

User manual



DR-PRO Rack

DMX recorder

Musikhaus Thomann
Thomann GmbH
Hans-Thomann-Straße 1
96138 Burgebrach
Germany
Telephone: +49 (0) 9546 9223-0
E-mail: info@thomann.de
Internet: www.thomann.de

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1 General information

This user manual contains important information on the safe operation of the device. Read and follow all safety notes and all instructions. Save this manual for future reference. Make sure that it is available to all persons using this device. If you sell the device to another user, be sure that they also receive this manual.

Our products and user manuals are subject to a process of continuous development. We therefore reserve the right to make changes without notice. Please refer to the latest version of the user manual which is ready for download under www.thomann.de.

1.1 Further information

On our website (www.thomann.de) you will find lots of further information and details on the following points:

Download	This manual is also available as PDF file for you to download.
Keyword search	Use the search function in the electronic version to find the topics of interest for you quickly.
Online guides	Our online guides provide detailed information on technical basics and terms.
Personal consultation	For personal consultation please contact our technical hotline.
Service	If you have any problems with the device the customer service will gladly assist you.

1.2 Notational conventions

This manual uses the following notational conventions:

Letterings

The letterings for connectors and controls are marked by square brackets and italics.

Examples: *[VOLUME]* control, *[Mono]* button.

Displays

Texts and values displayed on the device are marked by quotation marks and italics.

Examples: *'24ch'*, *'OFF'*.

Instructions


The individual steps of an instruction are numbered consecutively. The result of a step is indented and highlighted by an arrow.

Example:

1. ▶ Switch on the device.
2. ▶ Press *[Auto]*.
 - ⇒ Automatic operation is started.
3. ▶ Switch off the device.

1.3 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this manual.

Signal word	Meaning
DANGER!	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
NOTICE!	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.
Warning signs	Type of danger
	Warning – danger zone.

2 Safety instructions

Intended use

This unit is used to record and playback DMX signals. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety



DANGER!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard!

Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke!

Never let children unattended use electrical devices.



NOTICE!

External power supply

The device is powered by an external power supply. Before connecting the external power supply, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly the user.

Unplug the external power supply before electrical storms occur and when the device is unused for long periods of time to reduce the risk of electric shock or fire.



NOTICE!

Risk of fire

Do not block areas of ventilation. Do not install the device near any direct heat source. Keep the device away from naked flames.

**NOTICE!****Operating conditions**

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.

Only operate the device within the ambient conditions specified in the chapter 'Technical specifications' of this user manual. Avoid heavy temperature fluctuations and do not switch the device on immediately after it was exposed to temperature fluctuations (for example after transport at low outside temperatures).

Dust and dirt inside can damage the unit. When operated in harmful ambient conditions (dust, smoke, nicotine, fog, etc.), the unit should be maintained by qualified service personnel at regular intervals to prevent overheating and other malfunction.



NOTICE!

Possible staining

The plasticiser contained in the rubber feet of this product may possibly react with the coating of your parquet, linoleum, laminate or PVC floor and after some time cause permanent dark stains.

In case of doubt, do not put the rubber feet directly on the floor, but use felt-pad floor protectors or a carpet.

3 Features

- DMX input for recording DMX sequences
- DMX output
- 8 memory locations for chases, scenes or shows
- Playback of the DMX sequences in 3 different trigger modes
- Storage option on SD cards
- Time information from SMPTE or MIDI signal can be used
- Operating via buttons and high-resolution display on the unit
- Plug-in power supply included
- 19" rack mountable (1 RU)
- Control via external triggers

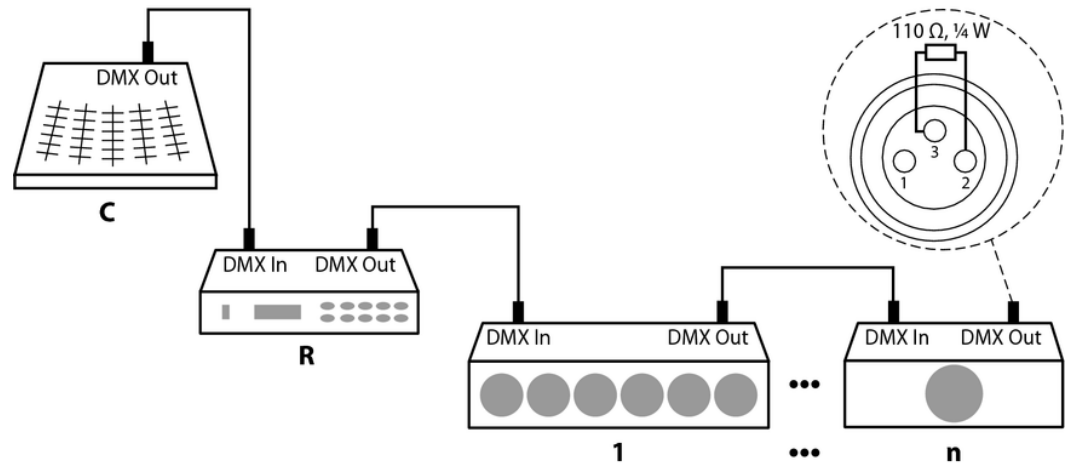
4 Installation and starting up

Unpack and check carefully there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the product against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

Create all connections while the device is off. Use the shortest possible high-quality cables for all connections. Take care when running the cables to prevent tripping hazards.

DMX connections

Connect the DMX input of the DMX recorder (R) to the DMX output of a DMX controller (C). Connect the output of the DMX recorder (R) to the first DMX device (1), such as a spotlight. Connect the output of the first DMX device (1) to the input of the second one and so on, to form a series connection. Make sure that the output of the last DMX device (n) in the chain is terminated by a resistor ($110\ \Omega$, $\frac{1}{4}\ \text{W}$).



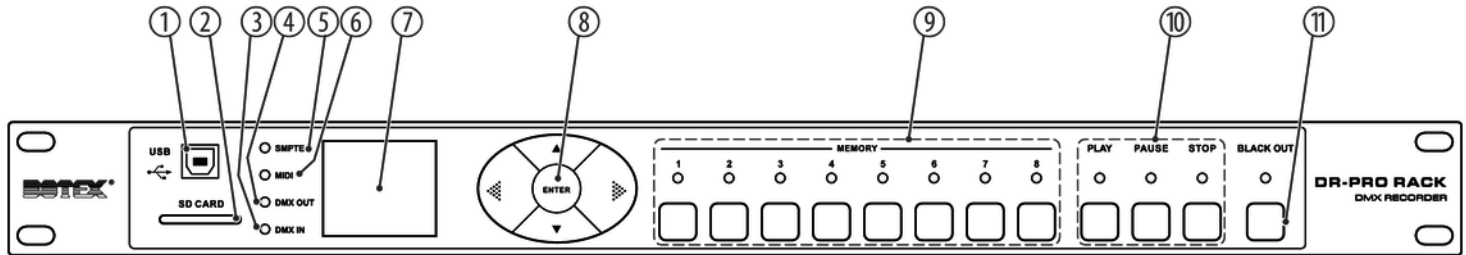
DMX indicator

While both the device and the DMX controller are in operation, the *[DMX]* LED lights up and thereby indicates that a DMX signal is being received on the input.

Connect the included AC adapter to the device, then to the mains. Switch the unit on with the main switch to start operation.

5 Connections and controls

Front panel



1	<i>[USB]</i> USB port to connect a computer
2	<i>[SD CARD]</i> Slot for SD memory card
3	<i>[DMX IN]</i> The control LED lights when a DMX signal is received.
4	<i>[DMX OUT]</i> The control LED lights up when a DMX signal is sent.
5	<i>[SMPTE]</i> The control LED lights up if usable time information is received via the SMPTE interface in 'SMPTE / MIDI trigger' mode.
6	<i>[MIDI]</i> The control LED lights up if usable time information is received via the MIDI interface in 'SMPTE / MIDI trigger' mode.
7	<i>[DISPLAY]</i>
8	Keypad for selecting functions and values and for confirmation.

	▲ Navigates up in a menu list or increases the displayed and selected value.
	▶ Selects the next menu item.
	◀ Selects the previous menu item.
	▼ Navigates down in a menu list or decreases the displayed and selected value.
	<i>[ENTER]</i> Confirms the selected value or selects a menu item.
9	<i>[MEMORY 1]...[MEMORY 8]</i>

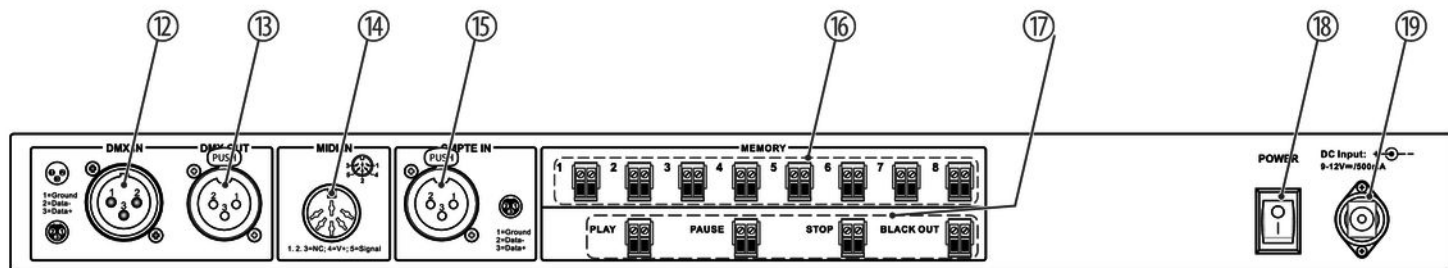
10 *[PLAY], [PAUSE], [STOP]*

Function button with different meaning, depending on the current mode.

11 *[BLACK OUT]*

Function button with different meaning, depending on the current mode.

Rear panel



12	<i>[DMX IN]</i> DMX input
13	<i>[DMX OUT]</i> DMX output
14	<i>[MIDI IN]</i> MIDI input
15	<i>[SMPTE IN]</i> SMPTE input
16	<i>[MEMORY 1]...[MEMORY 8]</i> Potential-free contacts via which the functions of the <i>[MEMORY 1]...[MEMORY 8]</i> buttons on the front can be triggered using external push buttons.
17	<i>[PLAY], [PAUSE], [STOP], [BLACK OUT]</i> Potential-free contacts via which the functions of the respective buttons on the front can be triggered using external push buttons.

18 *[POWER]*
Main switch. Turns the device on and off.

19 *[DC Input]*
Connector for the supplied power supply adapter.

6 Operating

6.1 Setting the operating mode

You can set five different operating modes:

- Manual Control
- Timer Event
- DMX Monitor
- SMPTE/MIDI Trigger
- DMX Trigger

- 1.** ➤ To set the operating mode, press and hold *[ENTER]* for at least two seconds to access the *'Work Mode'* menu for the mode.
- 2.** ➤ Press ▲ or ▼ to select the desired mode.
- 3.** ➤ Confirm the selection with *[ENTER]*.
 - ⇒ The desired operating mode is set.

6.2 Making user settings

1. ▶ Press and hold [ENTER] for at least two seconds to access the 'Work Mode' menu for the mode.
2. ▶ Use ▲ or ▼ to select 'SET & MODIFY'.
3. ▶ Confirm the selection with [ENTER].
 - ⇒ The screen for entering the password appears.
4. ▶ Enter the four-digit password with the memory buttons [1 ... 8]. The default password is 1234.
 - ⇒ The 'User Set' menu for the user settings appears.

6.2.1 Recording DMX data

1. ▶ Call up the 'User Set' menu for the user settings.
2. ▶ Use ▲ or ▼ to select 'Record DMX'.

3. ▶ Confirm the selection with *[ENTER]*.
 - ⇒ The screen with the submenus for the recording of DMX data appears.

Recording a scene

A scene records DMX data directly. The current image is called a scene.

You are already in the *'Record DMX'* submenu.

1. ▶ Select *'Record Scene'* with ▲ or ▼ and confirm with *[ENTER]*.
2. ▶ Select *'Scene Name:'* with ▲ or ▼ and confirm with *[ENTER]*.
3. ▶ Use ◀ or ▶ to select the cursor position and use ▲ or ▼ to change the letter and confirm the name with *[ENTER]*.
 - ⇒ The name for the scene is fixed.
4. ▶ Select *'Confirm & Record'* with ▲ or ▼ and confirm with *[ENTER]*.
 - ⇒ The recording is saved under the selected name.
5. ▶ To exit the menu without recording, select *'Cancel & Return'* and confirm with *[ENTER]*.

Recording a show

You are already in the 'Record DMX' submenu.

1. ▶ Select 'Record Show' with ▲ or ▼ and confirm with [ENTER].
2. ▶ Select 'Show Name:' with ▲ or ▼ and confirm with [ENTER].
3. ▶ Use ◀ or ▶ to select the cursor position and use ▲ or ▼ to change the letter and confirm the name with [ENTER].
 - ⇒ The name for the show is fixed.
4. ▶ Select 'Record Mode' with ▲ or ▼ and confirm with [ENTER].

5. Use ▲ or ▼ to select the desired recording mode:

Number	Recording mode	Function
1	Manual	Manual recording mode. Press <i>[PLAY]</i> to start recording the DMX signal. Press <i>[STOP]</i> to stop recording.
2	Semi-Auto	Semi-automatic recording mode. Recording starts when all DMX channels are set to 0. As long as the device receives DMX data not equal to 0, it is in standby mode and waits for the start of the recording. As soon as all DMX channels are set to 0 again after the start of the recording, the recording is ended. To stop recording manually, press <i>[STOP]</i> .

Number	Recording mode	Function
3	Auto	Automatic recording mode. Recording starts when all DMX channels are set to 0. As long as the device receives DMX data not equal to 0, it is in standby mode and waits for the start of the recording. As soon as all DMX channels are set to 0 again after the start of the recording, the recording is stopped.
4	Smart	Recording mode to create a perfect loop. Press <i>[PLAY]</i> to start recording the DMX signal. As soon as the device receives the same values as in the first frame, the recording is stopped.

- 6.** ▶ Select '*Start Record*' with ▲ or ▼ and confirm with *[ENTER]* to start recording.

The last row in the display shows the status during the recording:

' <i>Check DMX</i> '	Device waits for DMX start value (automatic recording)
' <i>DMX Data ...</i> '	Recording running

- 7.** ▶ Select '*Pause Record*' with ▲ or ▼ and confirm with *[ENTER]*.

⇒ The recording is paused.

- 8.** ▶ Select '*Restart Record*' with ▲ or ▼ and confirm with [ENTER].
⇒ The recording is started all over.
- 9.** ▶ Select '*Stop & Return*' with ▲ or ▼ and confirm with [ENTER].
⇒ The recording is stopped and saved and the device returns to the parent menu '*Record DMX*'.

Adding a chase

In this menu, chases from previously saved scenes can be combined.

You are already in the '*Record DMX*' submenu.

- 1.** ▶ Select '*Add Chase*' with ▲ or ▼ and confirm with [ENTER].
- 2.** ▶ Select '*Chase Name:*' with ▲ or ▼ and confirm with [ENTER].
- 3.** ▶ Use ◀ or ▶ to select the cursor position and use ▲ or ▼ to change the letter and confirm the name with [ENTER].
⇒ The name for the chase is fixed.

4. Use ▲ or ▼ to select the chase parameters and confirm with [ENTER].

Parameter	Function
Cur-Step xxx/yyy	The first three digits (xxx) indicate the current step, the last three digits (yyy) indicate the total number of steps saved. A chase can have a maximum of 200 steps.
SCENE	Sets the desired scene. All previously saved scenes are listed.
HoldTime	Sets the duration that the step of the chase should have.
FadeTime	Sets the fade time of the step.

5. Use ▲ or ▼ to change the parameter values and confirm with [ENTER].
6. After you have made all the settings, select 'Confirm & Save' and confirm with [ENTER].
⇒ The set step is added to the chase.

Editing a chase

You are already in the 'Record DMX' submenu.

1. ▶ Select 'Edit Chase' with ▲ or ▼ and confirm with [ENTER].
2. ▶ Use ▲ or ▼ to select the chase you want to edit and confirm with [ENTER].
3. ▶ Use ▲ or ▼ to select the parameters you want to edit and confirm with [ENTER].
4. ▶ Use ▲ or ▼ to change the parameter values and confirm with [ENTER].
5. ▶ After you have made all the settings, select 'Confirm & Save' and confirm with [ENTER].
6. ▶ Select 'Insert Step After' with ▲ or ▼ and confirm with [ENTER].
 - ⇒ A new step with the current parameters is inserted behind the selected step.
7. ▶ Select 'Delete Current Step' with ▲ or ▼ and confirm with [ENTER].
 - ⇒ The selected step is being deleted.

Deleting a scene, show or chase

You are already in the 'Record DMX' submenu.

1. ▶ Use ▲ or ▼ to select the desired submenu.
Select 'Delete Scene' to delete a scene.
Select 'Delete Show' to delete a show.
Select 'Delete Chase' to delete a chase.
2. ▶ Confirm the selection with [ENTER].
⇒ All scenes, shows or chases that you have saved are listed.
3. ▶ Use ▲ or ▼ to select the scene, show or chase you want to delete and confirm with [ENTER].
4. ▶ Select 'Return' to exit the menu.

6.2.2 Triggering an event

1. ▶ Call up the *'User Set'* menu for the user settings.
2. ▶ Use ▲ or ▼ to select *'Trigger Event'*.
3. ▶ Confirm the selection with [ENTER].
 - ⇒ The screen with the submenus for the selection of trigger modes appears.

You can choose from three trigger modes:




 - Time Event
 - SMPTE/MTC Event
 - DMX Trigger

Setting a Time Event

'Time Event' enables an automatic programme run, which is either repeated weekly or triggered on a specific date.

Example: You want to create an event that runs every day from 8:00 a.m. to 10:00 p.m. For this you need a start event (all weekdays activated) with the time setting at 8:00 a.m. and a stop event (all weekdays activated) with the time setting at 10:00 p.m.

You are in the *'Trigger Event'* submenu.

- 1.**  Use ▲ or ▼ to select the desired submenu.
 - Select *'Add Weekly'* to enter a weekly recurring event.
 - Select *'Add by Date'* to enter an event to be triggered on a specific date.
 - Select *'Edit Weekly'* to edit a weekly recurring event.
 - Select *'Edit Date Trig'* to edit an event to be triggered on a specific date.
- 2.**  Confirm the selection with [ENTER].
- 3.**  Use ▲ or ▼ to select the parameters you want to edit and confirm with [ENTER].

4. Use ▲ or ▼ to change the parameter values and confirm with [ENTER].

Submenu	Parameter	Function
Add Weekly	Week	Sets the week of the event.
	Sun, Mon, Tue, Wed, Thu, Fri, Sat	Sets the day of the week of the event (Sunday to Saturday).
	xx.xx.xx	Sets the time of the event (hours, minutes, seconds).
	Trigger	Sets the memory location of a scene, show or chase to be triggered.
	State	Sets the type of event triggered. Play: Starts the programme run. Stop: Stops the programme run. Pause: Pauses the programme run.
	Output	Sets the type of output (normal / blackout).

Submenu	Parameter	Function
Add by Date	Date:	Sets the date of the event (month / day), e.g. 24/12.
	Time	Sets the time of the event (hours, minutes, seconds).
	Trigger	Sets the memory location of a scene, show or chase to be triggered.
	State	Sets the type of event triggered. Play: Starts the programme run. Stop: Stops the programme run. Pause: Pauses the programme run.
	Output	Sets the type of output (normal / blackout).

5. ➤ After you have made all the settings, select '*Confirm & Save*' and confirm with [ENTER].
6. ➤ Select '*Finish & Return*' to exit the menu without changes and confirm with [ENTER].



You can run several events at the same time. The date-triggered event has a higher priority than the weekly recurring event. In order to start a weekly recurring event after a date-triggered event has run, you have to interpose a trigger without a stored program sequence (No Memory Trigger).

Deleting a Time Event

You are in the *'Trigger Event'* submenu.

- 1.** ➤ Use ▲ or ▼ to select the desired submenu.
Select *'Delete Weekly'* to delete a weekly recurring event.
Select *'Delete Date Trig'* to delete an event to be triggered on a specific date.
- 2.** ➤ Confirm the selection with [ENTER].
⇒ All previously saved events are listed.
- 3.** ➤ Use ▲ or ▼ to select the event you want to delete and confirm with [ENTER].
- 4.** ➤ Select *'Finish & Return'* to exit the menu and confirm with [ENTER].

Creating an SMPTE/MTC Event

'*SMPTE/MTC Event*' is triggered externally by a MIDI time code or SMPTE time code.

You are in the '*SMPTE/MTC Event*' submenu.

1. ▶ Use ▲ or ▼ to select the desired submenu.
Select '*Add SMPTE/MTC*' to enter the event.
Select '*Edit SMPTE/MTC*' to edit the event.
2. ▶ Confirm the selection with *[ENTER]*.
3. ▶ Use ▲ or ▼ to select the parameters you want to edit and confirm with *[ENTER]*.





4. Use ▲ or ▼ to change the parameter values and confirm with [ENTER].

Parameter	Function
Frame Rate	Sets a frame rate (24, 25 or 30).
Frame	Sets the trigger time.
Trigger	Sets the memory location of a scene, show or chase to be triggered.
State	Sets the type of event triggered. Play: Starts the programme run. Stop: Stops the programme run. Pause: Pauses the programme run.
Output	Sets the type of output (normal / blackout).

5. After you have made all the settings, select 'Confirm & Save' and confirm with [ENTER].
6. Select 'Finish & Return' to exit the menu without changes and confirm with [ENTER].

Deleting an SMPTE/MTC Event




You are in the 'SMPTE/MTC Event' submenu.

1.  Use ▲ or ▼ and select 'Delete SMPTE/MTC'.
2.  Confirm the selection with [ENTER].
 - ⇒ All previously saved events are listed.
3.  Use ▲ or ▼ to select the event you want to delete and confirm with [ENTER].
4.  Select 'Finish & Return' to exit the menu and confirm with [ENTER].

Creating a DMX trigger

With 'DMX Trigger' you can control the device with the help of a DMX controller. Three channels are required for control.

You are in the 'DMX Trigger' submenu.

1.  Use ▲ or ▼ to select 'DMX Start Address'.
2.  Confirm the selection with [ENTER].
3.  Use ▲ or ▼ to select the parameters you want to edit and confirm with [ENTER].

4. Use ▲ or ▼ to change the parameter values and confirm with [ENTER].

Parameter	Function
DMX Start Address	Sets the DMX start address.
No DMX	<p>Sets the action to be taken when the DMX signal is cancelled.</p> <p>Manual: Manual control</p> <p>Timer: Timer is activated.</p> <p>Last Hold: The last action set is carried out.</p> <p>Black Out: The device is blacked out.</p>
No SMPTE/MTC MIDI IN	<p>Sets the action to be taken when there is no SMPTE or MTC signal.</p> <p>Manual: Manual control</p> <p>Timer: Timer is activated.</p> <p>Last Hold: The last action set is carried out.</p> <p>Black Out: The device is blacked out.</p>

5. ▶ Select '*Finish & Return*' to exit the menu without changes and confirm with [ENTER].

Functions in 3-channel DMX mode

Channel	Value	Function
1	0...3	Memory 1
	4...7	Memory 2
	8...12	Memory 3
	13...16	Memory 4
	17...20	Memory 5
	21...24	Memory 6
	25...27	Memory 7
	28...31	Memory 8
	32...255	The memory is not changed.
2	0...79	Pause

Channel	Value	Function
	80...159	Play
	160...255	Stop
3	0...127	Normal output
	128...255	Blackout

6.2.3 Assigning memory location

1. ➤ Call up the 'User Set' menu for the user settings.
2. ➤ Use ▲ or ▼ to select 'Assign Memory'.
3. ➤ Confirm the selection with [ENTER].
⇒ The screen with the parameters for assigning memory locations appears.
4. ➤ Use ◀ or ▶ to select the memory or function key to which you want to assign a saved scene, chase or show.

5. Use ▲ or ▼ to change the parameter values and confirm with [ENTER].

Parameter	Function
Type	Sets the type of item to be assigned: 'Scene', 'Show' or 'Chase'.
Assign	Selects an already saved programme and assigns it.
Output Level	Adjusts the intensity of the output.
Speed Scale (only for 'Type: Show')	Sets the programme running speed.
Fade Time (only for 'Type: Scene')	Sets the fade in time.
Run Mode (only for 'Type: Show' or 'Type: Chase')	Shows the type of process (e.g. 'Loop')

6. Select 'Finish & Return' to exit the menu and confirm with [ENTER].









6.2.4 Setting time and date





Correct setting of the date and time is important when triggering date or time-controlled events.

1. ➤ Call up the 'User Set' menu for the user settings.
2. ➤ Use ▲ or ▼ to select 'Set Date/Time'.
3. ➤ Confirm the selection with [ENTER].
4. ➤ Use ▲ or ▼ to select 'Time' and confirm with [ENTER].
5. ➤ Use ▲ or ▼ to change the time and use ◀ or ▶ to move the cursor right or left and confirm with [ENTER].
6. ➤ Use ▲ or ▼ to select 'Date' and confirm with [ENTER].
7. ➤ Use ▲ or ▼ to change the date (format MM/DD/YYYY) and confirm with [ENTER].
8. ➤ Select 'Save & Return' to exit the menu and confirm with [ENTER].

6.2.5 Modify password

1.  Call up the *'User Set'* menu for the user settings.
2.  Use **▲** or **▼** to select *'Set Password'*.
3.  Confirm the selection with *[ENTER]*.
4.  Use the Memory buttons *[1 ... 8]* to enter the old password.
5.  Use the Memory buttons *[1 ... 8]* to enter a new password.
6.  Use the Memory buttons *[1 ... 8]* to confirm the new password.
7.  Select *'Confirm & Save'* to save the settings and confirm with *[ENTER]*.
8.  Select *'Finish & Return'* to exit the menu without changes and confirm with *[ENTER]*.

6.2.6 Data backup

1.  Call up the *'User Set'* menu for the user settings.
2.  Use **▲** or **▼** to select *'Data Backup'*.

3. ➤ Confirm the selection with *[ENTER]*.
4. ➤ Use ▲ or ▼ to select the desired memory method and confirm with *[ENTER]*.

Memory method	Function
Scene ►► SD Card	Copies all scene data from the device to the SD card.
Chase ►► SD Card	Copies all chase data from the device to the SD card.
Show ►► SD Card	Copies all show data from the device to the SD card.
Memory ►► SD Card	Copies all data of assigned memory locations from the device to the SD card.
Event ►► SD Card	Copies all event trigger data from the device to the SD card.
Picture ►► SD Card	Copies all pictures from the device to the SD card.
All ►► SD Card	Copies all data from the device to the SD card.

In the opposite direction, all data can also be copied from the SD card to the device.

If the device is connected to a PC via USB, the device is displayed as an external hard drive on the PC. The data on the device can then be copied directly to the PC.

7 Technical specifications

Input connections	DMX control	XLR chassis plug, 3-pin
	MIDI	DIN socket, 5-pin
	SMPTE	XLR chassis socket, 3-pin
	USB	USB-B chassis socket
Output connections	DMX output	XLR chassis socket, 3-pin
Control protocols	DMX512-A	
Voltage supply	Plug-in power supply (9 - 12 V / 500 mA $\overleftrightarrow{=}$), centre positive	
Mounting properties	19 inch, 1 RU	
Dimensions (W × H × D)	482 mm × 44 mm × 100 mm	
Weight	1.2 kg	
Ambient conditions	Temperature range	0 °C...40 °C
	Relative humidity	50 %, non-condensing

Further information

19" rack mountable	Yes
External storage option	Yes
Maximum number of DMX channels	512
Housing colour	black

8 Plug and connection assignments

Introduction

This chapter will help you select the right cables and plugs to connect your valuable equipment so that a perfect light experience is guaranteed.

Please take our tips, because especially in 'Sound & Light' caution is indicated: Even if a plug fits into a socket, the result of an incorrect connection may be a destroyed DMX controller, a short circuit or 'just' a not working light show!

DMX connections

The unit offers a 3-pin XLR socket for DMX output and a 3-pin XLR plug for DMX input. Please refer to the drawing and table below for the pin assignment of a suitable XLR plug.



Pin	Configuration
1	Ground, shielding
2	Signal inverted (DMX-, 'cold signal')
3	Signal (DMX+, 'hot signal')

9 Cleaning

Housing

Use only pH-neutral, solvent-free and non-abrasive cleaning agents. Clean the unit with a slightly damp lint-free cloth.

10 Protecting the environment

Disposal of the packaging material



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the notes and markings on the packaging.

Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE) in its currently valid version. Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.

