## Ultra－Pro 36CH RDM DMX512 Decoder <br> 

Important：Read All Instructions Prior to Installation
Function introduction

$4 \times 9=36$ channels output

## Product Data

| Input <br> Voltage | Output <br> Current | Output <br> Power | Remarks | Size（LxW×H） | Protection |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $12-24$ VDC | $36 \times 3$ A | $36 \times(36-72)$ W | Constant voltage | $393.2 \times 117 \times 37 \mathrm{~mm}$ | Shortcircuit |

－Master \＆decoder mode RDM function
－Metal housing，digital display to show data directly，easily to set and show DMX address
－With multiple kinds of DMX in／out ports：RJ 45，XLR3，XLR5 terminal blocks．
Total 36 PWM output channels，common anode．DMX channel quantity 1CH or 36CH settable
－PWM output resolution ratio 8bit，16bit settable．
－Output PWM frequency from $500 \mathrm{HZ} \sim 35 \mathrm{~K} \mathrm{HZ}$ settable．
－Output dimming curve gamma value from $0.1 \sim 9.9$ settable．
－Decoding mode settable．
－Galvanic isolation

## Safety \＆Warnings

－DO NOT install with power applied to device．
－DO NOT expose the device to moisture．

## Operation

Before you do other settings，please set the device to be Master or Decoder mode．

Keep on clicking Down button，to get run1 or run2，then click Enter，then click Down button to choose 1 or 2 ，then click Back button．


I．For run2 DMX Master mode：After set the device as run2（Master mode），if keep on clicking Up button， you will find below menu on display：
Means brightness for each output PWM channel．First 01 means PWM output channel 1 and it is selectable from 01 to 36 by clicking＂UP＂or＂Down＂button．Second 01 means brightness level，click＂Enter＂button，the display flashes，then click＂UP＂or＂Down＂button to select from 00－99－FL，which means 0\％－99\％－100\％ brightness，then click＂Back＂button to confirm．

Q1］means chasing effects，total 4 effects selectable from 01－04．Click＂Up＂or＂Down＂button to select the menu， then click＂Enter＂button to enter into the effect，then click＂Up＂or＂Down＂button to select from 01－04．
CA01：Fade－up（ $0 \%-100 \%$ ）and fade－down（ $100 \%-0 \%$ ）of output 1 ，then output 2 ，output $3, \ldots \ldots$ ，output 36 ，output 1 ， ．，cycling chasing
CA02：Fade－up（ $0 \%-100 \%$ ）of output 1 ，then simultaneous fade－down（ $100 \%-0 \%$ ）of output 1 and fade－up（ $0 \%-100 \%$ ）of output 2 ，simultaneous down of output 2 and up of output $3, \ldots \ldots$ ．simultaneous down of output 35 and up of output 36 ，simultaneous down of output 36 and up of output $1, \ldots \ldots$, ，cycling chasing
CA03：Fade－up（ $0 \%-100 \%$ ）of output 1 ，then output 2，output $3, \ldots . .$. ，output 36 ，output $1, \ldots . .$. ，cycling chasing CA04：Fade－down（ $100 \%-0 \%$ ）of output 1 ，then output 2 ，output $3, \ldots \ldots$ ，output 36 ，output $1, \ldots \ldots$ ，cycling chasing

## 回 means chasing speed，it selectable from 01－09， 01 is the slowest， 09 is the fastest．

II．For run1 DMX decoder mode：After set the device as run1（Decoder mode），if keep on clicking Up button， you will find below menu on display：
DMX signal indicator $\bullet$ ：When DMX signal input is detected，the indicator on the display following after $\square$ turns on red $\square_{0} X X X$ ，if there is no DMX signal input，the indicator will not turn on，and the character will flash．
回 you will get this after power on the decoder，it means this decoder supports firmware OTA update function
F．XXX Means DMX address．factory defaults setting is 001.
IXX Means DMX channels quantity．factory defaults setting is CH 36
IXX Means Bit（8bit or 16bit）．factory defaults setting is 16bit
－F XX Means output PWM frequency．factory defaults setting is 10 K HZ ．PF $00=500 \mathrm{~Hz}, \mathrm{PFO}=1 \mathrm{KHz}, \mathrm{PF} 02=2 \mathrm{KHz}$ XX $\mathrm{PF} 03=3 \mathrm{KHz}, \ldots$, ，PF $35=35 \mathrm{KHz}$ ．
GXX Means output dimming curve gamma value，factory defaults setting is ga 1.5
BIXX Means Decoding mode，factory defaults setting is dp1．1
下ぃ円！Means the device at runl mode（DMX decoder mode）．
Lock the button：Press and hold down both＂Back＂and＂Down＂keys for 3 s ，the display you show Under this state there will be no reaction when you play any buttons．
Unlock the button：Press and hold down both＂Back＂and＂Down＂keys for 3s．
Test Mode：Press and hold down both＂Back＂and＂Up＂keys for 3s，the display you show
Under this state，all output channels will light on and off one by one．
Quit Test Mode：Press and hold down both＂Back＂and＂Up＂keys for 3s．


DMX512 Signal Out


DMX512 Signal Input（Under Decoder mode）

$\because$


（10）


## 1. DMX address setting

Select menu IIXX, click button "Enter", display flashes, then click or hold button "Up" / "Down" to set DMX address (click is slow, hold is fast.), then click button "Back" to confirm

## 2. DMX channel quantity setting

Select menu GXX, click button "Enter", display flashes, then click button "Up" / "Down" to set DMX channel quantity then click button "Back" to confirm
CH01 $=1$ DMX address for all the output channels, which are all address 001
CH02=2 DMX addresses,
DMX address 001=Channels ( $1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35$ ),
DMX address $002=$ Channels $(2,4,6,8,10,12,14,16,18,20,22,24,26,28,30,32,34,36)$.
CHO3=3 DMX addresses,
DMX address $001=$ Channels ( $1,5,9,13,17,21,25,29,33$ ),
DMX address $002=$ Channels ( $2,6,10,14,18,22,26,30,34$ ),
Output channels $4,8,12,16,20,24,28,32,36$ are not controlled
CH04=4 DMX addresses,
DMX address 001=Channels ( $1,5,9,13,17,21,25,29,33$ ),
DMX address $002=$ Channels ( $2,6,10,14,18,22,26,30,34$ ),
DMX address $003=$ Channels ( $3,7,11,15,19,23,27,31,35$ )
DMX address $004=$ Channels ( $4,8,12,16,20,24,28,32,36$.
CH06=6 DMX addresses,
DMX address $001=$ Channels ( $1,7,13,19,25,31$ ), DMX address $002=$ Channels ( $2,8,14,20,26,32$ ),
DMX address $00=$ Channels ( $3,15,21,2,33$, D MX address $004=$ Chanals ( $6,12,22,28,34$ ).
CH12=12 DMX addresses,
DMX address $001=$ Channels ( $1,13,25$ ), DMX address $002=$ Channels ( $2,14,28$ ),
DMX address $003=$ Channels $(3,15,27)$, DMX address $004=$ Channels $(4,16,28)$,
DMX address $005=$ Channels ( $5,17,29$ ), DMX address $006=$ Channels $(6,18,30)$,
DMX address $007=$ Channels ( $7,19,31$ ), DMX address $008=$ Channels ( $8,20,32$ ),
DMX address $009=$ Channels ( $9,21,33$ ), DMX address $010=$ Channels ( $10,22,34$ ),
DMX address $011=$ Channels ( $11,23,35$ ), DMX address $012=$ Channels ( $12,24,36$ )
CH24 24 DMX addresses,
DMX address 001=Channels (1,25), DMX address 002=Channels (2, 26), DMX address 003=Channels (3, 27), DMX address 004=Channels ( (4, 28), DMX address 005=Channels (5, 29), DMX address 006=Channels ( 6,30 ), DMX address $010=$ Channels ( 10,34 ), DMX address $011=$ Channels ( 11,35 ), DMX address $012=$ Channels ( 12,36 ), DMX address $013=$ Channels (13), DMX address 014=Channels (14), DMX address 015=Channels (15), DMX address $016=$ Channels (16), DMX address $017=$ Channels (17), DMX address $018=$ Channels (18) DMX address 019=Channels (19), DMX address 020=Channels (20), DMX address 021=Channels (21), DMX address 022=Channels (22), DMX address 023=Channels (23), DMX address 024=Channels (24),
CH36=36 DMX addresses, output 1-36 is address 001-036 respectively.

## 3. PWM output resolution Bit setting

Select menu XX, click button "Enter",display flashes, then click button "Up" / "Down" to choose 08 or 16 bit, then click button"Back" to confirm.

## 4. Output PWM frequency setting:

Select menu "- XX, click button "Enter", display flashes, then click button "Up" / "Down'to choose 00~35, then click button"Back" to confirm. $00=500 \mathrm{HZ}, 01=1 \mathrm{kHZ}, 02=2 \mathrm{kHZ} . . . .25=25 \mathrm{kHZ}$,
$35=35 \mathrm{kHZ}$.

## 5. Output dimming curve gamma value setting

Select menu П X , click button "Enter", display flashes, then click or hold button "Up" / "Down" to choose 0.1-9.9, then click click or hold button"Back" to confirm.


DMX value level

## 6. DMX decoding mode setting

Select menu 1 XX, click button "Enter", display flashes, then click button "Up" / "Down" to choose the decoding mode, then click button "Back" to confirm. "dP xx" means the DMX address quantity used for control of corresponding PWM output channel quantity. 1st " $x$ " is DMX address quantity, 2nd " $x$ " is PWM channel quantity.
Fine dimming: the fine dimming effect can only be visible when the dimming curve gamma value is set lower than 1.4 , and the lower the value is, the more visible the fine dimming effect will be.

## DMX address is 001, CH01

| dP <br> Setting | Describe | Example |
| :---: | :--- | :--- |
| dp1.1 | Use 1 console slider to control 1 DMX address | Slider 1=All output dimming |
| dp2.1 | Use 2 console sliders to control 1 DMX address | Slider 1=All output dimming, Slider 2=All output fine dimming |
| dp2.2 | Use 2 console sliders to control 1 DMX address | Slider 1=All output dimming, Slider 2=All output strobe effects |
| dp3.1 | Use 3 console sliders to control 1 DMX address | Slider $1=$ All output dimming, Slider $2=$ All output fine dimming, <br> Slider 3=All output strobe effects |

DMX address is 001, CH02

| dP Setting | Describe | Example |
| :---: | :---: | :---: |
| dp1.1 | Use 1 console slider to control 1 DMX address | Slider 1=Address 001 dimming, Slider 2=Address 002 dimming |
| dp2.1 | Use 2 console sliders to control 1 DMX address | Slider 1=Address 001 dimming, Slider 2=Address 001 fine dimming, Slider 3=Address 002 dimming, Slider 2=Address 002 fine dimming, |
| dp2.2 | Use 2 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 dimming, Slider 2=Address 001,002 color tuning |
| dp3. 2 | Use 3 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming. |
| dp4.2 | Use 4 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming, Slider $4=$ Address 001,002 strobe effects. |

DMX address is 001, CH03

| $\begin{gathered} \mathrm{dP} \\ \text { Setting } \end{gathered}$ | Describe | Example |
| :---: | :---: | :---: |
| dp1.1 | Use 1 console slider to control 1 DMX address | Slider 1=Address 001 dimming,..., Slider 3=Address 003 dimming... |
| dp2.1 | Use 2 console sliders to control 1 DMX address | Slider 1=Address 001 dimming, Slider 2=Address 001 fine dimming,... Slider $5=$ Address 003 dimming, Slider $6=$ Address 003 fine dimming |
| dp4.3 | Use 4 console sliders to control 3 DMX addresses | Slider 1=Address 001-003 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming, Slider 4=Address 003 dimming. |
| dp5. 3 | Use 5 console sliders to control 3 DMX addresses | Slider 1=Address 001-003 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming,..., Slider 5=Address 001-003 strobe effects. |


| $\begin{array}{\|c\|} \hline \mathrm{dP} \\ \text { Setting } \end{array}$ | Describe | Example |
| :---: | :---: | :---: |
| dp1.1 | Use 1 console slider to control 1 DMX address | Slider 1=Address 001 dimming,..., Slider 4=Address 004 dimming... |
| dp2.1 | Use 2 console sliders to control 1 DMX address | Slider 1=Address 001 dimming, Slider 2=Address 001 fine dimming,..., Slider $7=$ Address 004 dimming, Slider 8=Address 004 fine dimming. |
| dp2.2 | Use 2 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 dimming, Slider 2=Address 001,002 color tuning, Slider 3=Address 003, 004 dimming, Slider 4=Address 003,004 color tuning. |
| dp3.2 | Use 3 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming,..., Slider 6=Address 004 dimming. |
| dp4.2 | Use 4 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming, Slider 4=Address 001, 002 strobe effects... |
| dp5. 4 | Use 5 console sliders to control 4 DMX addresses | Slider 1=Address 001-004 master dimming, Slider 2=Address 001 dimming, Slider $3=$ Address 002 dimming,..., Slider $5=$ Address 004 dimming. |
| dp6. 4 | Use 6 console sliders to control 4 DMX addresses | Slider 1=Address 001-004 master dimming, Slider 2=Address 001 dimming, Slider 3=Address 002 dimming,.... Slider 6=Address 001-004 strobe effects. |

## DMX address is 001, CH06

| $\begin{array}{\|c\|} \hline \mathrm{dP} \\ \text { Setting } \end{array}$ | Describe | Example |
| :---: | :---: | :---: |
| dp1.1 | Use 1 console slider to control 1 DMX address | Slider 1=Address 001 dimming, Slider 2=Address 002 dimming... |
| dp2.1 | Use 2 console sliders to control 1 DMX address | Slider 1=Address 001 dimming, Slider $2=$ Address 001 fine dimming,..., Slider $11=$ Address 006 dimming, Slider 12=Address 006 fine dimming. |
| dp2.2 | Use 2 console sliders to control 2 DMX addresses | Slider 1=Address 001, 002 dimming, Slider 2=Address 001,002 color tuning,..., Slider $5=$ Address 005,006 dimming, Slider 6=Address 005,006 color tuning |



## Example

Sider 1=Address 001 dimming, Sider 2=Adaress 002 dimming. Slider 1=Address 001 dimming, Slider 2=Address 001 fine dimming Slider 1=Address 001, 002 dimming, Slider 2=Address 001,002 color tuning Slider 1=Address 001, 002 master dimming, Slider 2=Address 001 dimming, 002 dimming
slider $1=$ Address 001,002 master dimming, Slider $2=$ Address 001 dimming, Slider $1=$ Address $001-003$ master did $4=$ Address 001,002 strobe effects. Slider 3=Address 002 dimming, slider 4=Address 003 dimming.
Slider $1=$ Address 001 -003 master dimming, Slider 2=Address 001 dimming,
Slider $3=$ Address 002 dimming,..., Slider $5=$ Address $001-003$ strobe effects. Slider $3=A d d r e s s ~ 002$ dimming,..., Slider $5=A d d r e s s ~ 001-003$ strobe effects. Slider $1=$ Address $001-004$ master dimming, Slider $2=$ Address 001 dimming, Slider 3=Address 002 dimming, Slider 5=Address 004 dimming.
Slider $1=$ Address $001-004$ master dimming, Slider $2=$ Address 001 dimming,
Slider $3=$ Address 002 dimming, $\ldots$, Slider $6=$ Address $001-004$ strobe effects.
Slider 1 Address 001006 mister Simer 2 Adkess 001 dimin. Slider $1=$ Address 001 -006 master dimming, Slider 2=Address 001 d
Slider $3=$ Adddress 002 dimming, $\ldots$, , lider $7=$ Address 006 dimming. Slider 1=Address 001 -006 master dimming, Slider 2=Address 001 dimming,
Slider 3=Address 002 dimming,..., Slider 8=Address $001-006$ strobe effects.
dp4.3

| Use 4 console sliders to control 3 DMX addresses |  |
| :--- | :--- |
| Use 5 console sliders to control 3 DMX addresses |  |
| Use 5 console sliders to control 4 DMX addresses | Use 6 console sliders to control 4 DMX addresses |
| Use 7 console sliders to control 6 DMX addresses | Use 8 console sliders to control 6 DMX addresses |

lider 1=Address 001-003 master dimming, Slider 2=Address 001 dimming,
 Slider $1=$ Address $001-003$ master dimming, Slider $2=$ Address 001 dimming,
Slider $3=$ Address 002 dimming,..., Slider 5=Address 001 -003 strobe effects. Slider $1=$ Address $001-004$ master dimming, Slider $2=$ Address 001 dimming,
Slider $3=$ Address 002 dimming Slider $5=$ Address 004 dimming. lider 3=Address 002 dimming, Slider 5=Address 004 dimming. Slider $1=$ Address $001-004$ master dimming, Slider $2=$ Address 001 dimming,
Slider $3=$ Address 002 dimming Slider $6=$ Address $001-004$ strobe effects, Slider $3=$ Address 002 dimming, $\ldots$, Slider $6=$ Address 001 -004 strobe effects. Slider 1 =Address $001-006$ master dimming, Slidder 2=Address 001
Slider $3=$ Address 002 dimming,..., Slider $7=$ Address 006 dimming. Slider 1=Address 001-006 master dimming, Slider 2=Address 001 dimming Slider 3=Address 002 dimming, ..., Slider 8=Address 001-006 strobe effects.

## 7. Firmware OTA update

This function can be used when there is a firmware update from the manufacturer, the update can be executed through a Windows computer and an USB to serial port converter the converter will connect the computer and the decoder's hard wire DMX port A software RS485-OTW on the computer will be used to push the firmware to the decoder

Connect the computer and the decoder through the USB to serial port converter, if you need to update multiple decoders' firmware, connect the converter to first decoder's DMX port, then connect other decoders to the first decoder in daisy chain through the DMX port. Please do not power on the decoders.
Run the OTA tool RS485-OTW on the computer, select the correct communication port "USB-SERIAL", baudrate " 250000 " and data bit " 9 ", use default settings for other configurations. Then click "file" button to select the new firmware from the computer, then click "Open Port", the firmware will be loaded. Then click "Download Firmware", the right side state column the OTA tool will show "send link". Then power on the decoders before "wait erase" displaying on the state column, the digital display of the decoders will show 8 R月, . Then "wait erase" will show on the state column, which means the updating starts. Then the OTA tool starts writing data to the decoders, the state column will show the progress, on
data finishes, the digital display of the decoders will flash

## The data definitions for strobe channel are as follows

## , 7\},//undefined

The supported RDM PIDs are as follows:
$\{8,65\}, / /$ slow strobe--> fast strobe
DISC-MUTE
$\{66,71\}, / /$ undefined
$\{2,127\}, / /$ slow push fast close
128, 133\},//undefined
[34, 189\},//slow close fast push
190, 195\},//undefined
1951, 255\},///undefined
DISC-UN_MUTE
DMX START_ADDRE
DENTIFY_DĒVICE
SOFTWARE VERSION_LABEL
DMX-PERSONALITY DESCRIPTION
SLOT_INFO
SLOT_DESCRIPTION
MANUFFACTURER_LABEL
SUPPORTED PARAMETERS
MODULATION-FREQUENCY
MODULATION_FREQUENCY_DESCRIPTION CURVE
CURVE DESCRIPTION

## RDM Discovery Indication:

When using RDM to discover the device, the digital display will flash and the connected lights will also flash at the same requency to indicate. Once the display stops flashing, the connected light also stops flashing

## Short circuit protection

If short circuit of the connected load is detected, the display will flash to alarm and the load will be forced to open circuit status. Once the fault is removed, the decoder will recover after re-powered on

## Restore to Factory Default Setting

Press and hold down both "Back" and "Enter" keys until the digital display turns off, then release the keys, system will reset and the digital display will tum on again, all settings will be restored to factory default
efault settings are as follows:
MX Address Code: a001
DMX Address Quantity: ch36
WM Resolution Mode: bt16
Gamma: gal.5
Decoding Mode: dp1.1
Speed: sp04

