

# HANSON ELECTRONICS DMX2-24 DMX Controller for 2 Wire 2 Channel LED Strings User Manual



DMX2-24 DMX Controller for 2 Wire 2 Channel LED Strings
User Manual



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boards

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#### **Features**

- The DMX2-24 controller accepts DMX data input and drives 12 2 channels, and 2 wire-led strings.
- DC input (20 40V)
- 15A (max) ATO blade fuse
- 24 DC outputs for 12 2 channel, 2 wire led strings
- True electrically isolated DMX input with ESTA pinout (2x RJ45 sockets for looping)
- · Dipswitch selectable start address

PCB size is 100.6 mm x 95 mm

#### **Connections**

#### **Dmx Data**

There are 2 RJ45 Dmx sockets on the board. These are designed for loop in and loop out.

If the DMX2-24 is the last dmx device on the dmx cable then the signal should be terminated with the termination jumper. Basically, if only 1 cable is plugged into the dmx sockets then the termination jumper should be installed. If both sockets are used then the termination jumper should be left off.

The DMX2-24 uses the ESTA pinout. If connecting to a LOR device (dongle or controller) a crossover cable or adaptor will need to be connected in between.

## **DC Power Input**

The board will control any DC voltage between 20 and 40V. The DMX2-24 comes supplied with a 10A fuse fitted. Fuses up to 15A can be used. It is recommended to change the fuse to the closest size to the total current that the board will be supplying.

### **Dimmer Outputs**

There are 24 channel outputs for controlling 12 2 channel 2 wire led strings. A DC voltage in the range of 20 to 40V can be used.

The maximum load per string is 2 Amps, but remember that the overall limit for the board is 15 Amps. This means that you can't turn on all 12 strings with the maximum load.

See the Connection Example section for the method of connecting lights.

## **ICSP Connector**

An ICSP (in-circuit serial programming) header connector is provided for the initial programming of the microprocessor and for program (firmware) updates.

#### **USING THE DMX2-24**

# Status LEDs

There are 3 small LEDs at the right of the PCB adjacent to the micro.

Red led-5V Power, Blue led-MODE, Green led-DATA

Red led	5V power	
Blue MODE led on solid.	Green DATA led flashing	Normal run mode. Dmx packets being re ceived
Blue MODE led on solid.	Green DATA led off.	Normal run mode. No dmx data
Blue MODE led flashing 10Hz.	Green DATA led off.	Address setting error
Blue MODE led flashing slowly.	Green DATA led off.	Test mode
Blue and Green LEDs flashing at the sa me time		Classic multifunction mode
Blue and Green LEDs alternating		No DMX data, running in Classic idle mo de

Test mode takes precedence over normal running so errors/status messages other than test mode won't be displayed if in test mode.

#### 12 CH

There is a switch that allows the DMX2-24 to work in 12-channel (12 CH) mode. This means that both channels of a string will be dimmed at the same setting. Using the DMX2-24 in this mode only 12 DMX addresses are used. The switch is at the leftmost position of the 10-way dipswitch which is for setting the DMX start address.

#### **Start Channel**

The start channel is set via 9 dip switches. The channel is set in binary by turning on the relevant switches. DMX addresses can be anywhere between 1 and 512. The address of the DMX2-24 can be anywhere in the range of 1 to 489 (a start address of 489 uses the addresses from 489 up to the maximum 512). If the address is set outside of this range an error is indicated via the 2 status LEDs. See Status LEDs. The start channel can be changed at any time.

The start address can be calculated by adding up the totals for the switches that are on. For example, 64 + 16 + 1 would give a start address of 81. A table is provided later in the manual that lists the dmx start addresses.

When you receive your DMX2-24 it will have a DMX start address of 1. That is, it will respond to channels 1 to 24.

#### **Test Mode**

There is a switch that places the control into a test mode. In this mode, a test program runs and all 24 outputs are cycled through. This mode allows for soak testing of lights without the need for a source of dmx data. The control will cycle through the modes of testing from 1 channel at a time, 1 string at a time, 1 half of all strings, another half of all strings, etc.

#### Idle Mode

There is a switch (between Test and Class(ic)) marked as Idle. Turning on this switch allows the DMX2-24 to default back to running in the classic multifunction mode (see below) when there is no DMX data being received. This would mean that when there is no data being sent to the board the selected multifunction mode would run across all 24 channels (12 strings) but as soon as data is sent it would change to computer control.

#### Classic Mode

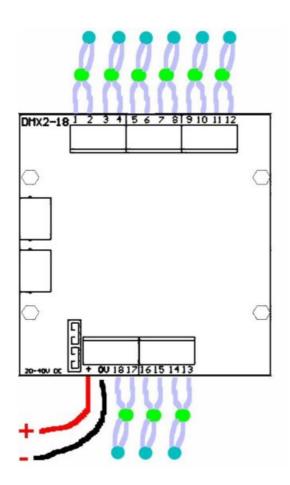
The DMX2-24 can be used to control led strings without connection to a computer or other source of DMX data. If the CLASS. (classic) the switch is turned on the 12 strings connected will be controlled in the same way as the traditional multifunction controllers that are typically supplied with these lights. There is a small pushbutton marked FUN (function) at the top right of the DMX2-24 PCB. Pressing the button changes the mode. The mode can only be changed while running the lights in classic multifunction mode

#### **Multifunction modes**

1. Combination	cycles through the 7 actual modes
2. In Waves	toggles 1 half followed by the other at about 5hz
3. Sequential	toggles 1 half followed by the other half at about 1hz
4. "Slo Glo"	ramps 1 half up then down followed by the other. about 5s up, 5s down
5. Chasing /Flash	toggles 1 half followed by the other half about 3 times at 5hz followed by 1 half flashing 3 t imes at 5 Hz then the other 3 times.
6. Slow Fade	ramps all up followed by all down. about 5s each way
7. Twinkle / Flash	flashes 1 half twice then another half twice
8. Steady On	lights on 100%

# **Connection Example**

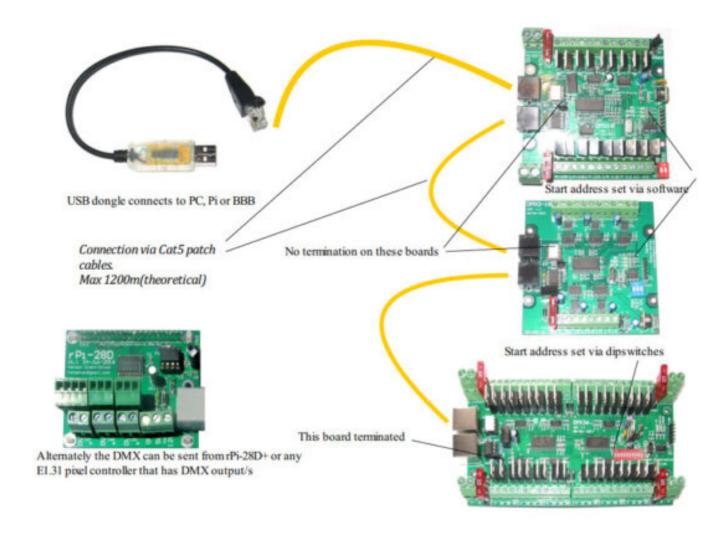
Typical connection arrangement showing 2 wire 2 channel led strings. The strings connect between channels 1 and 2 for strings 1, 3, and 4 for strings 2, etc. The order of the lights on the 2 channel 2 wire lights can be changed by swapping the pairs of wires from 1 and 2 to 2 and 1. As the LEDs on a string are typically relatively closely spaced the difference probably isn't noticeable or worth the effort. The exceptions to this are for strings with different colors in the alternate halves and lights like stars where 1 half of the string is 1 star and the other half is another star.



DMX is an implementation of an RS485 network. It is commonly connected via Cat5 or Cat6 RJ45 patch cables or 3 core cables with 3 pin or 5 pin Cannon connectors when used for stage equipment. The normal method of connection is from a data source daisy-chained from controller to controller before the final board is terminated either via an onboard termination or via a connector with a 120 Ohm resistor in it.

In general, most DMX boards will have 2 DMX connectors. These are connected directly in parallel and it doesn't matter which is used for the data in and which is used for the data out. There are 2 exceptions to this general rule. Some cheap Chinese DMX modules only have a single point to connect the DMX data to and it is necessary to tee off at that point to other boards. The other exception is some stage-type DMX devices that have a Master and a Slave connector. This is because there are internal electronics that allow the device to generate effects that can be sent downstream to other devices.

All devices on a DMX cable are on the same DMX universe and that is configured on whatever is sending out the data, not on the devices. All DMX devices have a "start address". This is the 1st address that the device uses and it will use that address and the next "n" data bytes. The cabling order of DMX devices doesn't matter. The only requirement is that the final device is terminated to prevent data issues. Terminating any other device is likely to cause data reliability issues.



Dmx start address table for DMX2-24. Address switches are from left to right (on Dipswitch they are labeled as 2 to 10, on PCB they are marked 256, 128 ....... 1 in binary address sequence). Zeroes indicate the switch is off (down). Ones indicate the switch is on (up). The first column is the start address and the second column is the 9 address switches.



Note 1:- Many DMX devices use the reverse order. The DMX2-24 uses the order as would be converted and shown on a calculator, computer, etc.

Note 2:-Dipswitch 1 is used to turn on and off the 12-channel mode.

Note3: Addresses 0 and 490-511 are invalid for DMX2-24

## **Firmware Updates**

See <a href="http://www.hansonelectronics.com.au/product/dmx2-24/">http://www.hansonelectronics.com.au/product/dmx2-24/</a> for firmware updates and procedures.

## **Faultfinding**

Fault	Solution/solutions
Power Led (red led) not lit	-Fuse/s blown (Check fuse) -Power supply is faulty or not turned onPower supply section of PCB was damaged. No user repairable parts. Return for repair
Led string failing to turn on	-Driver IC has detected an overload and has turned off. Cycling the power sho uld reset it. Too long a string attached to a channel or a shorted string are the li kely causes
Half of the LED string turned o n all the time	-Driver IC may be damaged
No DMX signal compatible) the DMX data line. The IC is socketed for easy replacement. It is U2 (a 6N137). Ensure the polarity is correct. A notch or dot on the IC must match the notch in the IC socket	-Termination jumper is installed on a board in the DMX daisy chain when both DMX sockets are in use -No data is being sent. Check software, dongle, cable, etc -DMX (RS485) receive IC is damaged. IC is socketed for easy replacement. It is U3 (a MAX1483 or -Optoisolation IC is damaged. This would usually only be caused by applying a n excessive voltage to
Fuse blowing	-Insufficient channels being sent by sequencing/test software -Fuse selection is too low for lights that are connected -1 or more lights connected have short-circuited wires -Power polarity is/was incorrect

# Warranty

This dmx light controller is covered by a warranty for a period of 12 months from the time of purchase.

The warranty covers only faulty material and workmanship if properly set up and operated in accordance with the specifications and setup sections of this document.

The repair and or replacement of this controller will only be at the workshop of Alan Hanson. The cost of freight to/from will be borne by the user.

The warranty does not cover damage to the controller due to misuse i.e. shorting of outputs, connecting AC supply, connecting a supply higher than the rated voltage.

The controller is supplied as is. Alan Hanson and Hanson Electronics reserve the right to make changes to the firmware, specifications, and design without notification.

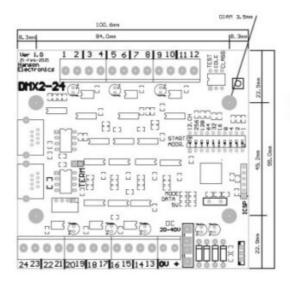
Misuse, using this for other than its designed use, water damage, mechanical damage, or attempting to modify or repair your controller will void this warranty.

Alan Hanson and Hanson Electronics shall not be liable for any incidental damage, inconvenience, rental, loss of profits, or any other loss due to the unsuitability, failure, or use of this controller.

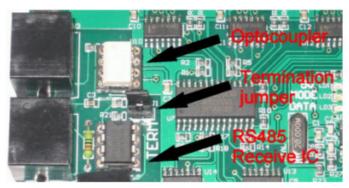
If the user does not agree to these terms the cost of the product (minus freight) will be refunded on the return of the product.

The controller must be in unused condition and must be returned within 14 days.

Please return this controller with a copy of your invoice if it develops a fault. Any controller returned without a copy of the invoice will be charged at a standard repair rate. The warranty does not cover freight.



Mounting standoff drilling pattern. (Scaled. Not 1:1)



Inquiries/Repairs:-Hanson Electronics
Alan Hanson
16 York St
Eaglehawk Victoria Australia 3556
Mobile 0408 463295
email hanselec@gmail.com
www.hansonelectronics.com.au
www.facebook.com/HansonElectronicsAustralia

# **Documents / Resources**



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## References

- Hanson Electronics
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