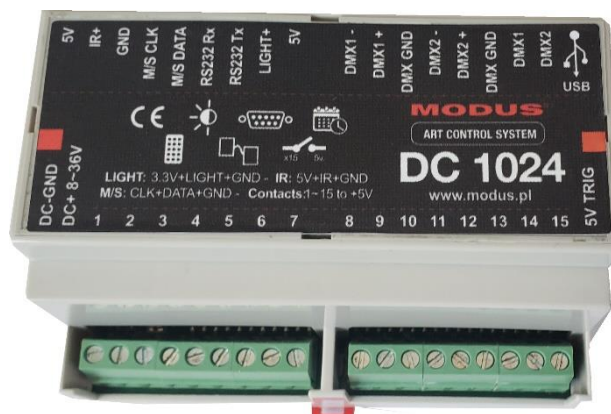


DC 1024 DIN



Stand Alone 1024 channels DIN-DMX Interface

V1.0.1

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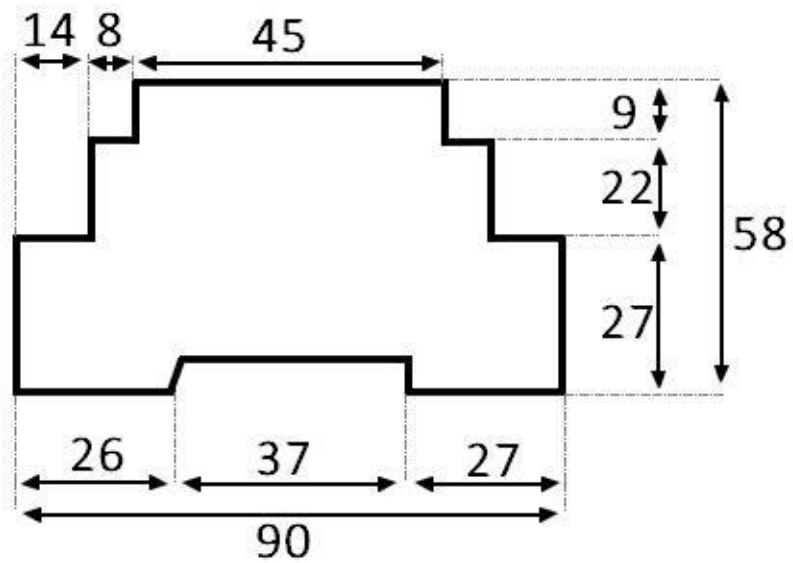
2. Technical features of the interface

Input/Output Connectors:	Screw terminal (3*9 + 6 pins), Mini USB 2.0
External triggers:	x15 contacts (5V.) (20m max cable length)
Type of Case :	DIN, compatible Din rail
Master/Slave connection:	Yes 3 wires for 32connected interfaces max (20m max cable length) Infra-
Red connection:	Yes via an external IR module and 3 connection wires (15m away max)
RS232 connection:	Yes can receipt and send 16 characters max via the RS232 Protocol Light
Sensor:	Yes 3 wires (15m away max)
Number of DMX Outputs:	2 x 512 (PC + Stand Alone)
DMX Speed:	1 to 45 Hz, MaB, Bk
Stand Alone Mode:	Yes
Internal Clock (RTC):	Yes
Internal calendar:	Yes
Backups of the internal clock:	Yes, 4 weeks without power (Internal rechargeable battery)
Internal memory:	Yes (4 MB)
Memory Capacity:	5000 steps with 512 channels, 100 000 steps with 16 channels
Power Input:	5V to 24V DC, 0.5A max on DV connectors, 5V, 0.5A via USB
Input Current:	200 mA
Power / Consummation:	0.3 to 0.5W
Contact Input Voltage (stand-alone)	Contacts 3.3V~5 V DC
DMX Isolation:	Fuse and diode 3000V
Dimensions:	H: 107 mm, W: 96 mm, D: 59 mm (pcb: 102/86/19)
Weight:	0.17 Kgs
Package total weight:	0.37 Kgs
Color:	Beige
Operating temperatures:	-25 to +70 °C Certificates: CE, RoHS
IP Rating:	IP20
Place of Use:	Indoor
Storage:	Keep in a dry place
Warranty:	36 months
Compatibility:	8 and 16 bit DMX fixtures
System Compatibility:	Windows XP, Vista, 7, 8, 8.1, 10, MAC OS X (10.6 and higher), Linux

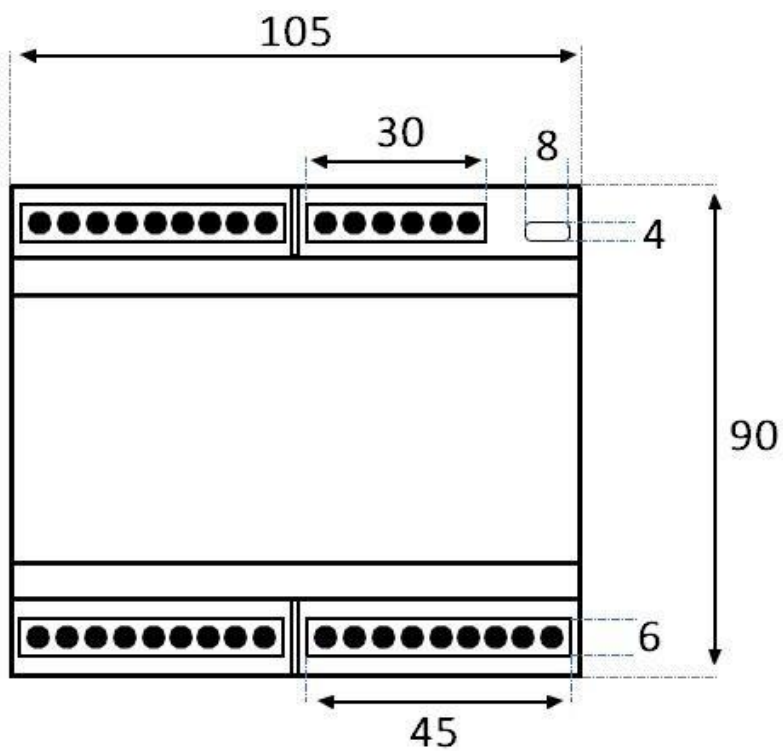
3. Dimension of the interface

The metric system is used. The units is in mm

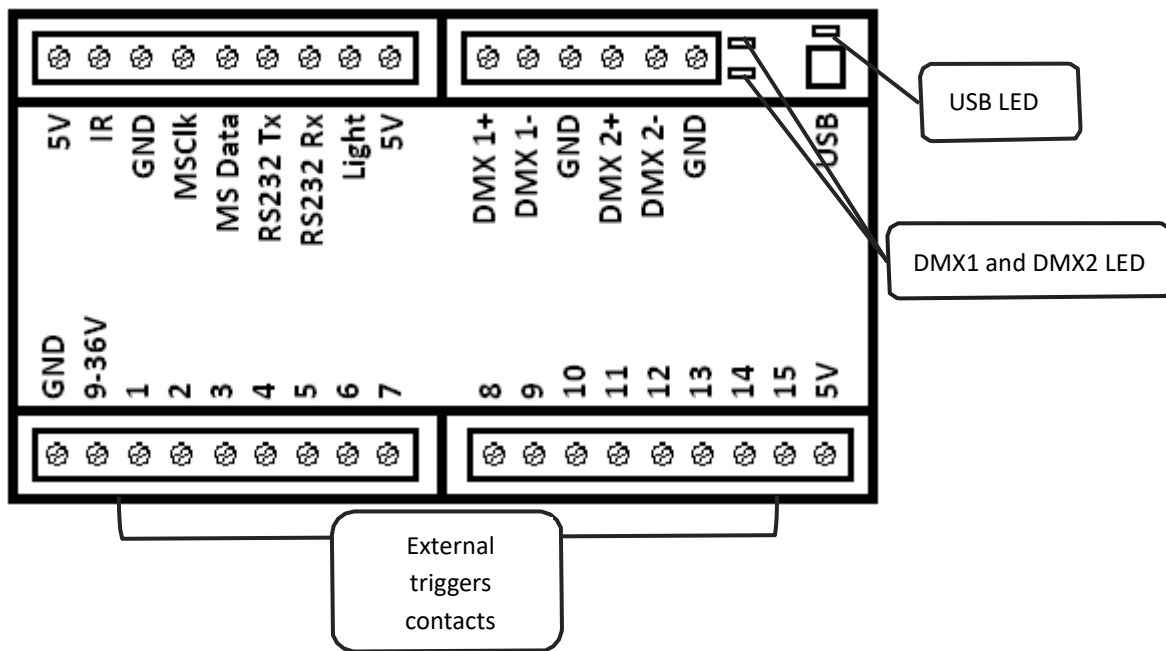
Front:



Top:



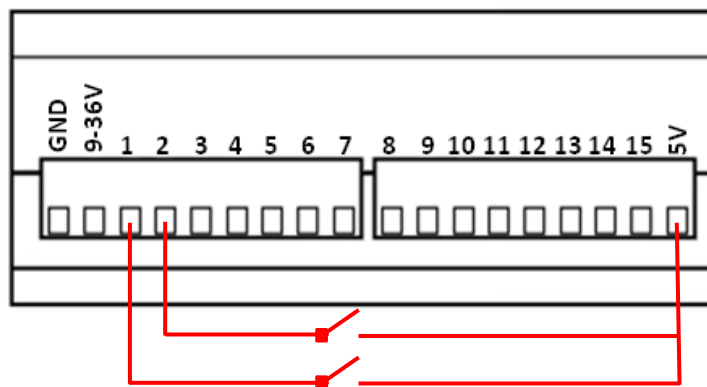
4. General pin out and device's connector



5. External triggers operation

It is possible to use 15 external contacts.

You have to connect contacts's Pin (here 1 and 2) to 5V to trigger a scene.



Dry contact reaction time : 5 ms (0.005 s) / Time between 2 contacts : 500 ms (0.5 s)

Dry contact trigger options : On (Start scene only) + On/Off (start and stop scene) + Auto release (Hold contact to play scenes) + Restart (restart scene from beginning) + Play in priority (Scene keep playing until it pause or stop, no other triggers allowed while playing).

USB (Yellow) LED Operation:

OFF: Interface is not powered (check the power) or have a problem.

Normal Blinking: USB communication with software is active.

Slow Blinking: Interface is in stand alone mode.

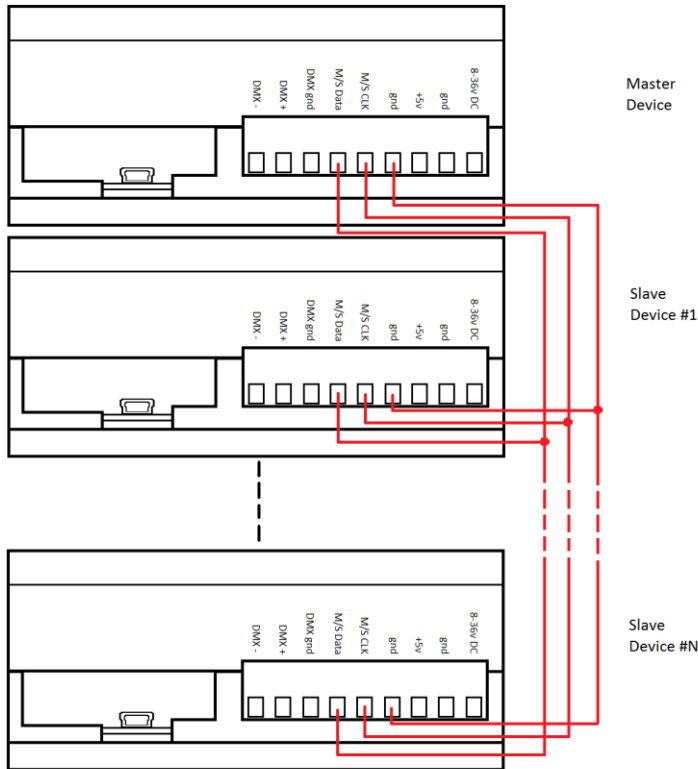
DMX (red) LED Operation:

OFF: No DMX signal on the line.

ON: DMX signal is active and send on the DMX line.

Blinking: DMX signal speed is slower.

6. 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 other's 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.

7. 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.

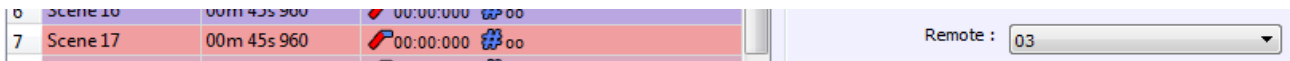
Switch to Stand-Alone mode

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

Infra-Red remote triggers

Standalone 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).



External contact triggers

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

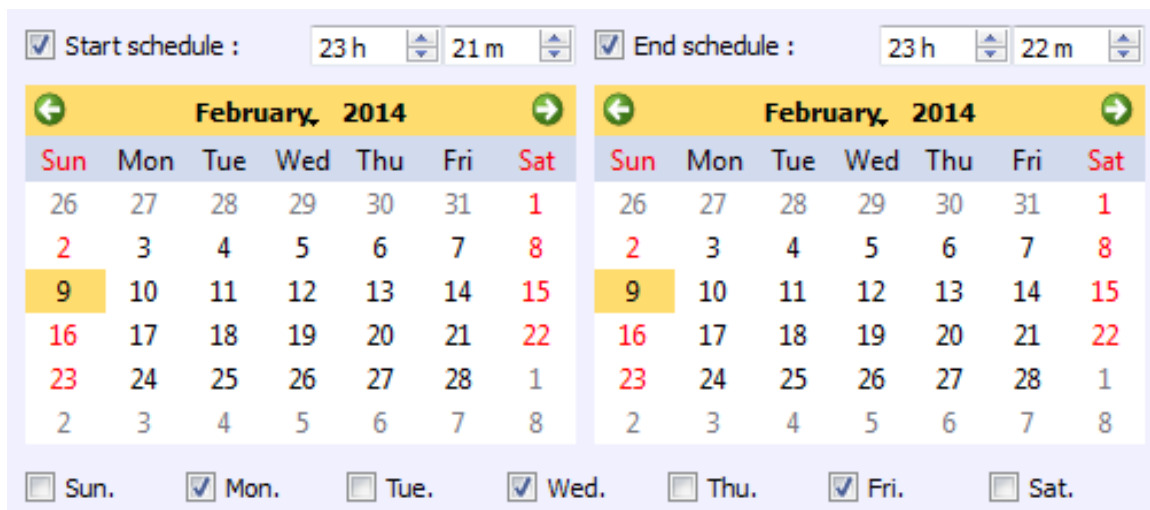
By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 15) to trigger the scene.



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:

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.

Scene trigger priorities:

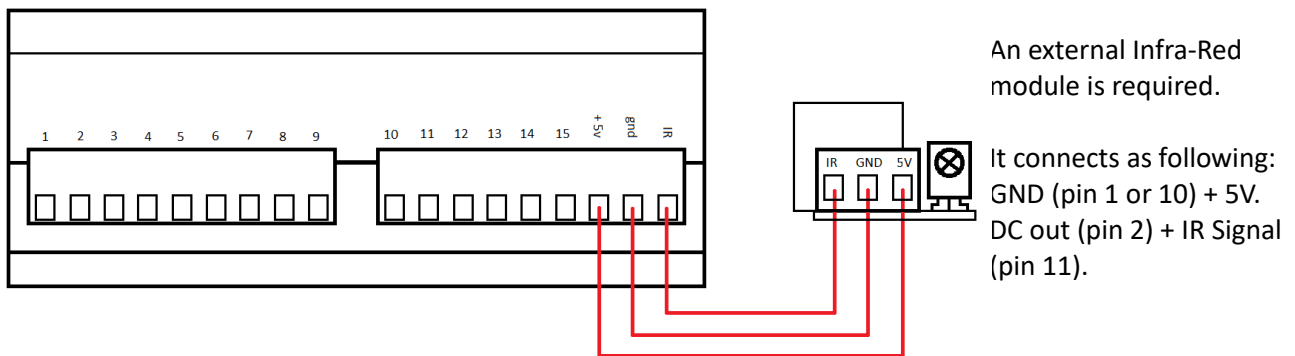
When several scenes have the same time trigger (date + hour + minute), only the first time trigger in the scene list will be triggered.

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.



8. Infra-Red module connections



9. Contact:

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