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ADJ WiFly NE1 Wireless DMX Controller User Manual

ADJ WiFly NE1 Wireless DMX Controller

User Manual

WIFLY NEI
User Manual

use or reliance of any information contained within this document, and/or as a result of the improper, unsafe, insufficient and negligent assembly, installation, rigging, and operation of this product.

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Europe Energy Saving Notice
Energy Saving Matters (EuP 2009/125/EC)
Saving electric energy is a key to help protecting the environment. Please turn off all electrical products when they are not in use. To avoid power consumption in idle mode, disconnect all electrical equipment from power when not in use. Thank you!

DOCUMENT VERSION

Due to additional product features and/or enhancements, an updated version of this document may be available online.

Please check www.adj.com for the latest revision/update of this manual before beginning installation and/or programming.

Date	Document Version	Software Version	DMX Channels	Notes
04/15/15	1	1.0	Not Applicable	INITIAL RELEASE
10/27/21	1.5	1.4	Not Applicable	Updated format
01/17/22	1.6	2.0	Not Applicable	Added Update Information section, updated Wifly Setup

Contents

GENERAL INFORMATION

INTRODUCTION

Please read and understand all instructions in this manual carefully and thoroughly before attempting to operate these products. These instructions contain important safety and use information.

UNPACKING

The products in this kit have been thoroughly tested and have been shipped in perfect operating condition. Carefully check the shipping carton for damage that may have occurred during shipping. If the carton appears to be damaged, carefully inspect each unit included for damage and be sure all accessories necessary to operate the units have arrived intact. In the event damage has been found or parts are missing, please contact our customer support team for further instructions. Please do not return this kit to your dealer without first contacting customer support at the number listed below. Please do not discard the shipping carton in the trash. Please recycle whenever possible.

WARRANTY RETURNS

All returned service items whether under warranty or not, must be freight pre-paid and accompany a return authorization (R.A.) number. The R.A. number must be clearly written on the outside of the return package. A brief description of the problem as well as the R.A. number must also be written down on a piece of paper and included in the shipping container. If the unit is under warranty, you must provide a copy of your proof of purchase invoice. Items returned without a R.A. number clearly marked on the outside of the package will be refused and returned at customer's expense. You may obtain a R.A. number by contacting customer support.

LIMITED WARRANTY (USA ONLY)

A. ADJ Products, LLC hereby warrants, to the original purchaser, ADJ Products, LLC products to be free of manufacturing defects in material and workmanship for a prescribed period from the date of purchase (see specific warranty period on reverse). This warranty shall be valid only if the product is purchased within the United

States of America, including possessions and territories. It is the owner's responsibility to establish the date and place of purchase by acceptable evidence, at the time service is sought.

B. For warranty service, you must obtain a Return Authorization number (RA#) before sending back the product-please contact ADJ Products, LLC Service Department at 800-322-6337. Send the product only to the ADJ Products, LLC factory. All shipping charges must be pre-paid. If the requested repairs or service (including parts replacement) are within the terms of this warranty, ADJ Products, LLC will pay return shipping charges only to a designated point within the United States. If the entire instrument is sent, it must be shipped in its original package. No accessories should be shipped with the product. If any accessories are shipped with the product, ADJ Products, LLC shall have no liability whatsoever for loss of or damage to any such accessories, or for the safe return thereof.

C. This warranty is void of the serial number has been altered or removed; if the product is modified in any manner which ADJ Products, LLC concludes, after inspection, affects the reliability of the product, if the product has been repaired or service by anyone other than ADJ Products, LLC factory unless prior written authorization was issued to purchaser by ADJ Products, LLC; if the product is damaged because not properly maintained as set forth in the instruction manual.

D. This is not a service contact, and this warranty does not include maintenance, cleaning or periodic check up. During the period specified above, ADJ Products, LLC will replace defective parts at its expense with new or refurbished parts, and will absorb all expenses for warrant service and repair labor by reason of defects in material or workmanship. The sole responsibility of ADJ Products, LLC under this warranty shall be limited to the repair of the product, or replacement thereof, including parts, at the sole discretion of ADJ Products, LLC. All products covered by this warranty were manufactured after August 15, 2012, and bear identifying marks to that effect.

E. ADJ Products, LLC reserves the right to make changes in design and/or improvements upon its products without any obligation to include these changes in any products theretofore manufactured.

F. No warranty, whether expressed or implied, is given or made with respect to any accessory supplied with products described above. Except to the extent prohibited by applicable law, all implied warranties made by ADJ Products, LLC in connection with this product, including warranties of merchantability or fitness, are limited in duration to the warranty period set forth above. And no warranties, whether expressed or implied, including warranties of merchantability or fitness, shall apply to this product after said period has expired. The consumer's and/or Dealer's sole remedy shall be such repair or replacement as is expressly provided above; and under no circumstances shall ADJ Products, LLC be liable for any loss or damage, direct or consequential, arising out of the use of, or inability to use, this product.

G. This warranty is the only written warranty applicable to ADJ Products, LLC Products and supersedes all prior warranties and written descriptions of warranty terms and conditions heretofore published.

LIMITED WARRANTY PERIODS

- **Non L.E.D. Lighting Products = 1-year (365 days) Limited Warranty** (Such as: Special Effect Lighting, Intelligent Lighting, UV lighting, Strobes, Fog Machines, Bubble Machines, Mirror Balls, Par Cans, Trussing, Lighting Stands etc. excluding LED and lamps)

- **Laser Products = 1 Year (365 Days) Limited Warranty** (excludes laser diodes which have 6 month limited warranty)

- **L.E.D. Products = 2-year (730 days) Limited Warranty** (excluding batteries which have a 180 day limited warranty)

  Note: 2 Year Warranty only applies to purchases within the United States.

- **StarTec Series = 1 Year Limited Warranty** (excluding batteries which have a 180 day limited warranty)

- **ADJ DMX Controllers = 2 Year (730 Days) Limited Warranty**

This device is a sophisticated piece of electronic equipment. To guarantee a smooth operation, it is important to follow all instructions and guidelines in this manual. ADJ PRODUCTS, LLC. is not responsible for injury and/or damages resulting from the misuse of this device due to the disregard of the information printed in this manual. Only the original included parts and/or accessories for this device should be used. Any modifications to the device, included and/or accessories will void the original manufactures warranty and increase the risk of damage and/or personal injury

PROTECTION CLASS 1 – DEVICE MUST BE PROPERLY GROUNDED

DO NOT ATTEMPT TO USE THIS DEVICE WITHOUT BEING FULLY TRAINED ON HOW TO USE IT. ANY DAMAGES OR REPAIRS TO THIS DEVICE OR ANY LIGHTING FIXTURES CONTROLLED BY THIS DEVICE RESULTING FROM IMPROPER USE, AND/OR THE DISREGARD OF THE SAFETY AND OPERATION GUIDELINES IN THIS DOCUMENT VOIDS THE OBSIDIAN CONTROL SYSTEMS WARRANTY, AND ARE NOT SUBJECT TO ANY WARRANTY CLAIMS AND/OR REPAIRS, AND MAY ALSO VOID THE WARRANTY FOR ANY NON-OBSIDIAN CONTROL SYSTEMS DEVICES. KEEP FLAMMABLE MATERIALS AWAY FROM DEVICE.

DRY LOCATIONS USE ONLY!
DO NOT EXPOSE DEVICE TO RAIN, MOISTURE, AND/OR SEVERE ENVIRONMENTS!
DO NOT SPILL WATER AND/OR LIQUIDS ON OR INTO THE DEVICE!

AVOID brute force handling when transporting or operating.
DO NOT expose any part of the device to open flame or smoke. Keep device away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
DO NOT use device in extreme and/or severe environments.

OVERVIEW – FRONT PANEL

WIFLY ANTENNA
This is used to send WiFly wireless DMX signal to compatible WiFly products.

WIFLY INDICATOR
This indicator LED will illuminate when a WiFly signal is enabled and active.

DIAL/ENTER BUTTON
This dial is used to scroll through menu options and confirm a selection by pressing it. It is also used to access manual fixture control mode.

USB PORT
This USB port is used to upload fixture profiles and save/upload memory files. Supports most USB drives.

EFFECT ROTARY KNOBS
These knobs are used to adjust fixture channels and to adjust effect functions.

LCD DISPLAY
This Displays all the current functions and menu data.

STROBE RATE FADER
This fader controls the shutter channel for fixtures that include a shutter channel.

MASTER DIMMER FADER
This fader controls the master intensity, typically tied into the dimmer channel of a fixture.
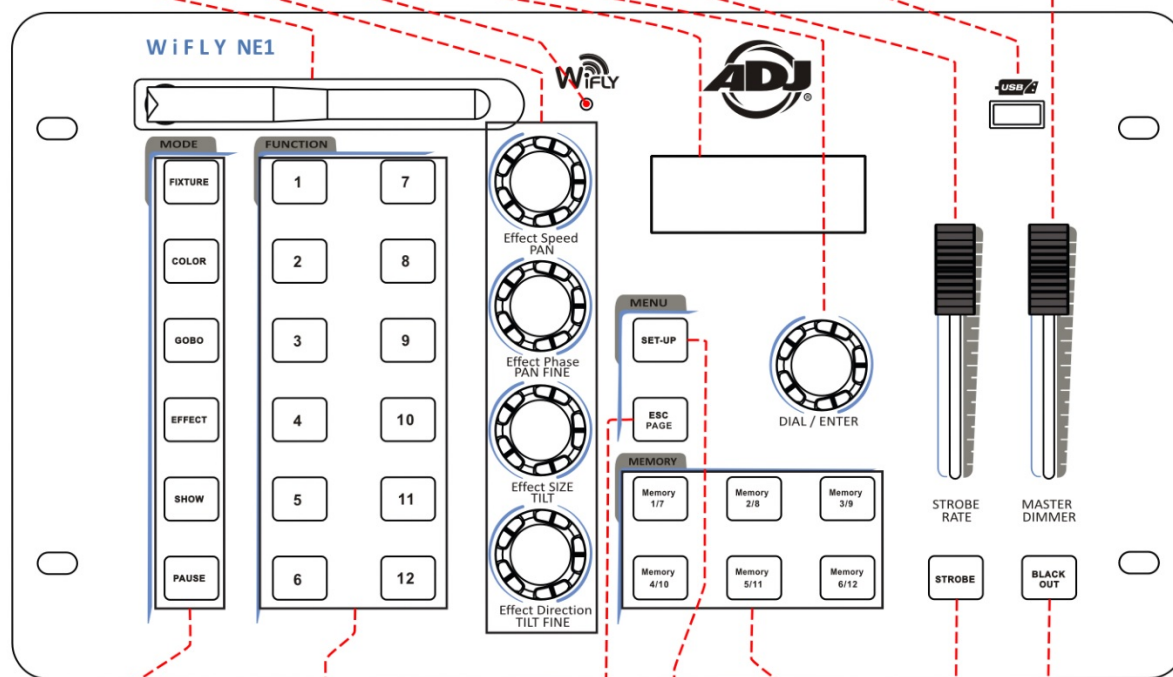
FUNCTION BUTTONS 1-12
These buttons are multi-functional depending on the selected mode.

SET-UP BUTTON
This button is used to enter and exit the settings menu.

STROBE BUTTON
Press this button to activate/deactivate strobing for selected fixtures.

MODE BUTTONS
These buttons are used to change the state of operation. Note: The PAUSE button will only pause running effects.

ESC/PAGE
This button is used to exit the submenu. If you press and hold this button for at least 3 seconds all output goes to zero. This but- ton is also used to switch between memory button pages.

BLACKOUT BUTTON
Activates/Deactivates blackout state.

MEMORY 1-6/7-12 BUTTONS
These buttons are used to save and playback memories (static or moving scenes).

Note: USB stick can be formatted for FAT16 or FAT32.
Note: In order for your controller to recognize your files, they must be stored in a folder named ADJ-NE1. The folder cannot have any other name.

OVERVIEW – REAR PANEL

DMX OUT
Used to send DMX signal to the compatible LED fixtures.

DC INPUT
Accepts a DC12V, 500mA minimum, power supply. (Included).

POWER SWITCH
Use this switch to power on/off the controller.
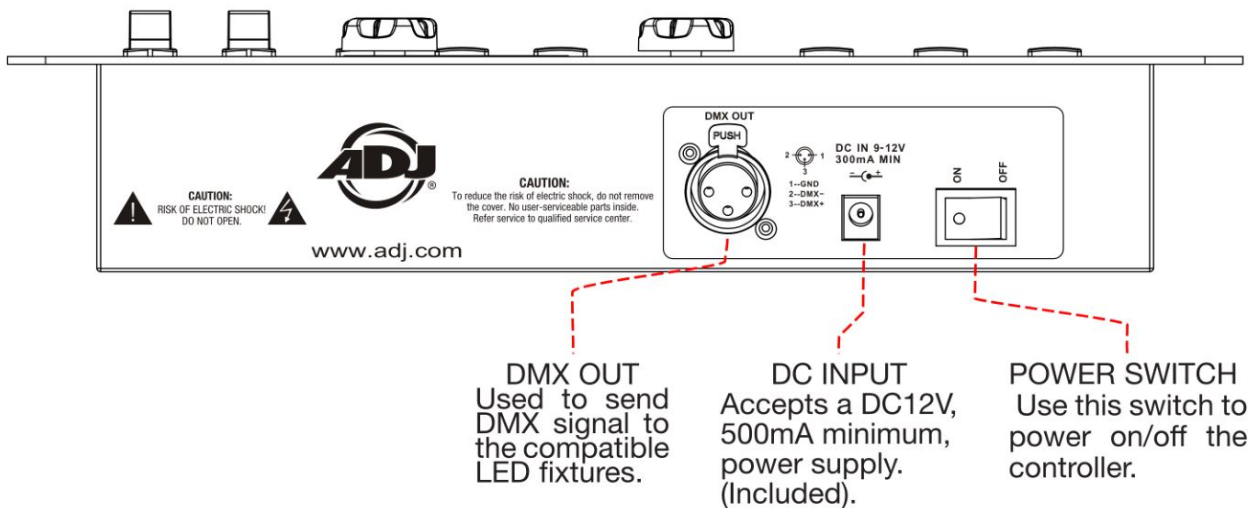
FEATURES

The ADJ WiFly NE1 is a multifunction controller that can work as an LED controller as well as a simple MIDI controller. When operating as a stage lighting controller, the device has the following main features:

- 432 Channel DMX Controller
- Control Up to 12 Individual Fixtures
- 12 Multi-Function Buttons
- 12 Memories via 2 Banks
- 6 Mode Buttons (Fixture, Color, Gobo, Effect, Show, & Pause)
- Master Blackout Function
- Built-In ADJ's WiFly TransCeiver Wireless DMX
- USB Slot (8GB USB stick included.)
- Password Protection
- Master Dimmer Fader Control
- Strobe Rate Fader Control

DMX SETUP

Power Supply: Before plugging your unit in, be sure the source voltage in your area matches the required voltage for your ADJ WiFly NE1. Only use the included power supply to power WiFly NE1.

DMX-512: DMX is short for Digital Multiplex. This is a universal pro- tocol used by most lighting and controller manufactures as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fix-ture. DMX data is sent as serial data that travels from fixture to fixture via the DATA "IN" and DATA "OUT" XLR terminals located on all DMX fixtures (most controllers only have a DATA "OUT" terminal).

DMX Linking: DMX is a language allowing all makes and models of different manufactures to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. Therefore, the first fixture controlled by the controller could be the last fixture in the chain. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

Data Cable (DMX Cable) Requirements (For DMX Primary/Secondary Operation): DMX controller and unit require an approved DMX-512 110 Ohm Data cable for data input and data output. We recommend Accu-Cable DMX cables. If you are making your own cables, be sure to use standard 110-120 Ohm shielded cable


(This cable may be purchased at almost all professional sound and lighting stores). Your cables should be made with a male and female XLR connector on either end of the cable. Also remember that DMX cable must be daisy chained and cannot be split.

DMX SETUP

3-Pin to 3-Pin Cable

Notice: When making your own cables, do not use the ground lug on the XLR connector. Do not connect the cable's shield conductor to the ground lug, or allow the shield conductor to come in contact with the XLR's outer casing. Grounding the shield could cause a short circuit and erratic behavior.
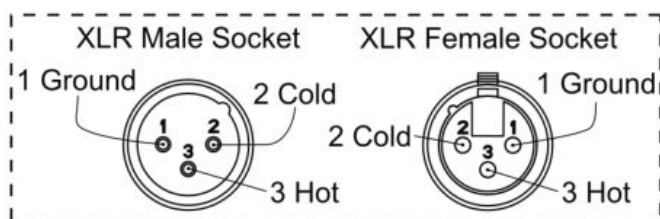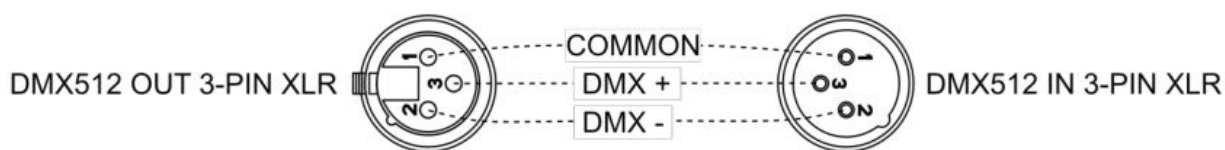
Special Note: Line Termination. When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behavior. A terminator is a 110-120 ohm 1/4 watt resistor which is connected between pins 2 and 3 of a male XLR connector (DATA + and DATA -). This unit is inserted in the female XLR connector of the last unit in your daisy chain to terminate the line. Using a cable terminator (ADJ part number Z-DMX/T) will decrease the possibilities of erratic behavior.
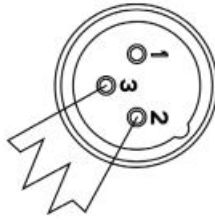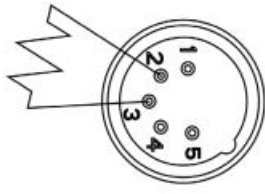
A DMX512 terminator reduces signal errors, avoiding most signal reflection interference. Connect PIN 2 (DMX-) and PIN 3 (DMX+) of the last fixture in series with a 120 Ohm, 1/4 W Resistor to terminate the DMX512.

3-Pin to 5-Pin Cable Adapter

Some manufactures use 5-pin DMX- 512 data cables for DATA transmission in place of 3-pin. 5-pin DMX fixtures may be implemented in a 3-pin DMX line. When inserting standard 5-pin data cables in to a 3-pin line a cable adaptor must be used, these adaptors are readily available at most electric stores. The graphic and chart below detail a proper cable conversion.
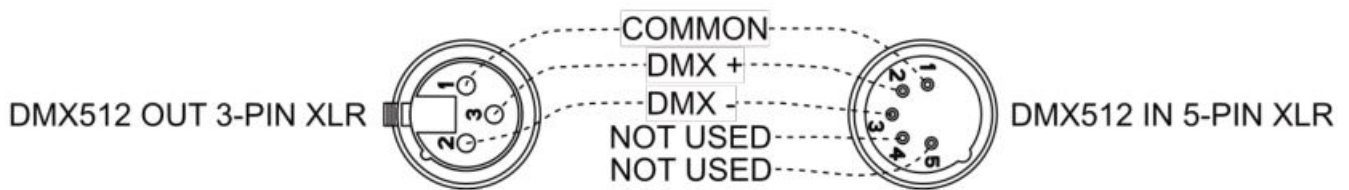
3-Pin XLR to 5-Pin XLR Conversion		
Ground/Shield	Pin 1	Pin 1
Data Compliment (- signal)	Pin 2	Pin 2
Data True (+ signal)	Pin 3	Pin 3
Not Used		Do Not Use
Not Used		Do Not Use

WIFLY SETUP

Set WiFly Channel

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER button to menu option 6 (Set wifly channel). Press the DIAL/ENTER button to enter.
3. Turn the DIAL/ENTER button to set the channel address (00 – 14), then press the DIAL/ENTER button to confirm.
4. Press and hold the SET-UP button for 2 seconds to exit menu mode.

Set Wifly Power

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 7 (Set WiFly Power). Press the DIAL/ENTER button to enter.
3. Turn the DIAL/ENTER dial to turn the WiFly power ON or OFF, then press the DIAL/ENTER button to enter.
4. Press and hold the SET-UP button for 2 seconds to exit menu mode.

OPERATION

LOADING FIXTURE PROFILES

NOTE: The WiFly NE1 comes pre-loaded with Generic fixture profiles, which include RGB, RGBW, RGBA,

RGBWA, RGB- WAU, TRI-WHITE, 36CH 8-Bit ML (M1), and 36CH 16-Bit ML (M2). See the Generic fixture traits chart section on page 18 for channel details. All other profiles can be loaded from the USB stick, which is included. The USB stick includes several ADJ profiles, which are compatible with this controller. Because the file names are abbreviated, due to character limitations, please us the "Fixture Profile Details" PDF list to cross reference the files. So your controller runs at optimum speed, please only load the profiles that you will be using. A maximum of 65 pro- files can be loaded at a time.

1. With the controllers power switch OFF, insert the included USB drive into the controllers USB port and power ON the con- troller.
2. Press and hold down the SET-UP button for two seconds to enter the main menu.
3. Select menu option 1 (Load Light Lib) by pressing the DIAL/ ENTER dial then turn the DIAL/ENTER dial to find the profile that you wish to load.
4. Once you have located the profile, press the DIAL/ENTER dial to load it. The display will momentarily read "Operation Complete". Repeat steps 3 and 4 to load additional profiles or press the ESC/PAGE button to exit.

Delete Light Lib

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 2 (Delete Light Lib). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to find the profile that you wish to delete or select "delete all lib" to delete all profiles. Press the DIAL/ENTER dial to enter.
4. Turn the DIAL/ENTER dial to select "Yes". Press the DIAL/ ENTER dial to enter. Press the ESC/ PAGE button to exit.

Patch Light Lib

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 3 (Patch Light Lib). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to find the profile that you wish to patch. Press the DIAL/ENTER dial to enter.
4. Press the fixture button(s), 1-12, that you wish to patch the selected profile to and turn the DIAL/ ENTER dial to set the starting address. Press the DIAL/ENTER dial to enter. Press the ESC/PAGE button to exit.

Delete Patch Light

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 4 (Delete Light Patch) then select the fixture(s), 1-12, that you wish to delete from the patch. Press the DIAL/ENTER dial to execute.
3. Turn the DIAL/ENTER dial to select "Yes". Press the DIAL/ ENTER dial to execute.

Edit Light Lib

Note: WiFly NE1 allows for channel defaults to be set for PAN, TILT, COLOR, and GOBO channels when the profile is being created. If you wish to edit these defaults or set automatic de- faults for other channels, this is where you do this.

1. Press the SET-UP button for two seconds to enter the main menu.

2. Select the fixture(s), 1-12, that you wish to edit. Turn the DIAL/ENTER dial to menu option 5 (Edit Light Lib). Press the DIAL/ENTER dial to enter. Turn the DIAL/ENTER dial to select the fixture that you wish to edit. Press the DIAL/ENTER dial to save and confirm.

3. Turn the EFFECT dials, 1-4, to adjust the relevant channel data. Turn the DIAL/ENTER dial to access additional channels. Press the DIAL/ENTER dial to save and confirm.

OPERATION

Save Data To USB

Note: This option allows you to store all of your controllers data to the included USB stick. Up to 12 data files can be stored on the stick. File names are automatically generated as CONFIG01 – CONFIG12.
These file name cannot be changed. If changed, the controller will not recognize them when you attempt to upload it.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 8 (Save Data to USB). Press the DIAL/ENTER dial to enter
3. Using the function buttons 1-12, select the file button that you wish to save to. If you select button #4, for example, the file will be stored on the USB stick as "CONFIG04".

Note: If you have a flashing green FUNCTION button, this means you already have data stored in that location. So if you do not want to overwrite it, do not select a flashing green button.

Load Data From USB

Note: This option can only be used if you already have data from a WiFly NE1 controller stored on your USB stick. Data files will appear in your computer as CONFIG01 – CONFIG12. These files cannot be renamed. Otherwise, the controller will not recognize them.

1. Press and hold the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 9 (Load Data from USB). Press the DIAL/ENTER dial to enter.
3. Using the FUNCTION buttons 1-12, select the file button that you wish to upload into your computer.

Note: Green flashing FUNCTION buttons indicate there is data stored there and are available to be selected. If you select a non-flashing button, you will get a "Operation Failure!" error.

Format The USB

Note: This function should be used with caution as all data on the USB stick will be erased. It is highly recommended that you back up all USB stick files to your computer before proceeding.

1. With the controllers power switch OFF, insert the USB stick into the controllers USB port and power on the controller.
2. Press the SET-UP button for two seconds to enter the main menu.
3. Turn the DIAL/ENTER dial to menu option 10 (Format the USB disk). Press the DIAL/ENTER dial to enter.
4. Turn the DIAL/ENTER dial to select "YES". Press the DIAL/ ENTER dial to execute.

Strobe Settings

This setting allows you to choose the manner in which the STROBE button functions. It allows you to choose between Latch and Flash. Selecting Latch will make the STROBE button latch ON/OFF and selecting Flash will make it momentary, lasting only as long as you press the hold down the button.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 11 (Strobe Settings). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to select between "Latch" and "Flash". Press the DIAL/ENTER dial to confirm your selection

OPERATION

Delete Memory

Note: This function should be used with caution as it will de- lete all memories stored in MEMORY buttons 1-12. The default passcode to execute this function is 1668. If your passcode has changed, you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 12 (Delete Memo- ry). Press the DIAL/ENTER dial to enter.
3. Turn the DIAL/ENTER dial to select the memory that you wish to delete. Press the DIAL/ENTER dial to execute.
4. Using the FUNCTION 1-12 buttons, input the passcode.
5. Turn the DIAL/ENTER dial to select "Yes". Press the DIAL/ ENTER dial to execute.

Delete all data

Note: This function should be used with caution as it will delete all data stored in your controller. Deleted data will include all profiles and MEMORY button files. The default passcode to execute this function is 1668. If your passcode has changed, then you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 13 (Delete All Data). Press the DIAL/ENTER dial to enter.
3. Using the FUNCTION 1-12 buttons, input the passcode.
4. Turn the DIAL/ENTER dial to select "Yes". Press the DIAL/ ENTER dial to execute.

Factory Setting

Note: This function should be used with caution as it will delete all data, memories, and return all settings, including passcode, back to factory default. The default passcode to execute this function is 1668. If your passcode has changed, you will need to input it to execute this function.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 14 (Factory Set- tings). Press the DIAL/ENTER dial to enter.
3. Using the FUNCTION 1-12 buttons, input the passcode.
4. Turn the DIAL/ENTER dial to select "Yes". Press the DIAL/ ENTER dial to execute.

Change Passcode

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 15 (Change Pass- word). Press the DIAL/ENTER dial to enter.
3. Using the FUNCTION 1-12 buttons, input the current pass- code.
4. Using the FUNCTION 1-12 buttons, input your new four digit passcode, then re-input your new passcode a second time to confirm.

OPERATION

Firmware Version

Note: This is a read only menu option that will display the controllers current software version.

1. Press the SET-UP button for two seconds to enter the main menu.
2. Turn the DIAL/ENTER dial to menu option 16 (Firmware Ver- sion). Press the DIAL/ENTER dial to enter. Press the ESC/PAGE button to exit.

Fixture Control, Saving, & Playing Memories

Note: Although the generic profiles may work for you, it is recommended that you load and use the custom profiles that were provided on the USB sitck that was included with your controller. The custom profiles may offer you additional control and features that the generic profiles do not include. If you wish to use the custom profiles, please refer to the LOADING FIXTURE PROFILES section of this user manual and load them before proceeding. After you have patched your fixtures, you can control and save memories using the following steps.

1. Press the FIXTURE button then select the fixtures, using the FUNCTION 1-12 buttons, that you want to control. If you are using multiple fixtures of the same type and want to control them at the same time, you can press the first and last buttons so all fixtures in between are selected at the same time. For ex- ample, I have patched 6 fixtures on buttons 1-6, to select them all quickly, I would simultaneously press buttons 1 & 6 so all 6 fixtures are selected.
2. Press the COLOR button and add a color by using the FUNCTION 1-12 buttons. Turn the DIAL/ ENTER dial to switch between two pages of preset colors (Note: your fixture must support this feature to function).
3. Press the GOBO button and add a gobo by using the FUNCTION 1-12 buttons. Turn the DIAL/ ENTER dial to switch between two pages of preset gobos (Note: your fixture must sup- port this feature to function).
4. Press the EFFECT button and add an effect by using the FUNCTION 1-12 buttons. Turn the DIAL/ENTER dial to switch between three pages of effects. In the display, you will see ML EFFECT (for moving lights) and RGB EFFECT 1 and RGB EFFECT 2 (for RGBWA+UV LED's) plus the speed, phase, size, and direction settings, which can be controlled from the four EFFECT rotary dials. You can pause an effect at any time by pressing the PAUSE button. (Note: your fixture must support this feature to function).
5. Press the SHOW button and enable a show by using the FUNCTION 1-12 buttons. (Note: your fixture must support this feature to function).
6. You can also set all channel values manually. If you have already set your scene and want to store it. please see step 7 now. To make manual channel adjustments, press the FIXTURE button, then press the DIAL/ENTER dial for two seconds, the display will list channels 1-4 along with their current values. Use the four

EFFECT dials to adjust each channel listed in the display. Channels are displayed four at a time. To access additional channels, turn the DIAL/ENTER dial clockwise and counter-clockwise

7. To save your current output, press and hold down any of the six MEMORY buttons until the display reads "Operation Complete!". Press that same MEMORY button a second time to playback from that memory location, it should illuminate solid green. Repeat steps 1-6 to store additional memories. There are two memory banks. To access the secondary memory bank press the ESC/PAGE button. If there is a memory running, that MEMORY button will flash letting you know that is actively running in the other bank. If your memory includes an "EFFECT", you can pause the effect by pressing the PAUSE button.

8. You can trigger the STROBE button at any time during play- back. The STROBE button will function relative to the STROBE RATE fader setting. Adjusting your STROBE RATE fader will give you DMX control over your fixtures shutter or RGBWA+UV channels. This function cannot be stored into a memory.

9. You can manually adjust the MASTER DIMMER fader at any time during playback to set the overall intensity for you active fixtures. This function cannot be stored into a memory.

UPDATE INFORMATION

To perform a software update, follow the directions below:

1. Load the updated software onto a USB drive. There should be a folder with the name "ADJ-NE1" with a software file titled "ADJ-NE1.SUP". It is recommended to have the USB drive empty of all files other than the software file.

2. Switch off the unit's main power, and plug the USB with the updated software into the unit's USB port.

3. Press and hold the Memory 3, Memory 4, and Setup buttons while switching the unit's power back on. The word "LOAD" will be displayed on the screen, and the unit will begin downloading the updated software.

4. The screen will prompt you to reboot the unit when the software download has been completed. Power the unit down, then switch it back on and navigate to the software information section of the system menu to confirm that the software version number has been updated.

Note: Software version numbers 1.0 through 1.2 are only capable of reading USB flash drives up to 1GB in size. Software version 1.4 is capable of reading USB flash drives up to 8GB, and software version 2.0 is capable of reading USB flash drives up to 16GB.

GENERIC FIXTURE TRAITS

Profile	DMX Channels	Channel Info
RGB	3	CH1=RED, CH2=GREEN, CH3=BLUE
RGBW	4	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE
RGBA	4	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=AMBER
RGBWA	5	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE, CH5=AMBER
RGBWAU	6	CH1=RED, CH2=GREEN, CH3=BLUE, CH4=WHITE, CH5=AMBER, CH6=UV
TRI-WHITE	3	CH1=WARM WHITE, CH2=COOL WHITE, CH3=AMBER
36CH ML 8-BIT	36	CH1=PAN, CH2=TILT, CH3=CH3, CH4=CH4,... CH35=CH35, CH36=CH36
36CH ML 16-BIT	36	CH1=PAN, CH2=PAN FINE, CH3=TILT, CH4=TILT FINE, CH5=CH5, CH6=CH6,... CH35=CH35, CH36=CH37

FIXTURE PROFILE DETAILS

NO.	Item Name	File Names (Numbers at the end of each file name indicate channel mode)
1	Generic 36ch ML 8-bit	36CH-M1
2	Generic 36ch ML 16-bit	36CH-M2
3	Genric RGB LED	RGB
4	Generic RGBA LED	RGBA
5	Generic RGBW LED	RGBW
6	Generic RGBWA LED	RGBWA
7	Generic RGBWAU LED	RGBWAU
8	Generic Tri White LED	WWCWA
9	COB Cannon Wash	COBCWS-1, COBCWS-2, COBCWS-3, COBCWS-4, COBCWS-5, COBCWS-6, COBCWS-7
10	Crazy 8	CRAZ8-1, CRAZ8-9, CRAZ8-12, CRAZ8-15
11	Dotz Flood	DFLD-3, DFLD-4, DFLD-6, DFLD-9A, DFLD-9B
12	Dotz Par-100	DP100-3, DP100-4, DP100-5, DP100-9
13	Event Bar Q4	EBQ4-2, EBQ4-12, EBQ4-14, EBQ4-32, EBQ4-34
14	Event Bar	EVBAR-12, EVBAR-14, EVBAR-25
15	Flat Par QA12XS	FPQA12-1, FPQA12-2, FPQA12-3, FPQA12-4, FPQA12-5, FPQA12-6, FPQA12-7, FPQA12-8
16	Freq Matrix Quad	FMAQD-2, FMAQD-5, FMAQD-18
17	Illusion Dotz 3.3	ID33-12, ID33-13
18	Illusion Dotz 4.4	ID44-12, ID44-14
19	Inno Beam LED	IBLED-12, IBLED-14
20	Inno Color Beam 12	ICB12-9, ICB12-16
21	Inno Color Beam LED	ICBL-1, ICBL-13
22	Inno Color Beam Quad 7	ICBQ7-1, ICBQ7-13
23	Inno Color Beam Z7	ICBZ7-14
24	Inno Color Beam Z19	ICB19-14
25	Inno Pocket Scan	INPSCN-6
26	Inno Roll HP	IRHP-9
27	Inno Pocket Beam	IPB-10, IPB-11, IPB13
28	Inno Pocket Roll	IPROLL-6
29	Inno Pocket Spot	IPS-9, IPS-11
30	Inno Pocket Spot Pearl	IPSP-9, IPSP-11
31	Inno Pocket Spot Twins	IPST19, IPST23
32	Inno Pocket Wash	IPW-9, IPW-11, IPW-19, IPW-21
33	Inno Pocket Fusion	IPF-2, IPF-6, IPF-8, IPF-9, IPF-11
34	Inno Scan HP	ISHP-9, ISHP-12
35	Inno Spot LED Wifly	ISLEDW10
36	Inno Spot Elite	ISPEL-15
37	Inno Spot LED	ISLED-10
38	Inno Spot Pro Pearl	ISPPRL14
39	Inno Spot PRO	ISPRO-14
40	Kaos	KAOS-2, KAOS-6, KAOS-15, KAOS-23

NO.	Item Name	File Names (Numbers at the end of each file name indicate channel mode)
40	Kaos	KAOS-2, KAOS-6, KAOS-15, KAOS-23
41	Mega Par Profile Plus	MPPP-4, MPPP-5, MPPP-6, MPPP-9, MPPP-10
42	Mega Tri Par Profile Plus	MTPPP-4, MTPPP-5, MTPPP-6, MTPPP-9, MTPPP-10
43	Nucleus LED	NUCLS-4
44	Pixel Pulse Bar	PPBAR-1, PPBAR-4
45	Quad Phase HP	QPHP-4
46	Quad Scan Pro	QSPRO-32
47	Sniper 2R	SN2R-14, SN2R-16, SN2R-18
48	Sweeper Beam Quad LED	SBQLED-6
49	Starburst	SBST-13
50	Stinger	STNGR-10
51	Vizi Beam 5R	VB5R-10, VB5R-12
52	Vizi Beam 5RX	VB5RX-16, VB5RX-19
53	Vizi Beam Hybrid 2R	VBH2R-10, VBH2R-12
54	Vizi Spot 5R	VS5R-11, VS5R-13
55	Vortex 1200	VTEX-14, VTEX-15, VTEX-17
56	Warlock	WARLOCK8
57	WiFly Bar QA5	WBQA5-4, WBQA5-5, WBQA5-6, WBQA5-7, WBQA5-8
58	WiFly EXR HEX5IP	WEH5IP6, WEH5IP7, WEH5IP8, WEH5IP11, WEH5IP12
59	X-Move LED 25R	XML25R-9
60	Zipper	ZIPPR-1, ZIPPR-3, ZIPPR-11

SPECIFICATIONS

Features:

- 432 channel DMX Controller with ADJ's WiFLY Transceiver Wireless DMX on-board. (Can also be hard wired via 3-pin DMX cables)
- Designed for Inno Series and RGB, RGBW, RGBA, RGBWA and RGBWA+UV LED's but can control most DMX products that consist of 36 channels or less
- Built-in effects generator for moving lights and LED's
- Control up to 12 individual fixtures
- 12 Memories via 2 Banks
- 4 Rotary Encoders for Channel & Function Control
- Master Dimmer Fader Control
- Strobe Rate Fader Control
- 6 Mode buttons (Fixture, Color, Gobo, Effect, Show, & Pause)
- 12 Multi-Function buttons
- Blackout button
- Universal USB Port (USB Stick Included)

Tech Specs:

- DMX output connector: 3-pin XLR
- Power In: 9-12V DC min 300mA UL approved power Supply (Included)
- Power consumption: 2.7 Watts
- Size: 12.8" x 7.25" x 2.75" (325 x 185 x 68.7mm)
- Weight: 4.4 lbs. (2 kgs.)

Documents / Resources

WIFLY NE1 User Manual	**ADJ WiFly NE1 Wireless DMX Controller** [pdf] User Manual WiFly NE1, Wireless DMX Controller, WiFly NE1 Wireless DMX Controller

References

- **Home**
- **Home page - ADJ**