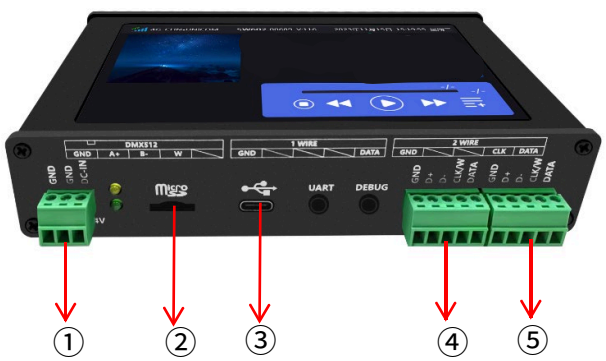
ILLUMISYNC DMX PRO Installation Manual

FLUSSIRARI

1. Introduction

1.1 Interface Introduction



① 5.5-24VDC Power Interface
② TF-Card Interface

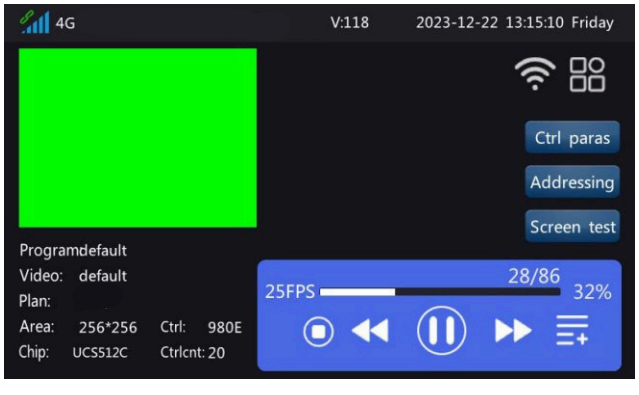


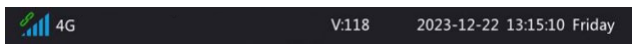
·Micro SD card: Store the DMX programs;
·Adapter: Connect to computer to change/ store the program.

③ USB-C(type C) Power Interface （5VDC 1A） ④ DMX512 Output 1 ⑤ DMX512 Output 2 *USB-C power kit provided by default; *There is no power on/off button, when connected to power supply, it is on; when disconnect the power, it is off. *Choose one power connection(above ① or ③) according to actual situation. *When power on, only need to connect **D+, D-, GND** of Port 1 or Port 2.

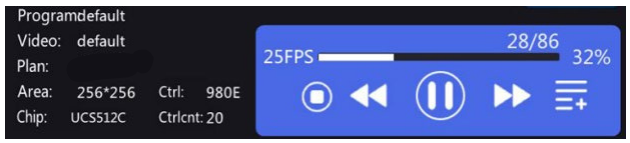
5pin(④⑤) DMX Output Interface	GND	D+	D-	CLK/ W	DATA
3pin(①) DC Power Interface	GND	GND	DC-IN		

1.2 Boot Interface





Interface Top: Communication Signal, Controller Model Software Version, Date, Time, Week



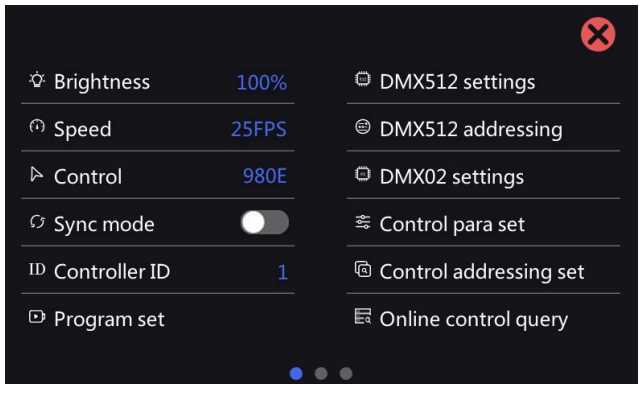
Bottom: Currently playing scene info

shortcuts Set common functions/default factory parameters/Addressing/Screen Test

Click , Pop up “Ctrl paras, Addressing, Screen Test”

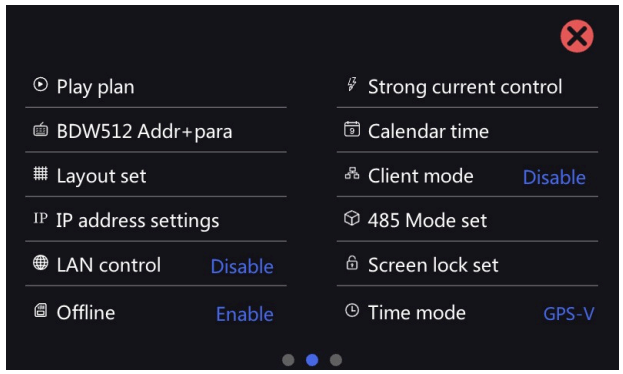
① Ctrl paras: Integrate the DMX512 control functions;
② Addressing: Write address for the DMX devices;
③ Screen Test: test color, address and so on.
There are three menus which can change by slide left/right：

Menu 1：



Brightness: adjust the brightness of fixtures Speed: adjust the changing speed Controller ID: Set the Controller ID if need Program set: manage the program, can add new programs, delete programs, revise programs, and set program timer DMX512 settings: set the self-test effect, current gain, or channel quantity for the DMX512 IC chip DMX512 addressing: write DMX512 address for LED fixtures Control para set: set/read the parameters of the controller

Menu 2:



Play plan: add/delet/revise the play plan, or set timer for the play

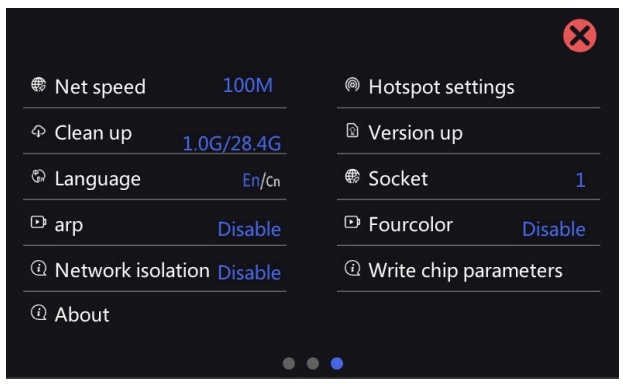
Layout set: import the wiring diagram or update the wiring diagram

Offline: play the program stored in TF card

Calendar time: set the date and time for controller

Screen lock set: set the screen lock duration and screen unlock password to avoid accidental touch

Menu 3:



Clean up: clean the redundant files

Language: set English

Version up: insert TF card, install the upgrade package stored in TF card

Fourcolor: when do screen test, choose the four color on/off to change the white light mode

2. How to use

① Connecting the DMX Signal Cable(3P/4P) to Port 1 or Port 2 according to the Signal wire definition.
Notice: Not connecting the address wire if DMX cable is 4P (D+, D-, GND, Address)

② Two ways to play program:
Default built-in program (same as stored in TF card) plays when power on;
Inserting the TF card into the controller to play the program inside.

③ Default programs are some common ones, if need special programs, pls contact sales.

Follow below steps to add special programs to SD card:
Insert the TF card to computer and format it; Copy **only** new program to the TF card, no any other documents into the TF card. Pull out the TF card, insert into the DMX controller, then connect the power;

Notice: If need to set up the program play time or have special play plan, then need copy the new program and layout document together to the controller, and make the program management or contact sales in advance

3. How to write address for fixture

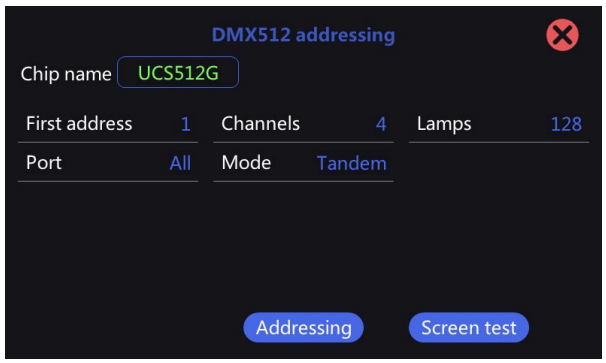
① Correctly Connect the fixture to Port 1/ Port 2 by DMX Signal cable;

No Need to connect the address wire of the fixture to controller if DMX cable is 4P(D+, D-, GND, Address)

② Power on, and choose “Addressing”:



③ Choose the DMX IC chip, channels, and enter “First address” as first fixture address, “Lamps” as fixture quantity;



 First address, can refer to below table:

Fixture with 4 channels (RGBW/RGBA…)

Fixture Position	Channel Qty	First address
1	4	1
2	4	5
3	4	9
4	4	13
...	4	...
N	4	4N-3

Fixture with 3 channels (RGB…)

Fixture Position	Channel Qty	First address
1	3	1
2	3	4
3	3	7
4	3	10
...	3	...
N	3	3N-2

Channels: in general:

Single color (3000K, blue, red…): 1 channel

RGB: 3 channels

RGBW/RGBA: 4 channels

RGBWCLA: 7 channels

Lamps: fixture quantity

Single Fixture: enter “1”; (fixtures are generally with one DMX signal cable out.)

Multiple Fixtures: enter “1＜X≤170”, the number should greater than total pixels sum of all fixtures. (fixtures are with two DMX signal cables attached male/female connectors)

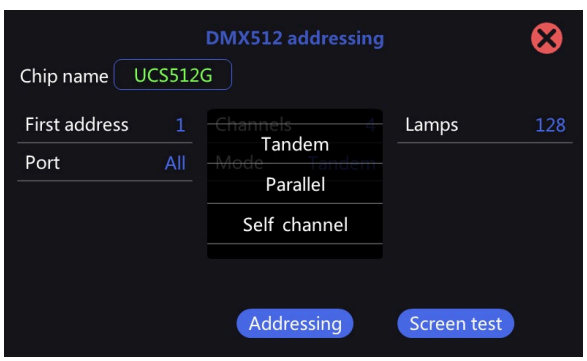
Port: Port1/Port2

Mode, only available for multiple Fixture Addressing

Tandem: Fixture address arranged in position order.

Parallel: All fixtures are with same address.

Self Channel: Writing address for fixture with self Channel and in Tandem mode.



④ Examples:

- Single Fixture Addressing

128pcs LED flood light

100W, RGBW 4in1, DMX512, 1pixel/light, AC220V

6P DMX(D+,D-, GND)+AC Power(L,N,GND) cable

Enter “1” on “Lamps”;

Enter” 1/ 5/ 9/…, /4N-3” on “First address”

Click “Addressing” button

- Multiple Fixtures Addressing (one-click address writing)

128pcs LED flood light

100W, RGBW 4in1, DMX512, 1pixel/light, AC220V

3P AC Power (L, N, GND) cable

4P DMX Signal (D+, D-, GND, Address) cable with M/F connectors

Notice:

First, connecting 128pcs lights one by one by M/F connectors, and power on.

Not connecting the address wire to controller.

Enter”1” on “First address”

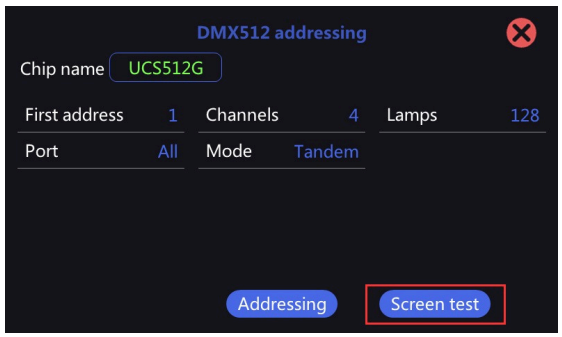
Enter”128 or bigger number” on “Lamps”

Click “Addressing” button

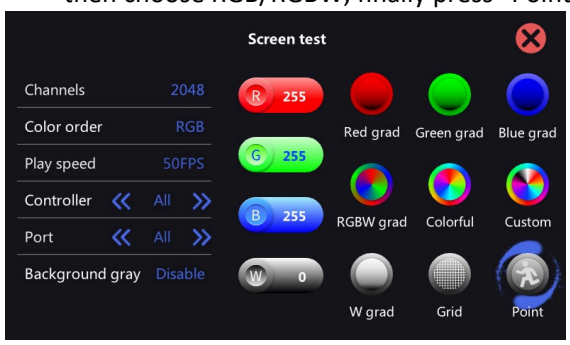
Then 128pcs LED flood lights will be written address one by one from No.1 to No.128 based on their connection position. Their address will be 1, 5, 9, …, 4N-3

4. Verify address

① Screen test



② Color order: Confirm the fixture is 3/4 channels, then choose RGB/RGBW, finally press “Point”



③ Enter the fixture position number, if the fixture is on, all other fixtures are off, then address writing

succeeds. When fixtures connected in series, click "▷", each fixture on one by one, then address writing succeeds.



: First Fixture : Last Fixture

: Auto Run : Current Fixture Position

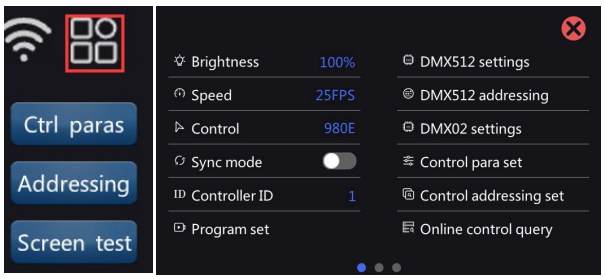
: Pause : Next Fixture

: The Last Fixture

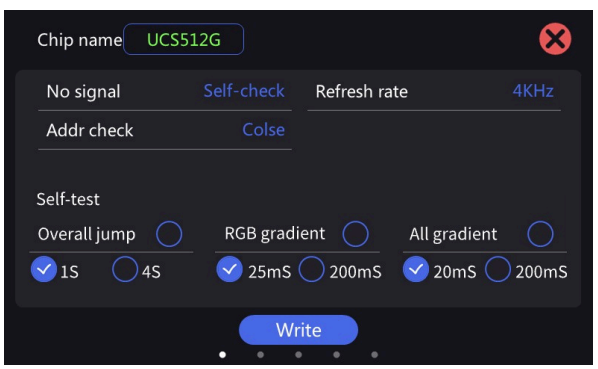
5. Change the self-test effect

If need to change the self-test effect, can refer to below example:
LED flood light
100W, RGBW 4in1, DMX512, 1pixel/light, AC220V
Need change the self-test effect to red color always on

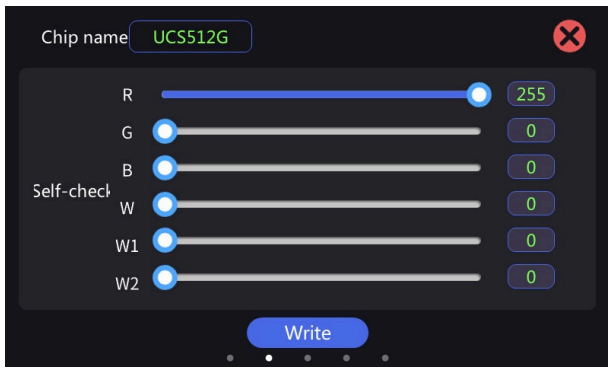
① Click → Choose Menu1→DMX512 settings



② Choose right DMX IC chip model, and close "Addr check"

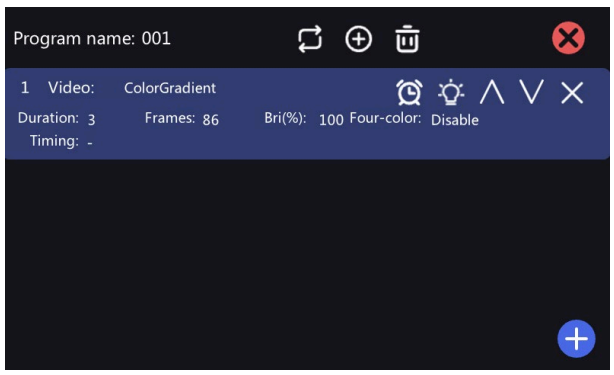


③ Slide to second page, set up the R channel to "255", and set up "0" to all other channels.



④ Click" Write"

6. Program Management



: Show all programs, choose one program to revise;

: Add new program fragment;

: Delete current program fragment;

: Set the timer for the video

:Adjust the brightness

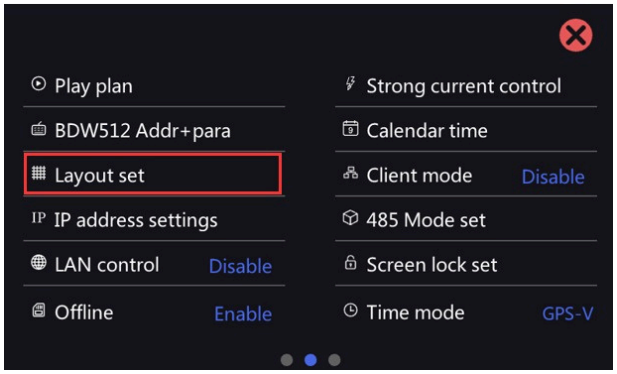
: Adjust the order of this video in the current program

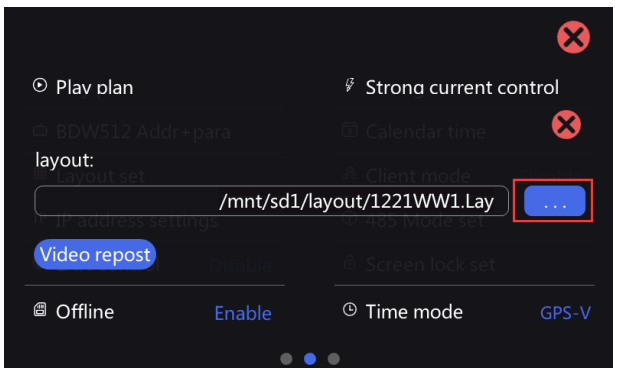
: Delete this video

: Add new video to the current program (choose required document from TF card, then means finishing the copy from TF card to controller)

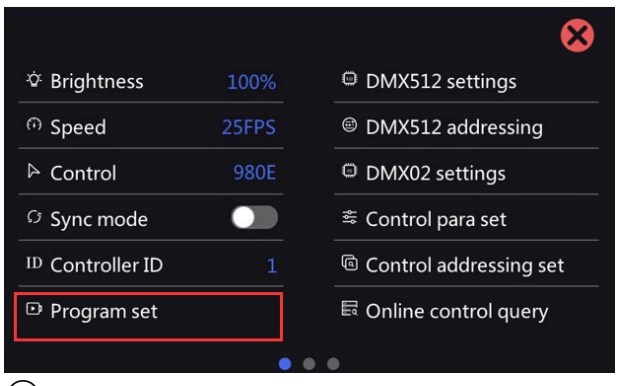
① Copy programs and wiring layout to TF card from computer, and insert the TF card into DMX controller

② Click → choose Menu2→layout set→ choose wiring layout document stored in TF card



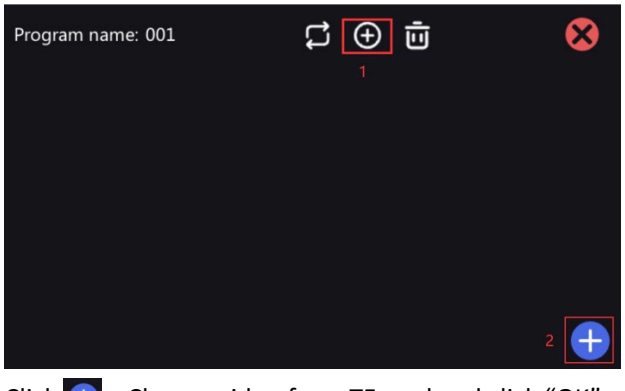


③ Manage the program ,Slide to Menu1→ Program set

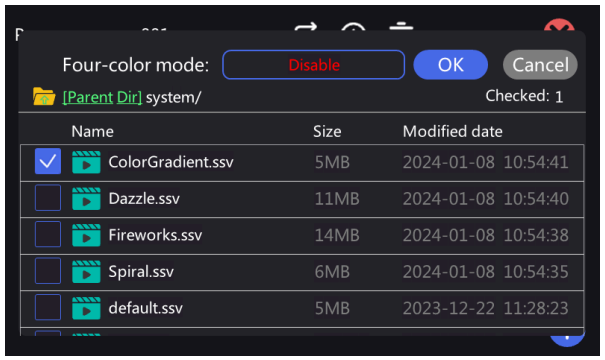


④ Make a new program fragment , refer to below example:

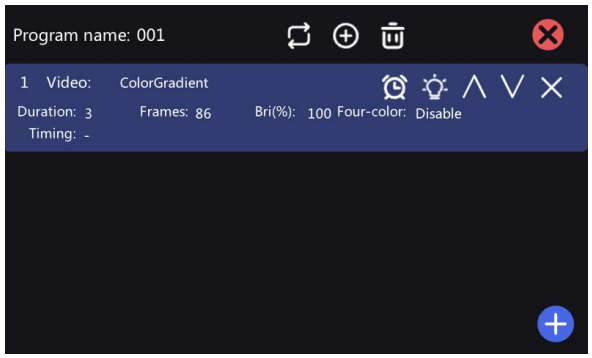
Click → name 001



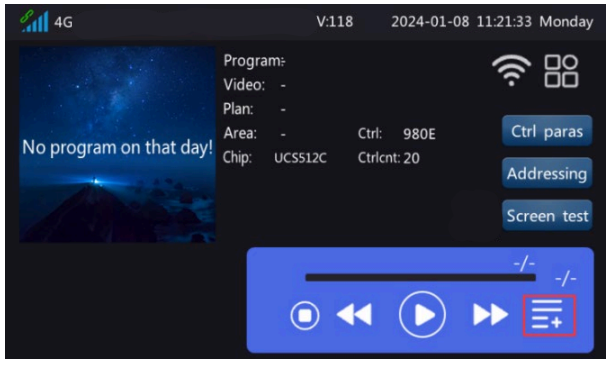
Click → Choose video from TF card and click “OK”



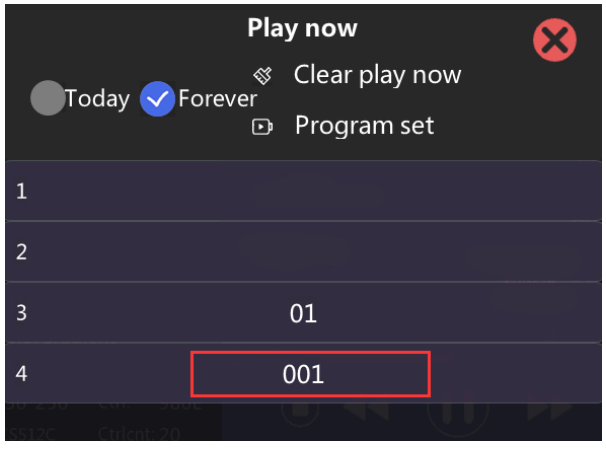
⑤ Set the timer, brightness, order of the video according to special requirements.



⑥ If need play the video immediately, back to “Boot interface” and click



⑦ Choose new program 001



		Program SD card instruction
		RGBW program SD card (three
		channels)
		12 programs in-built as following:
1		Red light
2		Green light
3		Blue light
4		White light
5		Yellow light (mixture of red and green)
6		Cyan light (mixture of green and blue)
7		Purple light (mixture of red and Blue)
8		Seven color gradients
9		Seven color jump
10		Eight color water(from left to right)
11		Seven color water(from right to left)
12		Red,Green,Blue,White full on