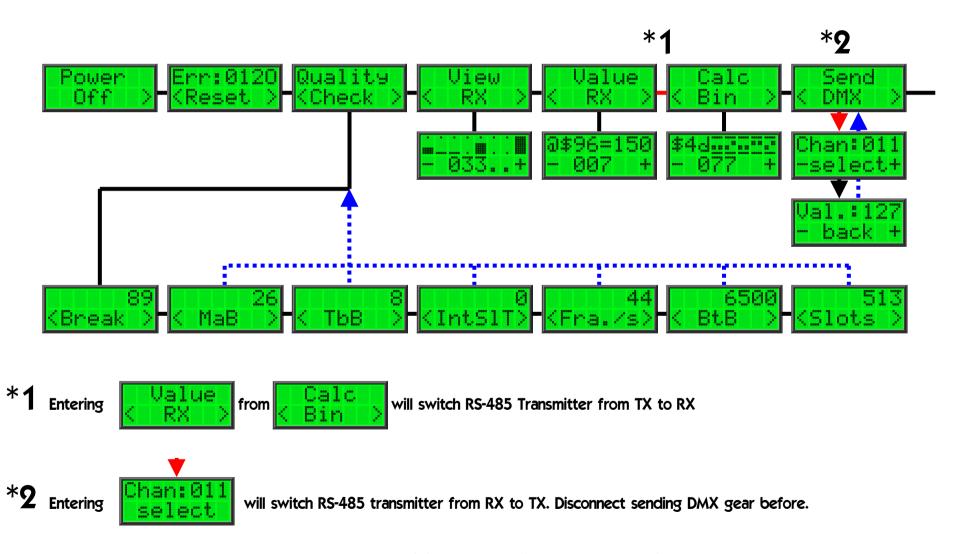
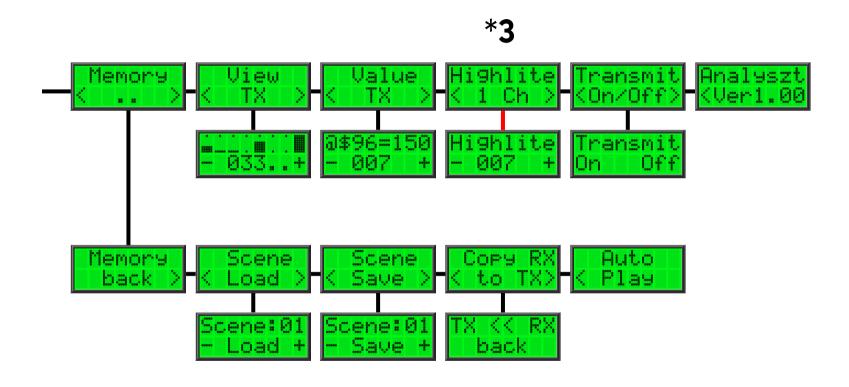
Menustructur 1/2

receive DMX



Menustructur 2/2

transmit DMX





will switch RS-485 transmitter from RX to TX. Disconnect sending DMX gear before.

Menu



Enter to power off . To switch the gear on press about 1 second until display-light goes on.



Shows the errors of the DMX input signal. These errors are:

- 0 first slot is not 0
- 1 missing 1st stopbit
- 2 missing 2nd stopbit
- O overflow, more that 513 slots

(After switching from TX to RX you will get errors. That's normal because of not complete frames.)



Enter to check the timing of the reveiving DMX-signal.

Break Break-Time

MaB Mark after Break

ToB Time before Break (inclusive stopbit)

IntSIT Inter Slot Time (Time between two slots)

Fra./s Frames per second

BtB Break to Break (Time between two Breaks)

Slots Slot per Frame (inclusive startslot)

Pressing the (Enter/Back) key in the submenus will return directly to



Menu

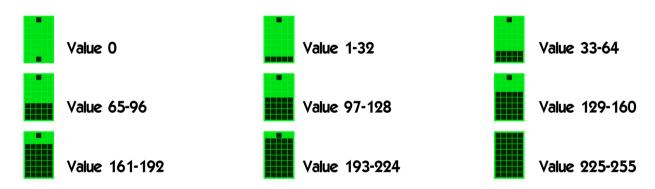


Enter to view the received DMX values as bars. Shows 8 channels at once.



Press _- the decrease the offset by 8. Press _+ to increase the offset by 8. The offset is the address of the first bar left.

The two dots show the min and max positions.





Enter to get the exact value of a single received DMX slot. Slot $\bf 0$ is the start-byte.



Press $\overline{}$ the decrease the offset by 1. Press $\overline{}$ to increase the offset by 1. The 1st line shows the value of the slot (2nd line) in hex (\$00-\$ff) and decimal (000-255)

Menu



Enter to calculate addresses from demical to switches.



Press - the decrease the value by 1. Press + to increase the value by 1. The 1st line shows the value (000-512) of the 2nd line in hex (\$00-\$ff only lowbyte) the position for dip-switches.



Enter to reach the memory menu.



Enter to reach the main menu.



Enter to reach the "Load Scene" menu.



Press - the decrease the scene by 1. Press + to increase the scene by 1. Press "load" to copy the scene in TX-buffer. (To send DMX you have to activate sending *2 *3). When you select scene 0 you will reach the memory menu..

Menu



Enter to reach the "Save Scene" menu.



Press - the decrease the scene by 1. Press + to increase the scene by 1.

Press save to copy the TX-buffer in the scene.

When you select scene 0 you will reach the memory menu..



Enter to reach the "Copy TX to TX" menu.



The DMX frames are copied to the TX-Buffer.

If TX sending is aktive you can refresh signals from RX.

Press back to reach the memory menu.



Menu



Enter to change the values in TX-buffer.

This will activate the direction of the line-driver to TX.



Press - the decrease the address by 1. Press + to increase the address by 1.

Press select to change the value of this address.



Press - the decrease the value by 1. Press + to increase the value by 1.

Press back to go to the top menu.

Menu



Enter to view the valaues of the TX-buffer as bars. Shows 8 channels at once.



(same as view rx above)



Enter to get the exact value of a single received DMX slot.



(same as value rx above)



Enter to highlight the DMX output step by step



Press $\overline{}$ the decrease the address by 1. Press $\overline{}$ to increase the address by 1. The old value is stored in memory until the channel is changed. The highlite value is 100% (\$ff, 255)

Menu



Enter to enable and disable sending of DMX data. The direction of the line-driver remaines in TX.



Press On to enable sending. Press Off to disable sending.



Displays the version of the software.
