## Push Compatible Smart Touch DMX Master

## FC ( $\in$ RoHs (4L)

Important: Read All Instructions Prior to Installation

## Function introduction




Product Data

| Power input | $12-24 \mathrm{VDC}$ |
| :---: | :---: |
| Current consumption | $<20 \mathrm{~mA}$ |
| Output signal | $\mathrm{DMX512}$ |
| Operating temperature | $0-40^{\circ} \mathrm{C}$ |
| Relative humidity | $8 \%$ to $80 \%$ |
| Dimensions | $86 \times 86 \times 29.1 \mathrm{~mm}$ |

- User-friendly touch glass interface, easy to use

White/Black glass panel optional

- Standard DMX512 signal output, 4 channels of DMX output

Controls 4 DMX addresses
Rotary switches to set starting DMX address to be controlled
Starting address number 1-99 selectable
Smooth switch and dimming control

- Touch keys with backlighting for finding in the dark
- Can be controlled with push switch

Easy installation into standard EU size wall box

## Safety \& Warnings

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


## Operation

1.Set starting DMX address to be controlled

This DMX master can be configured to control 4 selected DMX addresses and two rotary switches on the back are used o set the starting number of the 4 DMX addresses. The starting number is settable from 1-99, which means the DMX
decoders with starting address 001-099 will be controlled by the master.
$\left.{ }_{7}^{8} \stackrel{0}{0}_{6}^{0}\right)_{4}^{1}{ }_{3}^{2}(\times 10)$
is used to set tens position, and rotate the rotary switch arrow to a number, the number will be tens position.
${ }_{7}^{8} 0_{5}^{9} 0_{4}^{0} 3^{2}(\times 1)$ is used to set units position, and rotate the rotary switch arrow to a number, the number will be units position.

## The starting number equals to tens position multiplying by 10 plus units position.

For example, set the tens position arrow at 0 , and the units position arrow at 1 , the start number will be $0 \times 10+1=1$, then 4 DMX addresses to be controlled will be 001, 002, 003, 004.
Set the tens position arrow at 9 , and the units position arrow at 9 , the start number will be $9 \times 10+9=99$, then 4 DMX addresses to be controlled will be 099, 100, 101, 102.

## 2.Set the DMX decoders' address

Once the starting address number of the master is selected, please set the connected DMX decoders' address the same as the starting address of the master. The starting address number of the master can be selectable from 1-99, correspondingly the decoders' DMX address shall be set from 001-099.
It's best to use the master to control DMX decoders that occupies 4 DMX addresses. When set the starting address number of the master and DMX decoders' address as X :
Then DMX channel 1 will control DMX address $X$, channel 2 will control DMX address $X+1$, channel 3 will control DMX address $\mathrm{X}+2$, and channel 4 will control DMX address $\mathrm{X}+3$.

## 3.Controlled with 4 key push switch

While connected with push switch, the master can be controlled by the push switch, set the starting address number of the master and DMX decoders' address as $X$
Key 1 will control DMX address $X$, click the key to turn ON/OFF, press and hold down to increase/decrease light intensity. Key 2 will control DMX address $\mathrm{X}+1$, click the key to turn ON/OFF, press and hold down to increase/decrease light intensity.
Key 3 will control DMX address $X+2$, click the key to turn ON/OFF, press and hold down to increase/decrease light intensity.
Key 4 will control DMX address $X+3$, click the key to turn ON/OFF, press and hold down to increase/decrease light intensity.

## Installation

## Wiring diagram



| K 1 | K2 |
| :--- | :--- |


| K3 | K4 |
| :--- | :--- |

PUSHLV

