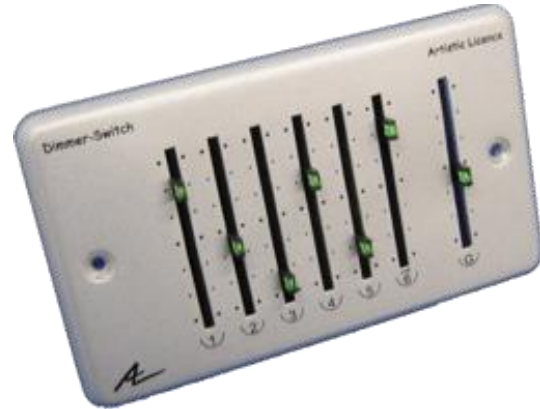


Dimmer-Switch Quick Start Guide

(Version 2-1)

Key Features include:

- UK panel mount
- Wall mount DMX512 controller
- DMX512 output
- 512 channel output
- 6 playback faders
- Individual assignment of faders
- Live DMX feed
- Sequences built from 100 memories
- Individual sequence step times
- Grand-Master fader
- Define any channel as G-M controlled
- Illuminated faders



Specification:

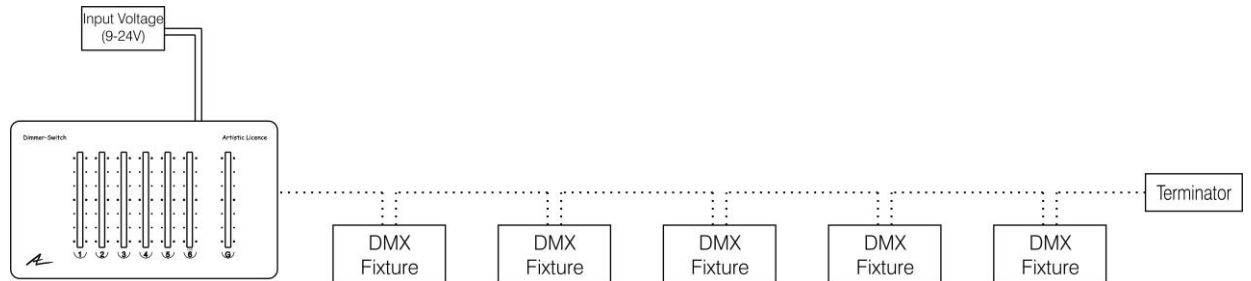
- Listing: CE FCC
- IP Rating: Indoor use
- Power: 2W
- Input Voltage: 9 to 24VDC
- Height: 85mm
- Width: 146mm
- Depth: 30mm inc mated connectors
- DMX512: Screw Terminal
- Power Connections: Screw Terminal (including loop connection)
- Power & DMX not connected to chassis

Power Supply Options: (order separately)

PSU Option	Number of Units
PSU-9-1.5-FER	4
PSU-24-2.5-DR (DIN Rail)	4

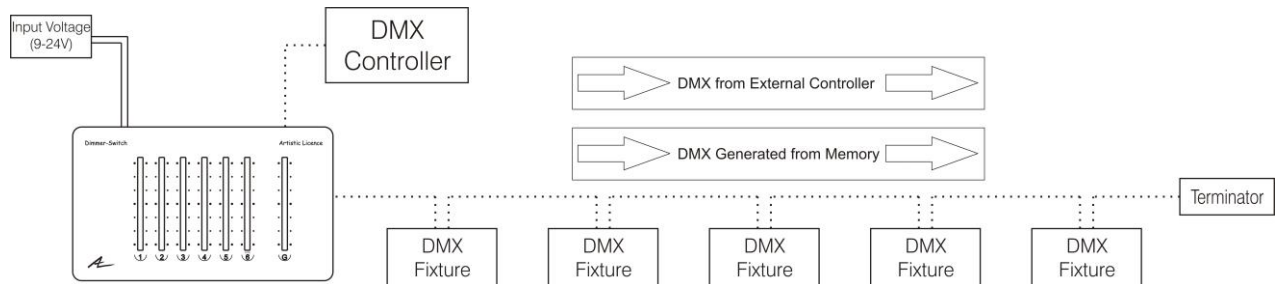
Dimmer-Switch Wiring Diagram:

Standard Mode: A system is run as a standard DMX network. One controller, the Dimmer-Switch, at the start of the DMX cable, looping to each fixture (max 32 devices) and a terminator at the end of the cable.



DMX Pass Through Mode: Dimmer-Switch can be used in DMX Pass Through Mode. In this mode Fader 6 is used to merge the incoming DMX with the internally generated DMX. The Fader will be a 'Grand Master' style control over the incoming DMX.

This mode allows Dimmer-Switch to be used as a permanent 'house lights' controller with the addition that external controllers can simply be connected into the DMX system without any unplugging.



Wiring Rules:

- Dimmer-Switch must be used as a DMX Controller
- Only one Master on a DMX line, positioned at the start of the DMX line
- Maximum of 32 DMX fixtures on the output of a Dimmer-Switch. You can increase this number by using an DMX splitter
- Dimmer-Switch wiring is independent of the zones being used
- The DMX line **must** be terminated as specified by the DMX512 protocol
- Incoming DMX, in DMX Pass Through mode, will be terminated within the Dimmer-Switch. Therefore it must not have a loop connection.

XLR Pin	Function	Colour
1	Ground	Black
2	Data -	Blue
3	Data +	Red
4	No Connection	
5	No Connection	

Power Connections:

Dimmer-Switch provides a power loop through connection if required. . On a multiple panel network it is possible to use one power supply (depending on power rating) to power all units. To reduce cabling the spare cores on the data cable can be used for the power. Check cable power rating before installation.

Dip-Switches:

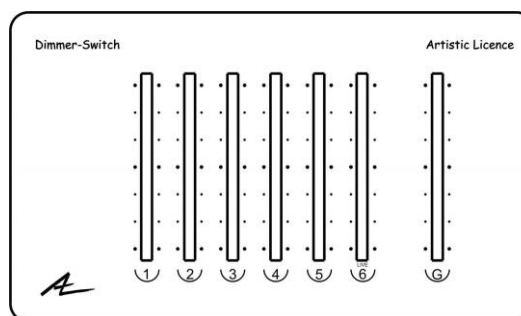
Dip-Switch	Function	Set to:-
1	Terminating	ON
2	Internal Use	ON
3	Internal Use	ON
4	Internal Use	OFF
5	Snapshot	OFF (set to ON to get to snapshot mode)
6	Live DMX	OFF (set to ON when using DMX Pass Through)

Front-Panel Faders:

Faders 1- 5: Used to playback an assigned memory or sequence

Fader 6: Used to playback an assigned memory / sequence or to control a Live DMX feed

Grand-Master: Overall level control or channels (if they have been assigned to GM control)



Merging: Faders operate on a HTP basis

Live DMX Feed:

Fader 6 has the option of being a memory, sequence or a Live DMX feed. To select the Live DMX function set Dip-Switch 6 to the 'ON' position.

Snap-Shot (Recording DMX):

Memories (only): To program a memory follow the procedure below:

- Connect the Dimmer-Switch to a DMX source
- Set all faders to the 'OFF' position
- Configure the Dimmer-Switch to be a Master panel
- Set Dip-Switch 5 to the 'ON' position (GM LED will flash when powered on)
- Power on the Dimmer-Switch
- If a memory is full the LED will be lit
- To Snap-Shot a memory move corresponding fader above 75% then back to below 25%. LED will now stay on
- When finished set Dip-Switch 5 to the 'OFF' position

If the memory has been recorded the LED will be lit and cannot be reprogrammed
To erase all memories set GM fader to FULL -> OFF -> FULL -> OFF

Programming with Dim-Edit:

(Please refer to the Dimmer-Switch & Dim-Edit User Guide for full capabilities and explanation)

To program Dimmer-Switch with Dim-Edit please connect J4 (Prog In) to the computer using the cable and adaptor supplied with Dim-Edit. Communication with Dim-Edit is done automatically and live editing of memories can be achieved. Dimmer-Switch must be set to the Master mode.

Note: When using the live editing function, set Faders 1 to 6 to zero

The 'Switch' Range:

- ❑ Light-Switch - A sophisticated DMX512 playback system, controlled by 14 buttons. Features include 3 pages of 8 memories, 6 sequence buttons, optional infra-red remote control. Multiple Light-Switch and Sign-Control units can be linked together to form a multi panel control system with or without zone capability.
- ❑ Switch-Edit - A PC programming tool to program Light-Switch. Set memories, sequences, Grand-Master levels and zones. Live-editing is also available.
- ❑ Dimmer-Switch - A DMX512 controller system controlled by 7 faders. Features include individual fader assignment, memory, sequence or live DMX, Grand-Master fader.
- ❑ Dim-Edit - A PC programming tool to program Dimmer-Switch. Set memories, sequences, Grand-Master channel and zones. Live-Edit is also available.
- ❑ Sign-Control - A DIN Rail version of Light-Switch with the added benefit of two Contact Closure Triggers and two Real Time Triggers. Sign-Control can also be used with Light-Switch slave panels. This gives the benefits of the additional triggers but with the 'easy to install' format of Light-Switch.
- ❑ Sign-Edit - A PC programming tool used to program Sign-Control. All memories and configuration options are set using Sign-Edit.

Related Products:

- ❑ Rack-Split RDM - A rack mounted DMX / RDM 8 output splitter
- ❑ DMX-Split RDM - A robust DMX / RDM 5 output splitter
- ❑ Rail-Split RDM - A low-cost DMX / RDM 6 output splitter
- ❑ Rail-Patch - Provides a connection between a male or female XLR and screw terminals

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