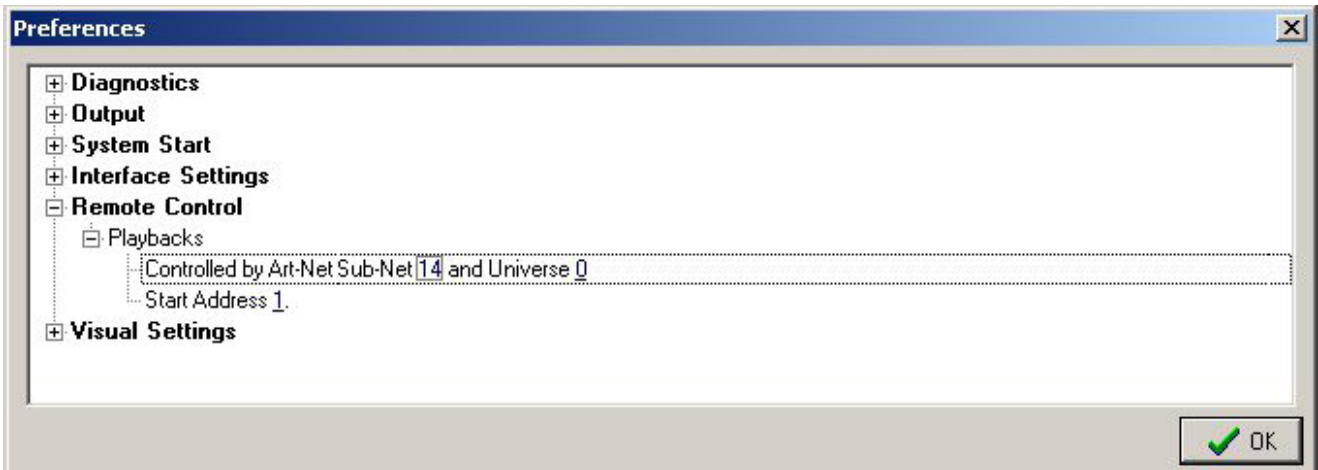




Triggering Colour-Tramp with DMX

To trigger Colour-Tramp with DMX, the DMX information must be converted into Art-Net. This can be generated from another Art-Net controller or via a DMX to Art-Net interface (such as a Net-Lynx I/P) connected to a DMX controller such as Light-Switch.

1. The first step is to configure Colour-Tramp to use the correct DMX universe. For example (shown below), the Universe is 0 and the Sub-Net is 14.



Note: please ensure that you are not using the same universe as the output

2. The Start Address must be 1 or greater and any block of channels can be used. If the address is left at 0 Colour-Tramp will not be triggered by DMX.
3. Colour-Tramp is now ready to be triggered via the external DMX. Many of the attributes of Colour-Tramp can be triggered via DMX; please refer to the table below for more details.

Channel	Description	Values
1	Select page	1 - 200
2	Triggers last page	> 50%
3	Triggers next page	> 50%
4	Workspace master fader	0 - 255
5	Playback master fader	0 - 255
6	Macro trigger	1 - 200
7 - 10	Reserved	N/A
11 - 20	Set sub-master level	0 - 255
21 - 30	Go in / Go out - if sub not running: > 50% starts in fade < 50% starts out fade	50%
31 - 40	Speed faders	0 - 255

Note: these attributes can be simultaneously accessed