

# DMX Controller (DMX-1)



## Specifications

- **Channels:** 16 intelligent channels, up to 496 DMX pass-through
- **Channel Capacity:** dependant upon DMX unit specifications
- **Control Input:** RS485 via RJ45 Jacks (Serial and TTL optional)
- **Control Output:** 3 and 5 pin XLR
- **Addressing:** Up to 256 possible addresses
- **Supply Voltage:** 12VDC @ 500mA

## The following apply to the 16 intelligent channels:

- **Dimming:** 255 levels
- **Effect Timing:** 0 – 12.7 seconds
- **Effects:** Ramp, Fade, Pop, Sparkle, Blink, Flicker, Shimmer, Reverse-Pop
- **Sequences:** Multiple built-in sequences
- **Scenes:** Multiple scenes can be defined for fast scene changes
- **Groups:** Up to 120 groups can be defined and stored non-volatile memory

## The following apply to the pass-through channels:

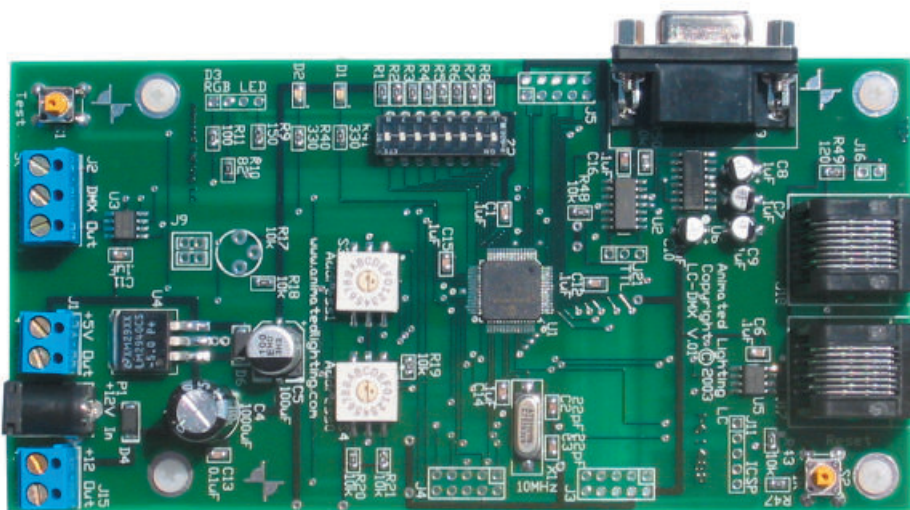
- **Dimming:** 255 levels

## Intelligently Manage Multiple DMX Channels. Control Effects. Memorize Scenes and Groups.

The DMX-1 is a microprocessor based DMX controller that is part of Animated Lighting's line of Smart Animation Controllers. It contains embedded intelligence to control effects (such as dimming, sparkle, flicker) and to memorize scenes and groups allowing multiple lights to be controlled by a single command.

The DMX-1 controller intelligently manages up to 16 contiguous DMX channels and supports control for additional DMX channels via pass-through communications. These additional channels support full control, but do not participate in light effects generated for the 16 intelligent channels.

Multiple DMX-1 controllers can be connected to one network allowing intelligent control over many DMX channels. This also expands the number of controllable DMX lights to 4,096 using multiple DMX networks.



**Combine With Other Controllers:** Animated Lighting's LC series is meant to be part of an intelligent, distributed network of animation controllers. Other controllers on this network can include digital, servo, and sound controllers.

The entire network is controlled by Animated Lighting's Monster Brain animation processor. The physical network consists of the industry standard RS485 signaling protocol over standard cabling. The total network length can be up

to 4000 feet and can be extended using repeaters. Wireless connectivity options are also available.

Up to 256 controllers can be connected to a single network with each controller having its own address that is switch selectable. Each LC has a local test switch, LEDs that show if a channel is on, and status LEDs to show the controller is working and when it's receiving data. These features make it easy for the user to install, test and diagnose issues.