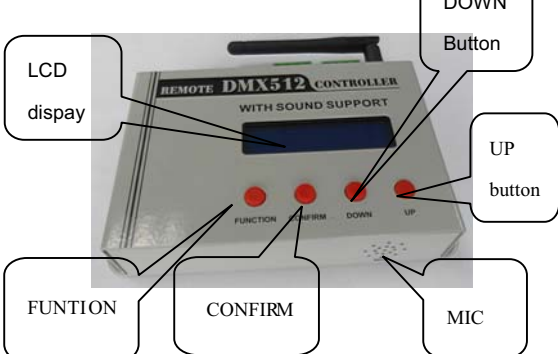
# DMX512 CONTROLLER SPECIFICATIONS



- **Feature:**
- Output DMX signal can meet DMX DMX512/1990 standards.
- With a standardized DMX512 output, it can realize 170 full color dot controls.
- Built-in with more than 64 fixed lighting effects modes.
- Built-in with program organize the fixed effects to carry out.
- Built-in with listing defined modes by steps
- Built-in with two sound-control modes
- All change effects' speed can be set separately
- With LCD display, all functions are displayed in LCD.
- With four function keys
- With wireless remote controller can realize testing and modification.
- With DMX address edit function and easy to modify address

## I、 Specification

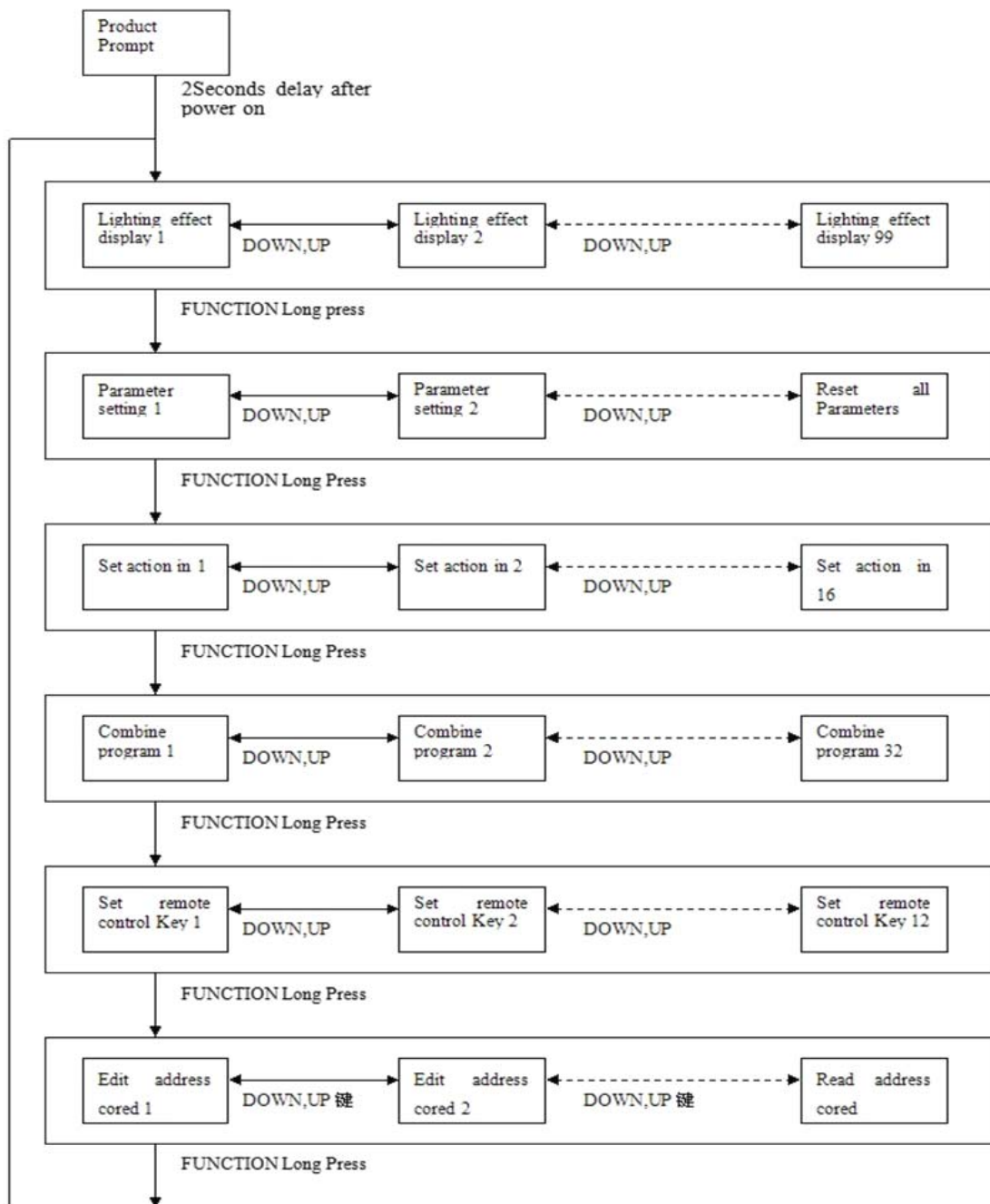
<b>Input</b>	Input voltage range and frequency range	100~240V AC /47~63Hz				
	Input power	<5W				
	Input port type	ADAPTER				
<b>Output</b>	Signal type PS:1	AT-DMX				
	Output voltage range	0-5V DC				
	Output driver ability PS:2	32PCS/300m				
	Output port type	RJ-12/6PIN				
<b>Protection</b>	Input two lines and reverse connect	allow				
	Output line short circuit	Do not allow a short circuit				
	Output line open	Allow open				
	Overheating	No overheating protection				
<b>Environ-ment</b>	Working temperature & humidity	-20℃-50℃/20-95RH				
	Storage temperature & humidity	-20℃-80℃/20-95RH				
	Waterproof/dustproof	IP30:Prevent small solid in, not waterproof				
<b>Standard Rules van</b>	Standard for safety PS:3	The utility power and output isolation 1500 V				
	Environment protecting	RoHS				
<b>Others</b>	MTBF	10000 Hours				
	Size	180mm*122mm*46mm				
	Accessories	1,power line 2,Wireless remote control (including battery) 3,Wireless receiving antenna 4,DMX connector line				
	Packaging	PE bag				

<b>Wire map</b>		
<b>Remark</b>	1.AT-DMX interface support the standard output control DMX, 2.Output can access 32 PCS DMX decoding module, Up to 300 m long shielding double access polishing.	

**II 、 key switch function table** [From left to right four switch are respectively] :

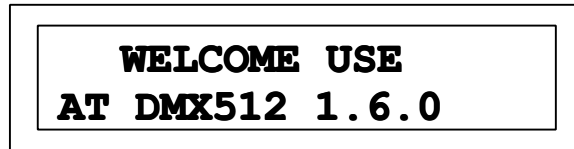
<b>Action Name</b>	<b>operational approach</b>	<b>functional specification</b>
<b>FUNCTION Short Press</b>	Press FUNCTION key within 1.5 second then Release the button	Set to mode adjust state
<b>FUNCTION Long press</b>	Press FUNCTION key More than 1.5 seconds 1.5 second then Release the button	switch to next main function
<b>CONFIRM Short Press</b>	Press CONFIRM key within 1.5 second then Release the button	Set up as the parameter adjustment state,The corresponding parameter with'[]'logo
<b>CONFIRM Long press</b>	Press CONFIRM key More than 1.5 seconds 1.5 second then Release the button	Save parameters or execute actions command
<b>DOWN Short Press</b>	Press DOWN key within 1.5 second then Release the button	Mode adjust status to turn in the last model; Parameters adjustment for the current state of parameters reduce 1
<b>DOWN Long press</b>	Press DOWN key More than 1.5 seconds 1.5 second then Release the button	Mode adjust status to turn in the last four model; Parameters adjustment for the current state of parameters reduce 4
<b>UP Short Press</b>	Press UP key within 1.5 second then Release the button	Mode adjust status to turn in the next model; Parameters adjustment for the current state of parameters plus 1
<b>UP Long press</b>	Press UP key More than 1.5 seconds 1.5 second then Release the button	Mode adjust status to turn in the next four model; Parameters adjustment for the current state of parameters plus 4

### III、 Controller main functions exchange



#### IV、 Cue functions

Switch on, display shows cue content, special program will show clients code. It enters set mode automatically after 2 second



#### V、 Light Effects Demo

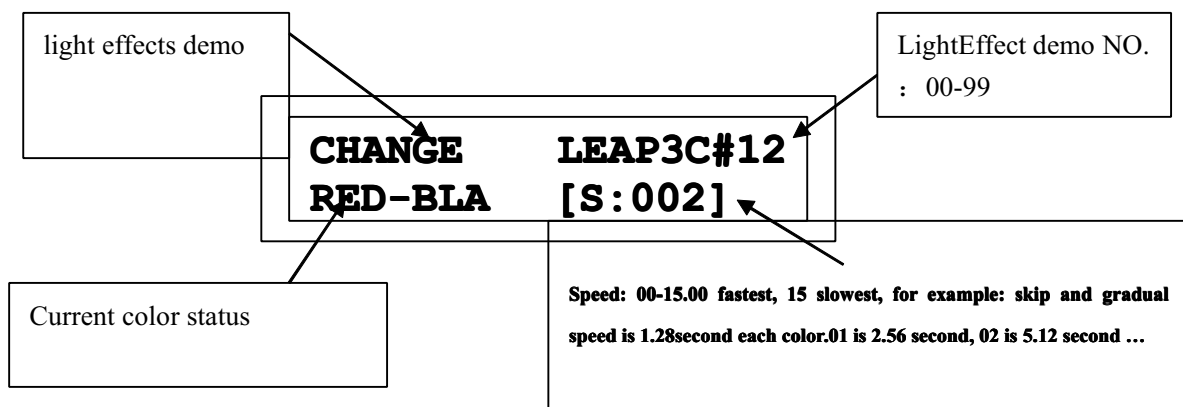
1,

This function used to output DMX512 control signal, **output all light effects demo being set well.**

2,

This function change to light effect demo being set after switch on cue

3, Interface



#### 4, Light Effects Demo

NO.	Corresponding content	Parameters	Notes
#00	STATIC COLOR ALL LAMP OFF	No parameters	All the lamps signal out closed
#01	STATIC COLOR RED	[B:XXX]Adjustable brightness0~255level	Static red color output
#02	STATIC COLOR GREEN	[B:XXX]Adjustable brightness0~255level	Static green color output
#03	STATIC COLOR YELLOW	[B:XXX]Adjustable brightness0~255level	Static Yellow color output
#04	STATIC COLOR BLUE	[B:XXX]Adjustable brightness0~255level	Static purple color output
#05	STATIC COLOR PURPLE	[B:XXX]Adjustable brightness0~255level	Static purple color output
#06	STATIC COLOR CYAN	[B:XXX]Adjustable brightness0~255level	STATIC COLOR CYAN
#07	STATIC COLOR WHITE	[B:XXX]Adjustable brightness0~255level	Static white color output
#08	STATIC MMIX00	[R:XX G:XX B:XX]RGB Adjustable brightness independent	Custom color output 0
#09	STATIC MMIX01	[R:XX G:XX B:XX]RGB Adjustable brightness independent	Customize color output 1
#10	STATIC MMIX02	[R:XX G:XX B:XX]RGB Adjustable brightness independent	Customize color output 2
#11	FLASH WHITE	N:XX time for brightness;M:XX time for light off F:XX Flashing mode	White color flashing mode output
#12	CHANGE LEAP3C	[S:XXX]Adjustable speed 0~15 level	RGB three color jump change
#13	CHANGE gradual3C	[S:XXX]Adjustable speed 0~15 level	RGB three color fade change

#14	BREATHE 3C	[S:XXX]Adjustable speed 0~15 level	RGB three color breathe change
#15	CHANGE LEAP7C	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W] 7 color jump change
#16	CHANGE gradual7C	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W] 7 color fade change
#17	BREATHE 7C	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W] 7 color breathe change
...			
#20	LEAP MOVE 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color move to the right
#21	LEAP MOVE 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color move to the left,
#22	LEAP STEP 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color turn right
#23	LEAP STEP 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color turn left
#24	LEAP GROW 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color right growth
#25	LEAP GROW 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color left growth
#26	LEAP PILE 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color right pile change,
#27	LEAP PILE 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color left pile change
#28	METEOR 3C >	[S:XXX]Adjustable speed 0~15 level	RGB three color right meteor change
#29	METEOR 3C <	[S:XXX]Adjustable speed 0~15 level	RGB three color left meteor change
#30	SHUTTLE 3C >	[S:XXX]Adjustable speed 0~15 level	RGB three color right shuttle change
#31	SHUTTLE 3C <	[S:XXX]Adjustable speed 0~15 level	RGB three color left shuttle change
#32	LEAP MOVE 7C>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]colorful slow change
#33	LEAP MOVE 7C<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]colorful slow change left,2 seconds of each color
#34	LEAP STEP 7C>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left
#35	LEAP STEP 7C<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#36	LEAP GROW 7C>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]colorful slow change
#37	LEAP GROW 7C<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]colorful slow change
#38	LEAP PILE 7C>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#39	LEAP PILE 7C<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#40	gradual MOVE 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color left
#41	gradual MOVE 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color right
#42	gradual GROW 3C>	[S:XXX]Adjustable speed 0~15 level	RGB three color interplay color
#43	gradual GROW 3C<	[S:XXX]Adjustable speed 0~15 level	RGB three color slow change

#44	gradual MOVE 7C>	[S:XXX]Adjustable speed 0~15 level	RGB three color Internal pull screen
#45	gradual MOVE 7C<	[S:XXX]Adjustable speed 0~15 level	RGB three color external pull screen
#46	gradual GROW 7C>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]Internal pull screen change
#47	gradual GROW 7C<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]external pull screen change, color
...			
#50	MAGIC COLORS<	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]right colorful
#51	MAGIC COLORS>	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#52	RAINBOW 7C <	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#53	RAINBOW 7C >	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]left colorful
#54	CLOUD 3C <	[S:XXX]Adjustable speed 0~15 level	RGB three color right 7colors
#55	CLOUD 3C >	[S:XXX]Adjustable speed 0~15 level	RGB three color left 7colors
#56	LEAP CROSS 3C	[S:XXX]Adjustable speed 0~15 level	RGB three color slow interplay
#57	gradual CROSS 3C	[S:XXX]Adjustable speed 0~15 level	RGB three color slow interplay
#58	TENT IN 3C	[S:XXX]Adjustable speed 0~15 level	RGB three color Internal pull
#59	TENT OUT 3C	[S:XXX]Adjustable speed 0~15 level	RGB three color external pull
#60	TENT IN 7C	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]Internal pull
#61	TENT OUT 7C	[S:XXX]Adjustable speed 0~15 level	[R,Y,G,Cyan,Blue,P,W]external pull
...			
#80	USER MODE 1	[S:XXX]Adjustable speed 0~15 level	
...			
#90	SOUND BRIGHT	[L:XX] [M:XX] [H:XX]	
#91	SOUND 7C	[L:XX] [M:XX] [H:XX]	7colors sound output cotrol
...			
#98	PHASE STEP	ALL STEP [S:XXX] Adjustable speed 0~15 level	Phase output mode
#99	PROGRAM ST	[M:XXX]mode:[C:XX]color:[S:XX]speed	Program output mode

5, Use UP, DOWN to adjust light effects demo number

6, Light Effect demo parameters (like speed) can use CONFIRM for a short time to enter parameters set status, use UP,DOWN to adjust parameters, adjustment complete then use CONFIRM for a short time back to light effect demo status,

7, After light effect demo selection is done, press CONFIRM for a long time to save mode and parameters being set.

8, Notes #90,#91 light effects demo need sound to trigger, make remote controller MIC header close to sound source and note trigger criterion.

## VI、Parameter set functions

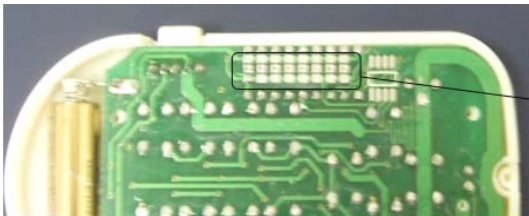
- 1, This function used to set all stray parameters run in controller
- 2, Enter this function by pressing FUNCTION for a long time under products Light Effect Demo
- 3, Parameters setting functions

Function NO.	Functions display content	Parameters	Notes
0	SETUP SYNCHRONY	M/S SYNC : masters/slaves syn. DMX SYNC : by AT-DMX	default value: [M/S SYNC]
1	SETUP DEVICE ADR	ADDRESS[XXX]: set controller number	Default value: ADDRESS: 000
2	SETUP LAMP MAX	RGB GROUP[XXX]	Default value: RGB GROUP: 016
3	SETUP LAMP PART	RGB GROUP[XXX]	Default value: RGB GROUP: 008
4	SETUP START MODE	POWER ON[XX]	Default value: POWER ON: 99
5	SETUP OFF TIME	HH:MM[XX:XX]	Default value: 00:00
6	SETUP SOUND BASE	LOW FREQ[XX]	Default value: LOW FREQ[32]
7	SETUP SOUND BASE	MID FREQ[XX]	Default value: MID FREQ[16]
8	SETUP SOUND BASE	HI FREQ[XX]	Default value: HI FREQ[16]
9	SETUP REMOTE	ON OFF	Default value: ON
10	SETUP REMOTE ADR	RF[FFFFFFFF]	Default value: RF[FFFFFFFF]
11	RESET ALL SETUP		Reset all setup, press the button: CONFIRM, then press random button to exit

4, Notes, press CONFIRM for a long time to save the parameters you set

5, Remote controller corresponding set

A, Take the backcover, there is jumper as follow picture, this can be used to set code. Restore the back cover after set completely.



The 8 groups selection points are applied for selecting the corresponding code (3 points in the same line is a group);  
 Non of the 3 points are connected, the corresponding position is "F";  
 The top 2 of the 3 points connected, the corresponding position is "0";  
 The 2 points on the bottom connected, the corresponding position is "1";  
 The default condition is "FFFFFFFF" (All the groups from the left to the right are all empty).

B, Select "SETUP REMOTE ADR", press CONFIRM for a short time enter set status, it shows RF[FFFFFFFF]

C, Press any key being set; showing code will change to set code automatically. Like RF[1FFFFFFFF], first group switch short-circuit

D, Notes, if any mistake when pressing, that means code after pressing is not in accordance with code when pressing. Redo the set then until the codes are the same.

E, In this status, press CONFIRM for a long time to save the code.

F, Check "SETUP REMOTE" mode, make sure functions work in remote controller, set as "ON"

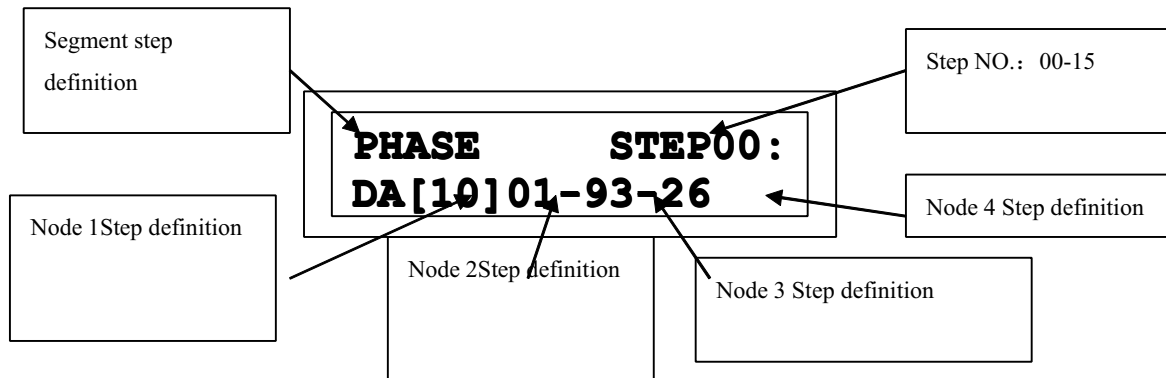
G, Remote controller being set can control the controller

H, Other remote controller and controller can make the same set, make sure different codes.

## VII、Segment set functions

1, This used to set segment; it can define all output light change by step, 16 steps in total, each segment can define 4 full-color light change.

2, Interface:

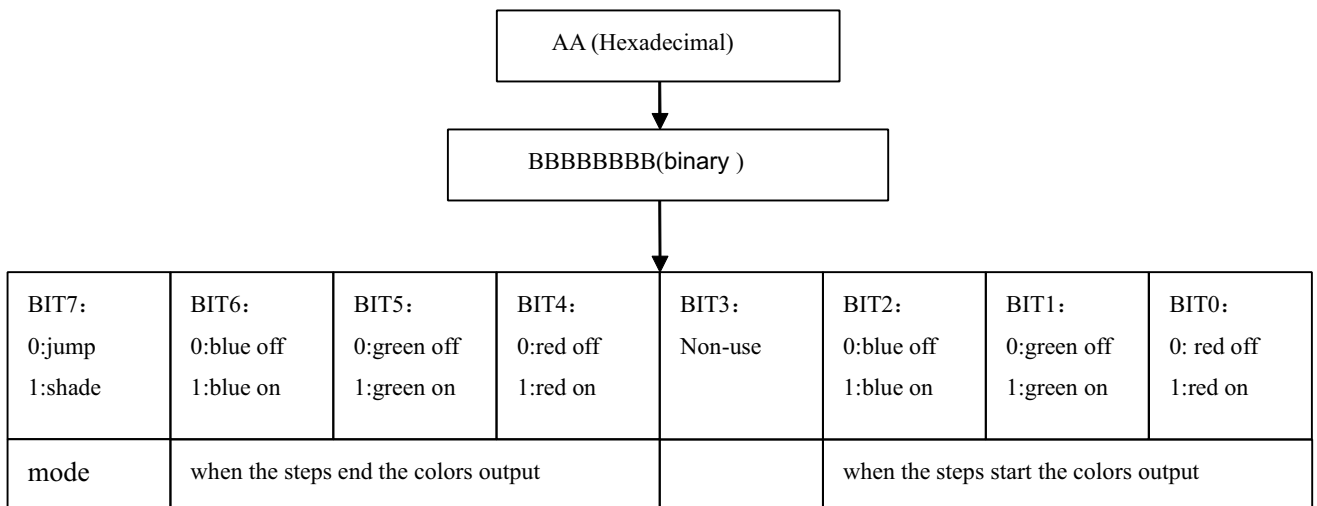


3, Node step definition

A. Node step definition contains two hexadecimal data

B. Turn hexadecimal to binary helps us know the rule

C. Definition rule instruction as below:



D. Enter node step definition by press CONFIRM for a short time, press CONFIRM for a short time and several times can switch parameters

E. Node data definition example

LCD display data (Hexadecimal)	Converted into data (binary)	Functions
10	00010000	Start is black then jump change to red color
01	00000001	Start is red color then jump change to black
13	00010011	Start is yellow then jump change to red color
26	00100110	Start is cyan then jump change to green color
90	10010000	Start is black then slow change to red color
81	10000001	Start is red color then slow change to black
93	10010011	Start is yellow then slow change to red color
A6	10100110	Start is cyan then slow change to green color

4, Notes, press CONFIRM for a long time to save the definition you set



5, Default setting example

The NO. 1 light data is according 7 colors skip change

The NO. 2 light data is 7 color shade change

The NO. 3 light data is 7 color change a round

The NO. 4 light data is 7 color on and off once time (when the no. 3 light turn off , the no.4 light turn on)

Step number	First data	Second data	Third data	Fourth data	Specifications(Described first lights to the fourth lamp)
0	31	31	01	00	Red color jump change to yellow color; red color gradual change to yellow color; red color change to black; black
1	23	23	00	01	Yellow color jump change to green color; yellow color gradual change to green color; black; red color change to black
2	62	62	03	00	Green color jump change to cyan color; green color gradual change to cyan; yellow color change to black; black
3	46	46	00	03	Green color jump change to cyan; green color gradual change to cyan; black; yellow color change to black
4	54	54	02	00	Green color jump change to cyan; green color gradual change to cyan; green color change to black; black
5	75	75	00	02	Purple color jump change to white color; purple color gradual change to white color; black; green color jump change to black
6	17	17	06	00	White color jump change to red color; white color gradual change to red color; cyan jump change to black; black
7	31	31	00	06	Red color change to yellow color; red color gradual change to yellow color; black; cyan jump change to black
8	23	23	04	00	Yellow jump change to green color; yellow gradual change green color; blue color jump change to black; black
9	62	62	00	04	Green color change to yellow color; red color gradual change to yellow color; black; cyan jump change to black
10	46	46	05	00	Green color change to cyan; green color gradual change to cyan; purple jump change to black; black
11	54	54	00	05	Green color change to cyan; green color gradual change to cyan; black; purple jump change to black
12	75	75	07	00	Purple jump change to white color; purple gradual change to white; white jump change to black; black
13	17	17	00	07	White jump change to red color; white gradual change to red color ; black; white change to black
14	ff	00	00	00	<b>This first data is FF, indicate that this step is completed ; then re-start to cycle</b>
15	00	00	00	00	

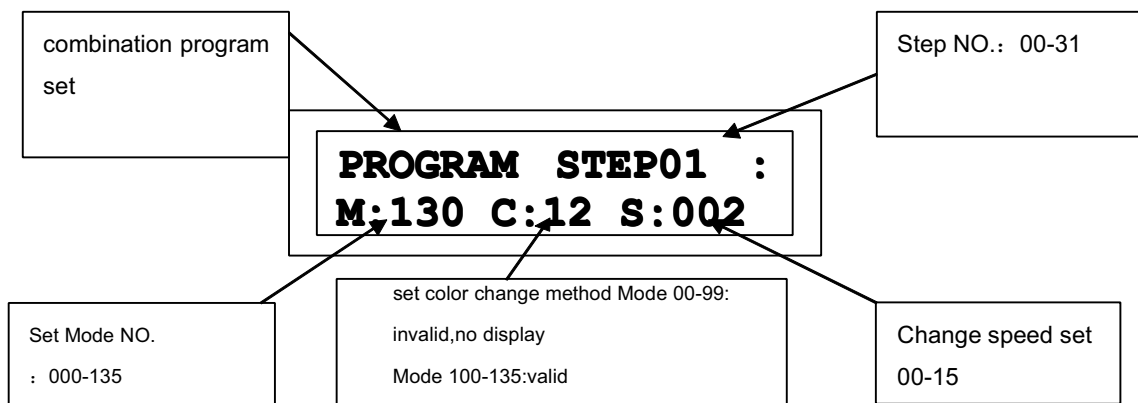
### VIII、Combination functions

1, This function used to set combination program, it can combine all functions together and up to 32 combination functions.

2, Contains light effects demo 00-99 functions and 100-135 inbuilt definition functions,100-135 inbuilt functions as following:

Functions NO	Parameters	Notes
100	C:XX color change mode S:XX setting the change speed 00~15	
101	C:XX color change mode S:XX setting the change speed 00~15	
...		
110	C:XX color change mode S:XX setting the change speed 00~15	
111	C:XX color change mode S:XX setting the change speed 00~15	
112	C:XX color change mode S:XX setting the change speed 00~15	
113	C:XX color change mode S:XX setting the change speed 00~15	
114	C:XX color change mode S:XX setting the change speed 00~15	
115	C:XX color change mode S:XX setting the change speed 00~15	
...		
120	C:XX color change mode S:XX setting the change speed 00~15	
121	C:XX color change mode S:XX setting the change speed 00~15	
122	C:XX color change mode S:XX setting the change speed 00~15	
123	C:XX color change mode S:XX setting the change speed 00~15	
124	C:XX color change mode S:XX setting the change speed 00~15	
125	C:XX color change mode S:XX setting the change speed 00~15	
126	C:XX color change mode S:XX setting the change speed 00~15	
127	C:XX color change mode S:XX setting the change speed 00~15	
...		
130	C:XX color change mode S:XX setting the change speed 00~15	
131	C:XX color change mode S:XX setting the change speed 00~15	
132	C:XX color change mode S:XX setting the change speed 00~15	
133	C:XX color change mode S:XX setting the change speed 00~15	
134	C:XX color change mode S:XX setting the change speed 00~15	
135	C:XX color change mode S:XX setting the change speed 00~15	

### 3, : Interface



4, Press CONFIRM for a short time enter parameters set status, press CONFIRM for a short time several times and switch parameters

5, Notes, press CONFIRM for a long time to save the definition you set

6, Default combination program(recycle all functions)

step	Function NO. M: XXX	Color definition C: XX	Speed set S: XX	Notes
0	20		02	RGB three color move to the right,2 seconds of each color
1	21		02	RGB three color move to the left,2 seconds of each color
2	22		02	RGB three color turn right,2 seconds of each color
3	23		02	RGB three color turn left,2 seconds of each color
4	24		02	RGB three color right growth,2 seconds of each color
5	25		02	RGB three color left growth,2 seconds of each color
6	26		02	RGB three color right pile change,2 seconds of each color
7	27		02	RGB three color left pile change,2 seconds of each color
8	28		02	RGB three color right meteor change,2 seconds of each color
9	29		02	RGB three color left meteor change,2 seconds of each color
10	30		02	RGB three color right shuttle change,2 seconds of each color
11	31		02	RGB three color left shuttle change,2 seconds of each color
12	40		02	RGB three color slow change turn right,2 seconds of each color
13	41		02	RGB three color slow change turn left,2 seconds of each color
14	42		02	RGB three color slow change right growth,2 seconds of each color
15	43		02	RGB three color slow change left growth,2 seconds of each color
16	50		02	[R,Y,G,Cyan,Blue,P,W]colorful slow change right,2 seconds of each color
17	51		02	[R,Y,G,Cyan,Blue,P,W]colorful slow change left,2 seconds of each color
20	52		02	[R,Y,G,Cyan,Blue,P,W]left colorful,2 seconds of each color
21	53		02	[R,Y,G,Cyan,Blue,P,W]right colorful,2 seconds of each color
22	54		02	RGB three color left ,2 seconds of each color
23	55		02	RGB three color right,2 seconds of each color
24	56		02	RGB three color interplay,2 seconds of each color
25	57		02	RGB three color slow interplay,2 seconds of each color
26	58		02	RGB three color Internal pull screen change,2 seconds of each color
27	59		02	RGB three color external pull screen change,2 seconds of each color
28	60		02	[R,Y,G,Cyan,Blue,P,W]Internal pull screen change,2 seconds of each color
29	61		02	[R,Y,G,Cyan,Blue,P,W]external pull screen change,2 seconds of each color
30	255		02	<b>M:255 indicate that this step is completed</b>
31	00		02	
32	00		02	

7, Define once procedure shade from red to blue(red 2 second, then shade to blue,blue 2 second, then shade to red)

Step No	function NO. M: XXX	Color change C: XX	Change speed set S: XX	Notes
0	100	11	02	Red color light 2s
1	101	41	02	Red color fade to blue color 2s
2	100	44	02	Blue color light 2s
3	101	14	02	Blue color fade to red color 2s
4	11		02	White color flashing out 2s
5	255		02	<b>M:255 indicate that this step is completed</b>
6	00	01	02	
7	00	01	02	
...				

### IX、 Remote control key instruction

- 1, This key used to set 8 keys functions, note, the above 4 keys' functions are fixed, can't be defined again.
- 2, remote control interface

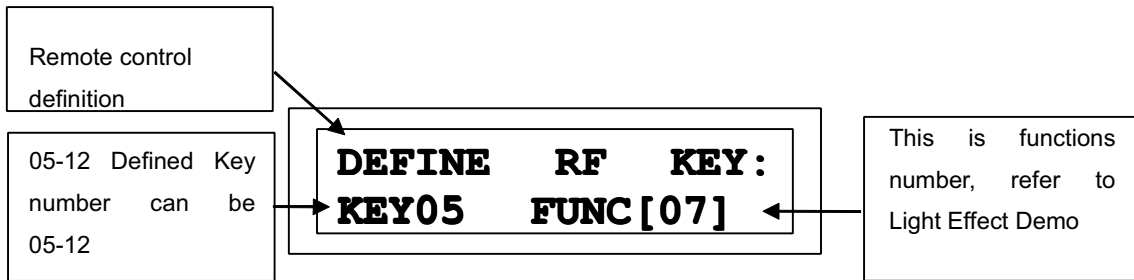


3, remote control default functions

Key	Initial functions	Functions instruction
1	Function Mode	Set as function mode, default as initial functions
2	Mode/Variable Down	Up to last mode when it is Function Mode, Up to last variable when it is Variable Mode
3	Mode/Variable Up	Down to last mode when it is Function Mode, Down to last variable when it is Variable Mode
4	Variable Mode	Set as Variable Mode
5	function 05,7 colors	First quick select key, can define corresponding quick functions for key

6	function 06,All skip	Second quick select key, can define corresponding quick functions for key
7	function 07,All shade	Third quick select key, can define corresponding quick functions for key
8	function 08,all clear and gradual exchange	Forth quick select key, can define corresponding quick functions for key
9	function 09,7 color chase	Fifth quick select key, can define corresponding quick functions for key
10	function 10,smooth to left	Sixth quick select key, can define corresponding quick functions for key
11	function 11,smooth to right	Seventh quick select key, can define corresponding quick functions for key
12	function 12,wave to left	Eighth quick select key, can define corresponding quick functions for key

#### 4, Functions operation interface



5, Press CONFIRM for a short time then enter parameter set status, use UP and DOWN modify parameter

6, Numbers in parameter are in accordance with Light Effects Demo, if selected functions invalid, then press this key doesn't work.

7, Notes, after you set parameter, press CONFIRM for a long time to save defined content.

### X、AT-DMX configuration data write and read functions instruction

- 1, This function used to support all DMX decoder configures and write address from our company
- 2, Modes in this function

NO.	Mode(LCD Display)	Parameters to be set	Functions
1	WRITE ATDMX-0003	NUM:XX; ADR:XX DMX ADD	continual to write address
2	WRITE ATDMX-C003	NUM:XX; ADR:XXDMX ADD	continual to write address
3	WRITE ATDMX-C001	NUM:XX; ADR:XXDMX ADD	continual to write address
4	WRITE ATDMX-0103	NUM:XX; ADR:XXDMX ADD	continual to write address
5	WRITE ATDMX-C103	NUM:XX; ADR:XXDMX ADD	continual to write address
6	WRITE ATDMX-C101	NUM:XX; ADR:XXDMX ADD	continual to write address
7	WRITE ATDMX.0003	NUM:XX; ADR:XXDMX ADD	Write a unified address
8	WRITE ATDMX.C003	NUM:XX; ADR:XXDMX ADD	Write a unified address
9	WRITE ATDMX.C001	NUM:XX; ADR:XXDMX ADD	Write a unified address
10	WRITE ATDMX.0103	NUM:XX; ADR:XXDMX ADD	Write a unified address
11	WRITE ATDMX.C103	NUM:XX; ADR:XXDMX ADD	Write a unified address
12	WRITE ATDMX.C101	NUM:XX; ADR:XXDMX ADD	Write a unified address
13	WRITE ATDMX-USER	Freely define	Freely define
14	READ ATDMX512	/	/

- 3, Corresponding DMX configuration parameters for modes

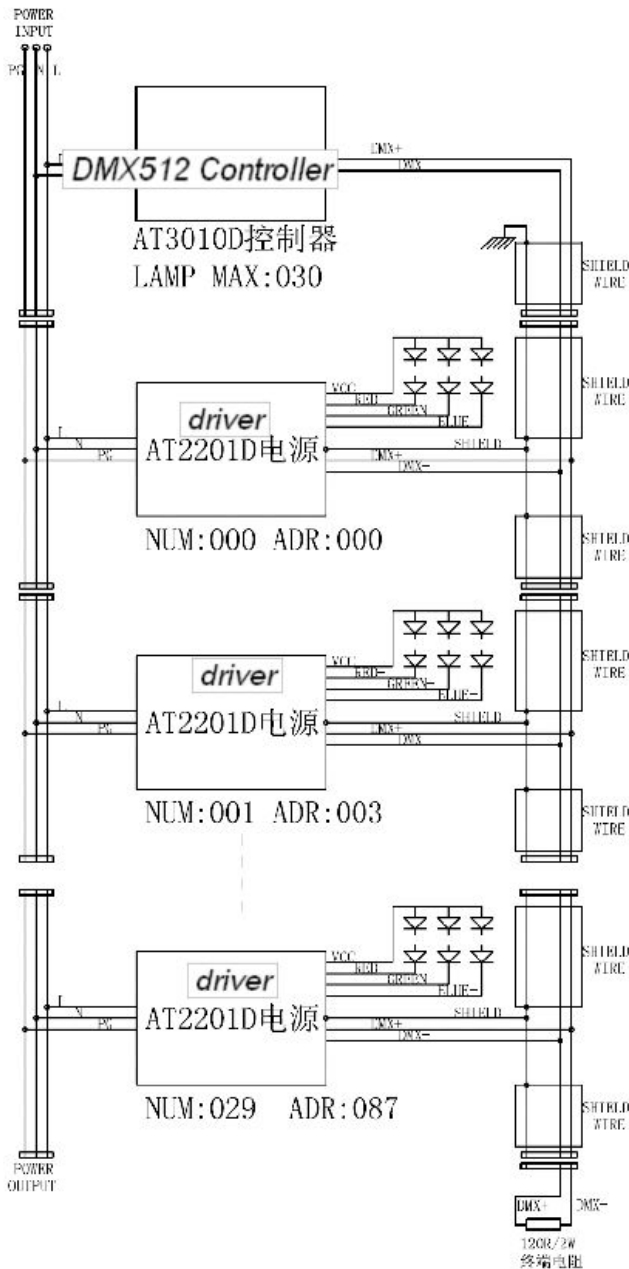
Function no.	Mode display	1 Equipment no.	2,DMX ADD	3,Equipments	4,point	5,length	6,configuration 1	7,configuration 2	8,speed
1	WRITE ATDMX-0003	000	000	0x00	003	016	0x0003	0x0000	002
2	WRITE ATDMX-C003	000	000	0xc0	003	016	0x0003	0x0000	002
3	WRITE ATDMX-C001	000	000	0xc0	001	016	0x0003	0x0000	002
4	WRITE ATDMX-0103	000	000	0x01	003	016	0x0003	0x0000	002
5	WRITE ATDMX-C103	000	000	0xc1	003	016	0x0003	0x0000	002
6	WRITE ATDMX-C101	000	000	0xc1	001	016	0x0003	0x0000	002
7	WRITE ATDMX.0003	000	000	0x00	003	016	0x0003	0x0000	002
8	WRITE ATDMX.C003	000	000	0xc0	003	016	0x0003	0x0000	002
9	WRITE ATDMX.C001	000	000	0xc0	001	016	0x0003	0x0000	002
10	WRITE ATDMX.0103	000	000	0x01	003	016	0x0003	0x0000	002
11	WRITE ATDMX.C103	000	000	0xc1	003	016	0x0003	0x0000	002
12	WRITE ATDMX.C101	000	000	0xc1	001	016	0x0003	0x0000	002
13	WRITE ATDMX-USER	001	000	0x00	003	016	0x0003	0x0000	002
14	READ ATDMX512	000	000	0x00	000	000	0x0000	0x0000	000

#### 4,Some messages:

No.	message	explains
1	NO DATA RETURN!	Maybe the DMX line didn't connect well
2	READ DATA LOSE!	Maybe the DMX line didn't connect well or DMX Signal Subject to interference
3	DATA CRC ERROR!	Maybe the DMX line didn't connect well or DMX Signal Subject to interference or SOUT line didn't connect well
4	NO SOUT LINK!	SOUT line didn't connect well, other signal lines connect well
5	NO DEFINE ERROR!	Ask for the manufactory give a help

#### XI、AT-DMX control system configuration

- 1, Set effects: without controller or controller power off, RGB skip and shade automatically  
DMX controller control all effects with controller
- 2, Lighting numbers: 30pcs RGB lighting in total
- 3, Control and set method select: with two-wire control (), each light can be set address separately.
- 4, Control system connection diagram



## 5, Lighting address set, each light's address set to increase progressively

- a: Switch on, LCD display shows cue for 2 second
  - b: Press FUNCTION for a long time, five times, LCD display shows "WRITE ATDMX-0003" "NUM:000 ADR:000"
  - c: Signal line for MDX512 lighting to be encoded connect with then switch on
  - d: Press CONFIRM once for a long time, encode, LCD display shows results cue: "WRITE ATDMX512 3" "NO SOUT LINK"
  - e: Press CONFIRM once for a short time, LCD display shows: "WRITE ATDMX-0003" "NUM: 001 ADR: 003"
  - f: Keep power on, switch off DMX lighting signal line, and connect next DMX512 lighting signal line with
- And switch on light, repeat step 4 to step 6 and edit all lighting address, like below sheet:

DMX lighting s	Confirm LCD display content after address encoded	Notes
1	"WRITE ATDMX-0003" "NUM:001 ADR:003"	
2	"WRITE ATDMX-0003" "NUM:002 ADR:006"	
3	"WRITE ATDMX-0003" "NUM:003 ADR:009"	
4	"WRITE ATDMX-0003" "NUM:004 ADR:012"	
5	"WRITE ATDMX-0003" "NUM:005 ADR:015"	
6	"WRITE ATDMX-0003" "NUM:006 ADR:018"	
7	"WRITE ATDMX-0003" "NUM:007 ADR:021"	
8	"WRITE ATDMX-0003" "NUM:008 ADR:024"	
.		
30	"WRITE ATDMX-0003" "NUM:030 ADR:090"	

## 6, About lighting length in controller (set lighting length is 30)

- 1): Switch on, LCD display shows cue content for 2 second
- 2): Press FUNCTION for a long time, LCD display shows: "SETUP SYNCHRONY" "M/S SYNC"
- 3): Press UP twice for a short time, LCD display shows: "SETUP LAMP MAX" "RGB GROUP:016"
- 4): Press CONFIRM once for a short time, LCD display shows: "SETUP LAMP MAX" "RGB GROUP[016]"
- 5): Use DOWN, UP to adjust number to 30, LCD display shows: "SETUP LAMP MAX" "RGB GROUP [030]"
- 6): Presses CONFIRM once for a long time, save it, LCD display shows: "VARIABLE SAVE..." "OK!"
- 7): Press any key, LCD display shows: "SETUP LAMP MAX" "RGB GROUP, 030"

## 7, controller control effects testing and set

- 1): Connect all lighting by order with and switch on, for details refer to CONTROL SYSSYTEM CONNECTION DIAGRAM
- 2): Press DOWN and don't leave until LCD display shows: "STATIC COLOR #00" "ALL LAMP OFF", all lighting switch off.
- 3): Press UP once for a short time, LCD display shows: "STATIC COLOR #01" "RED B: 255", this time lighting turn to red
- 4): Press UP once for a short time, LCD display shows: "STATIC COLOR #02" "GREEN B: 255", this time lighting turn to green
- 5): Press UP twice for a short time, LCD display shows: "STATIC COLOR #04" "BLUE B: 255", this time all lighting turn to blue
- 6): Check with above method, that means lighting are under control, no connection mistake.
- 7): Use UP DOWN to select expected effect, refer to LIGHT EFFECTS DEMO
- 8): Confirm the selection is right, press CONFIRM once for a long time and save, LCD display shows: "VARIABLE SAVE..." "OK!"
- 9): Press any key once; back to output mode, then switch off and switch on, controller enter this output method automatically.