STANDALONE WALL INTERFACE
USB-DMX SLIM

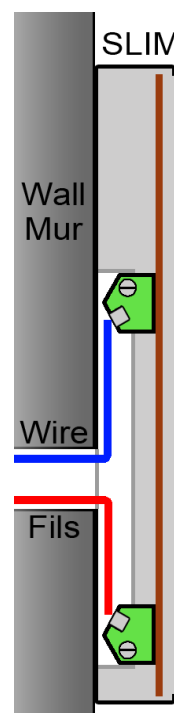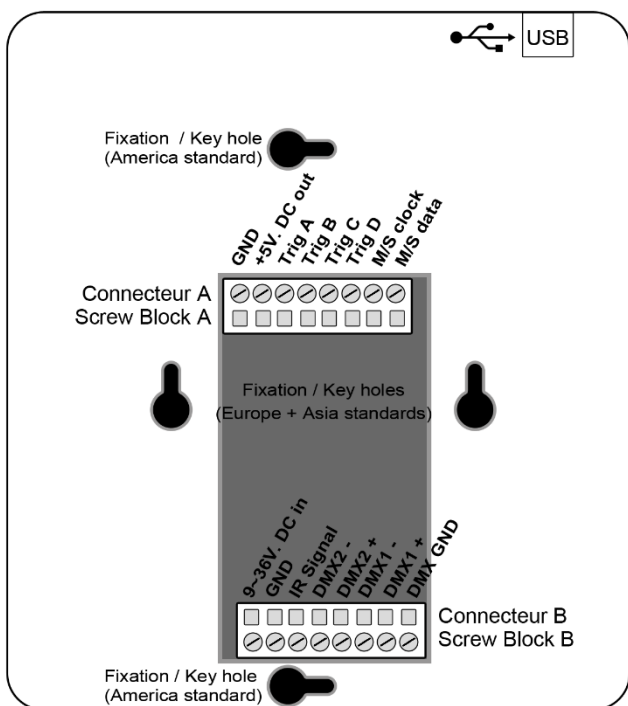*V.1.5.0*

SUMMARY

Datasheet - USB-DMX SLIM standalone wall Interface

Input/output Connectors:	Screw terminal (4 pins + 5 pins)
Number of DMX Input/Output:	512 or 1024 (PC + Standalone)
PC DMX IN triggers:	Yes
Standalone DMX IN triggers:	512 channels available only with a 1024 interfaces
DMX Merging:	Yes, 512 channels from DMX B to DMX A, only with 1024 interfaces
Standalone DMX merging:	512 channel from DMX B to DMX A only with 1024 interfaces
External triggers:	x4 contacts (5V.) multiplexed to 15 contacts max, (20m max cable length)
Infra-Red connection:	Yes via an external IR module and 3 connection wires (max 15m away)
Master/Slave connection:	Yes, 3 wires for 16 connected interfaces max, (20 m cable distance max)
DMX Speed:	1 to 45 Hz, MaB, Bk
USB Mode:	Yes
Stand Alone Mode:	Yes
Internal Clock (RTC):	Yes
Internal calendar:	Yes
Backups of the internal clock:	Yes, 3 weeks without power
Internal memory:	Yes (4 MB)
Memory Capacity:	4000 steps with 512 channels, 100 000 steps with 16 channels
Display of signal states:	DMX LED + USB LED
Data display:	7 segment LED display (blue)
Power supply input:	9-36V external or 5V with USB
Contact Input Voltage (stand-alone):	5 V
Input Current:	80 to 200 mA
Power:	2 W
CPU's technology:	32 bits
Dimensions:	H : 127 mm, W : 110 mm, D : 19 mm
Weight:	250 g
Color:	Black / White
Operating temperatures:	-25 to +70 °C
Certificates:	CE, RoHS
IP Rating:	IP20
Place of Use:	Indoor
Storage:	Keep in a dry place
Warranty:	24 months
Compatibility:	8 and 16 bit DMX fixtures
System Compatibility:	Windows XP, Vista, 7, 8, 8.1, 10, MAC OS X (10.6 and higher), Linux

Datasheet - USB-DMX SLIM standalone wall Interface

USB

Fixation / Key hole
(America standard)

GND
+5V. DC out
Trig A
Trig B
Trig C
Trig D
M/S clock
M/S data

Connecteur A
Screw Block A

Fixation / Key holes
(Europe + Asia standards)

9~36V. DC in
GND
IR Signal
DMX2 -
DMX2 +
DMX1 -
DMX1 +
DMX GND

Connecteur B
Screw Block B

Fixation / Key hole
(America standard)

SLIM
Wall
Mur
Wire
Fils

BOTTOM FACE OF THE INTERFACE

19

1 2 3 4 5 6 7 8

18   18

17

9 10 11 12 13 14 15 16

17
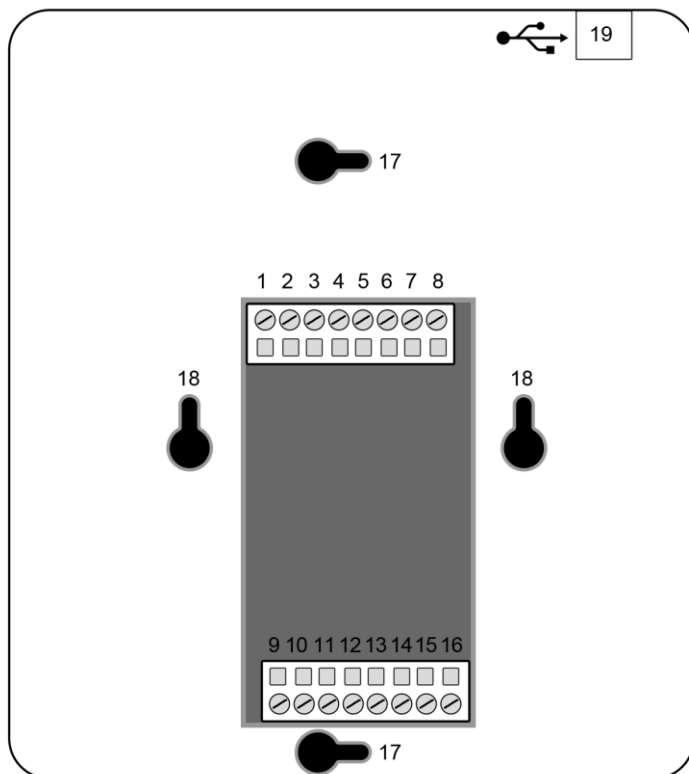
External connectors:

1: GND

2: 5V. DC External trigger voltage

3: External trigger A

4: External trigger B

5: External trigger C

6: External trigger D

7: Master/Slave Clock

8: Master/Slave Data

9: External input power 9-36 V (mandatory)

10: GND

11: Infra Red signal

12: DMX2 - data

13: DMX2 + data

14: DMX1 - data

15: DMX1 + data

16: DMX ground

External wall mounting:

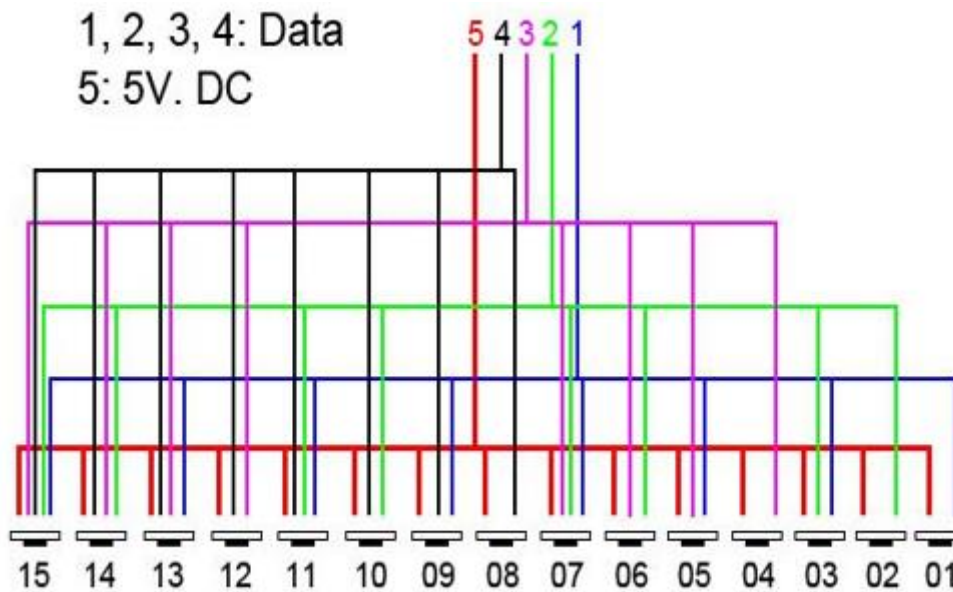17: America standards

18: Europe + Asia standards

PC connection:

19: Mini USB connector (PC) 5V. DC

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Datasheet - USB-DMX SLIM standalone wall Interface

The 4 externals contacts are located on screw terminal. You can use the 4 contacts to basically trigger 4 scenes. To have more triggers you must use a multiplexed system to get a maximum of 15 contacts as following:

Datasheet - USB-DMX SLIM standalone wall Interface
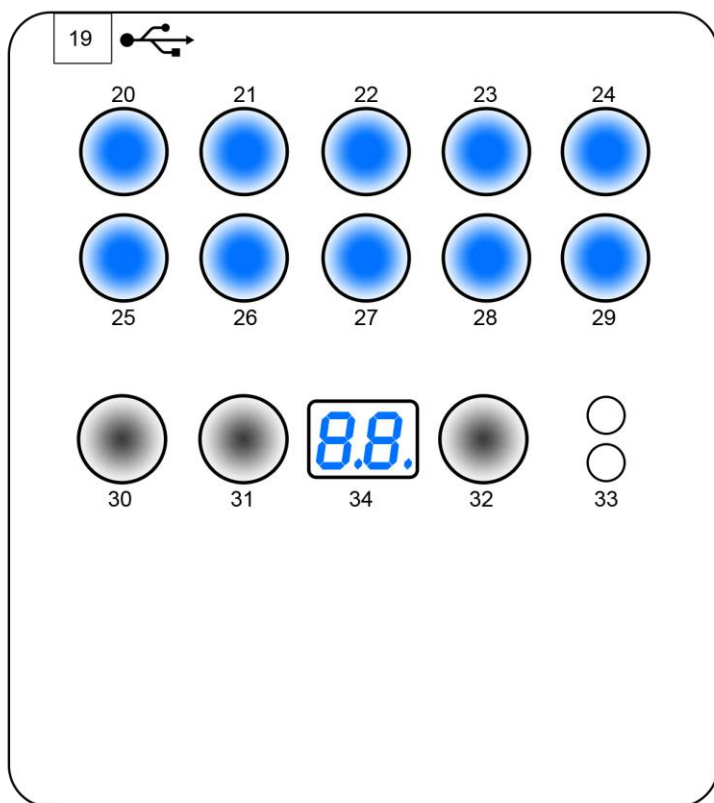
19 : Mini USB connector (PC) / 5V. DC

Scene triggering buttons:

20: Scene 1 On/Off

21: Scene 2 On/Off

22: Scene 3 On/Off

23: Scene 4 On/Off

24: Scene 5 On/Off

25: Scene 6 On/Off

26: Scene 7 On/Off

27: Scene 8 On/Off

28: Scene 9 On/Off

29: Scene 10 On/Off

Command buttons:

30: Mode selection (trigger, speed, dimmer)

31: - decrease values

32: + increase values

Display and LED:

33: Current mode LED

34: 7-segment LED display

SELECTING MODE BUTTON

Press the Mode button to select a mode between speed, dimmer or trigger

LED 1 and 2 OFF	: Trigger Mode.
LED 1 ON only	: Speed mode.
LED 2 ON only	: Dimmer mode. (works on Dimmer or RGB channels)

+/- BUTTONS OPERATION:

Trigger mode: + and – buttons allows to choose a different scene. You have to hold + and – buttons for 2 seconds to validate the selection and play the new scene.
Speed mode: + and – buttons allows to increase or decrease the speed of the current scene from -9 to 9.
Dimmer mode: + and – buttons allows to increase or decrease the dimmer of the current scene from -9 to 9.

LED 7-SEGMENTS DISPLAY OPERATION:

Display the number of the playing scene and the mode (speed/dimmer) value.
00: Stand Alone mode running. No scene is playing. All DMX channels are set to 0.
PC: The interface is connected to the computer and software controlled.

In trigger mode, the 7 segment display gives the current scene number. The 00 value indicates that no scene is playing and the SLIM DMX interface send nulls (0x00) on all output DMX channels. In speed mode, the display indicates the speed of the current scene, values are between -9 and 9. In dimmer mode, the display indicates the general intensity, values are between -9 and 9.

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LED 7-SEGMENTS SLEEP OPTION:

It's possible to activate the sleep option in the software. This will turn off the display after 4 seconds of inactivity on the interface's buttons.

☐ Turn off LED display after 4s   Option available in the standalone window of the software

EXTERNAL TRIGGERS OPERATION:

Connect the pins to 5V following these combinations: 01 = A ; 02 = B ; 03 = AB ; 04 = C ; 05 = AC ; 06 = BC ;

07 = ABC ; 08 = D ; 09 = AD ; 10 = BD ; 11 = ABD ; 12 = CD ; 13 = ACD ; 14 = BCD ; 15 = ABCD.

By default, the interface gives 4 external contacts (01, 02, 04, 08). To obtain 15 external contacts, you have to use a de-multiplexing interface in order to go from 4 to 15 possible combinations.

INFRA RED TRIGGERS OPERATION:

An external module with an Infra Red receiver is necessary. It can be connected to the following pins:

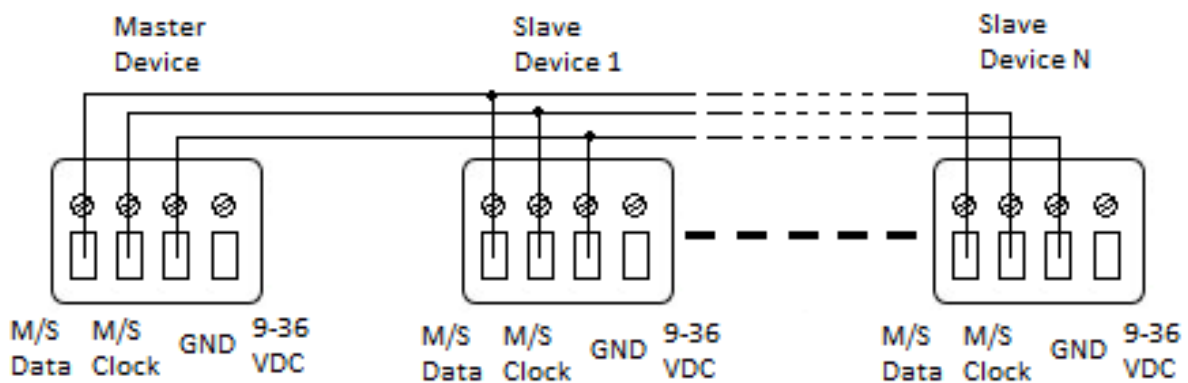GND (pin 1 or 10) + 5V. DC out (pin 2) + IR Signal (pin 11).

Datasheet - USB-DMX SLIM standalone wall Interface

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronise many interfaces and mutualize their standalone spaces combining the universes. (up to 32 standalone universes)

A single interface can be define as master, others are automatically set to slaves. Triggers operated on the master interface are passed on slaves. However slaves are not synchronized on play time and keep individual control. Consequently slaves can trig and play different scenes. The master acts like a general remote imposing triggering to the slaves.

Master/Slave mode allows to synchronize scenes and trigger actions of several interfaces together. To use interfaces as Master/Slave, you have to connect the interfaces each other's from the screw terminals. You need to connect together the pins M/S Data, M/S CLK and GND, as following:

Interfaces configured as slave will strictly follow the clock, triggers and information providing by the master interface. Only one master interface at a time.

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Datasheet - USB-DMX SLIM standalone wall Interface

When multiple interfaces are connected with USB, the standalone mode allows to set them as Master/Slave. This mode allows to synchronize many interfaces and mutualize their standalone spaces combining the universes. (Up to 32 standalone universes)

The Stand Alone mode allows to choose 1 interface and to define this interface as Master from the interface list, it is possible to choose only one to be the Master, all the other one will be configured as slave by default. The interfaces are always ordered by serial number ascending order.

- **MODE MASTER/SLAVE « Default »**

A single interface can be define as master (lower serial number by default), others ones are automatically set to slaves. The master device play the current scene and synchronize the slave ones. The master forces the slave interfaces to play the same scene and the same step at the same time. The slave interfaces are forced to follow the master timings and triggers and they cannot act, play or trigger a scene independently. Master can trigger on and trigger off scenes of the slave interfaces.

- **MODE MASTER/SLAVE « Desynchronized»**

An interface can be define as master, others are automatically set to slaves. All Triggers On or Off operated on the master interface are effective to slave ones. However slave interfaces are not synchronized with master's timing and keep individual controls. Consequently slaves can trigger and play different scenes at any time and not synchronized with the master ones. The master acts like a general remote imposing triggering to the slaves with total priority. Master can trigger ON and trigger OFF scenes of the slave interface.

- **MODE MASTER/SLAVE « LTP »**

LTP means Latest Takes Priority. All interfaces are defined as slaves. Interfaces are not synchronized with timing and can trigger and play different scenes by itself. However triggers from an interface are passed to the others connected interfaces automatically and slave interfaces are forced to trigger the same scene. Here each interface acts like a general remote imposing triggering to the other slaves without synchronization.

- **THE «NO RELEASE» Option**

This option is only available with LTP or DESYNCHRONIZED modes. Only triggers ON from the master interface are executed and effective. All triggers OFF are ignored and slaves interfaces keep playing their current scene. Each Slave interface can choose to release or not its scene depend on the option is activated or not.
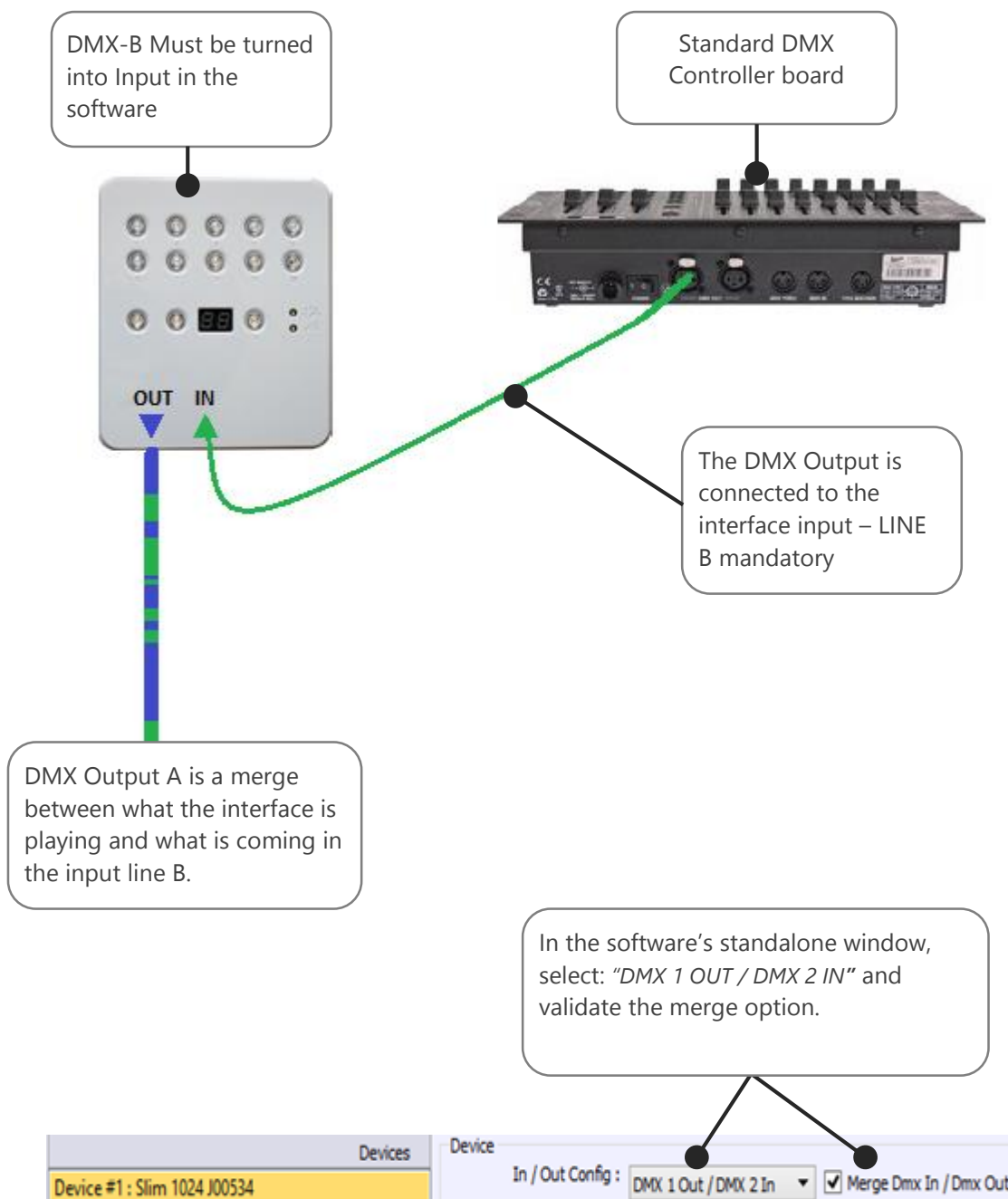
DMX Merging is available for the 1024 SLIM interfaces only, because it takes two DMX lines to make a merge.

One DMX line must be turned into an input to capture the DMX signal provided by an external DMX board or by another DMX interface.

The interface will merge the input signal with its own output signal by comparing DMX levels with a HTP filter. Merging is a solution to keep manual control on channels, using a DMX Board for example. It's also a way to create a multi-zones system by merging several interfaces on one final DMX line.

DMX-B Must be turned into Input in the software

Standard DMX Controller board

The DMX Output is connected to the interface input – LINE B mandatory

OUT   IN

DMX Output A is a merge between what the interface is playing and what is coming in the input line B.

In the software's standalone window, select: *"DMX 1 OUT / DMX 2 IN"* and validate the merge option.

Devices
Device #1 : Slim 1024 J00534

Device
In / Out Config : DMX 1 Out / DMX 2 In ▼   ☑ Merge Dmx In / Dmx Out

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TRIGGERS CONFIGURATION WITH THE SOFTWARE

The Stand Alone mode of the software enables to configure and personalize all the triggers.

The information will be directly saved in the DMX interface memory with the memory writing function.

SWITCH TO STANDALONE MODE

When the device isn't connected to the software or has just been powered, it enters in Stand Alone mode after five (5) seconds.

LED BUTTONS TRIGGER

Standalone mode offers 10 buttons that represents the interface LED buttons.

From the scene list of the standalone mode, you need to drag and drop a scene on any button to assign a button number.

It's possible to replace a scene by another or to remove it by pulling it out of the list.

INFRA RED REMOTE TRIGGERS

Standalone mode offers up to 10 triggers with the Infra-Red remote.

By selecting a scene in the list, it's possible to choose the remote button number (from 01 to 10) to trigger the scene.

The other IR remote functions will work as well as the SLIM DMX interface. (Speed, dimmer, scene +, scene -, off).

Datasheet - USB-DMX SLIM standalone wall Interface

The Stand Alone mode offers up to 15 external possible triggers.

By selecting a scene in the list, it's possible to choose the external contact number (from 01 to 15) to trigger the scene.

By default, the interface gives 4 external contacts (01, 02, 04, 08). To obtain 15 external contacts, you have to use a de-multiplexing interface in order to go from 4 to 15 possible combinations.

The Stand Alone mode offers up to 512 DMX IN channel triggers and up to 255 DMX trigger values per channel.

By selecting a scene in the list, it's possible to choose the channel number and the DMX value to trigger the scene. The scene will play when the value of the DMX channel is reached or exceeded.

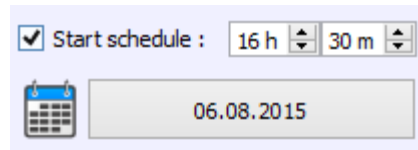**NOTE:** This option is available with 1024 interfaces only

One of the DMX lines must be turned into Input in software's options window. To reach this window go tu the software's menu : *Tools > Options* then click on the *Device* section as following :

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Datasheet - USB-DMX SLIM standalone wall Interface
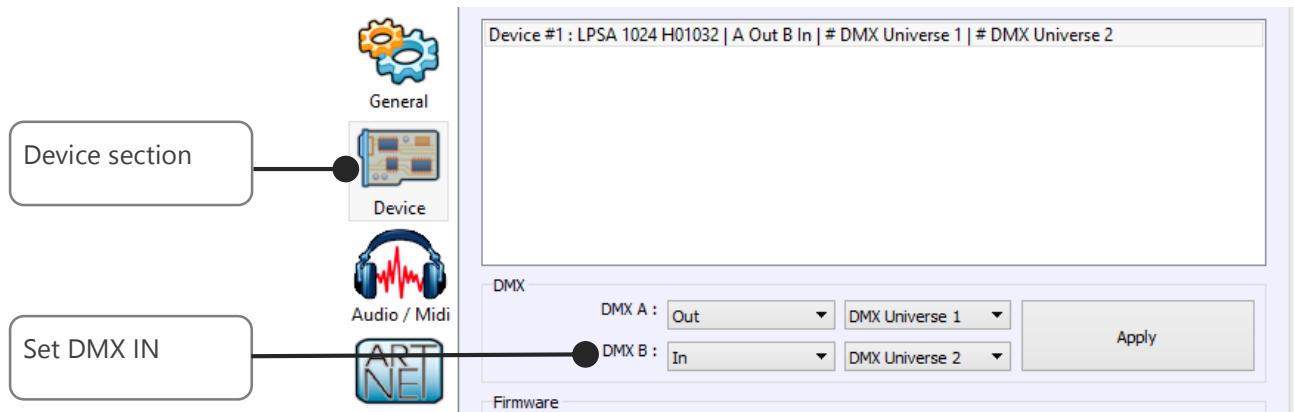
The Stand Alone mode has an internal clock and a calendar. It's possible to assign a time trigger on every scene of the list. By selecting a scene on the list, it's possible to choose the start and end dates and hours and days of the week. You can thus create a lot of scenarios.
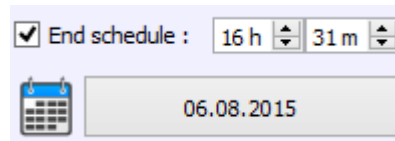
CASE 1: Programming a unique trigger:

- **Start schedule:**

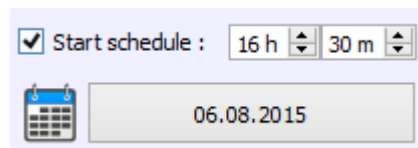The scene is triggered a single time at the given date and time.

- **End schedule:**

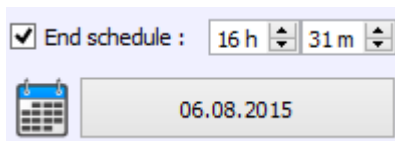The scene is stopped at the given date and time.

CASE 2: Programming a repeating trigger:
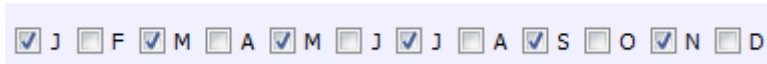
- **Start schedule:**

Date from which-one the scene will be playable according to the programmed triggers

- **End schedule:**

Date after witch-one triggers will be ignored. With no End date, triggers are permanent

- **List of the months of the year**

The 12 check boxes represents the 12 months of the year (J) January to (D) December. The triggers will be performed on the activated months. Next, a daily hours range must be defined.

- **Start and Stop days**

With a monthly repetition, you can choose the starting and stopping days for each chosen month.

In this example triggers can happen between the 1st and the 15th of each chosen month.

- **List of the days of the week**
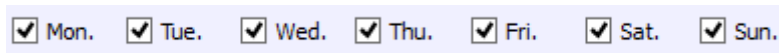
The 7 check boxes represents the 7 days in a week. The triggers will be performed on the activated days only. Next, a time range must be defined.

- **Start time**
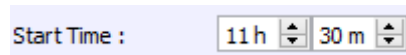
The starting time is the time when the scene will be triggered for each chosen day. Of course chosen months, start and end schedule days are included.

- **Release time**

The release time is the time when the scene will stop for each chosen day. Of course chosen months, start and end schedule days are included. The release time is not mandatory, if it's not defined, the scene will keep playing until another trigger event happens. (Like the triggering of another scene for example).

NOTE: For a daily repetition, if the the starting time is later than the release time then the triggering will stopped the next day, even if the next day has not been selected.

Datasheet - USB-DMX SLIM standalone wall Interface

SAVE AND RECOVER THE LAST SCENE AFTER THE POWER CUT OFF:

Scenes with a start schedule and a stop schedule are set on a defined time space and can be memorized. The interface save the last scene played before the power cut off and recover it when the power is restored. The scene must obligatory include a start schedule and a stop schedule activate this option.

SCENE TRIGGER PRIORITIES:

When several scenes have the same time trigger (date + hour + minute), only the first scene in thelist will be triggered. The rest will be ignored

Datasheet - USB-DMX SLIM standalone wall Interface

WALL MOUNTING INSTRUCTIONS

The SLIM interface can we wall mounted on any place and surface.

Wires are connected to the screw terminal block located on back of the SLIM housing. To fix the SLIM housing to a Europe, Asia or America standard wall switch box, there are 4 holes located behind the housing.
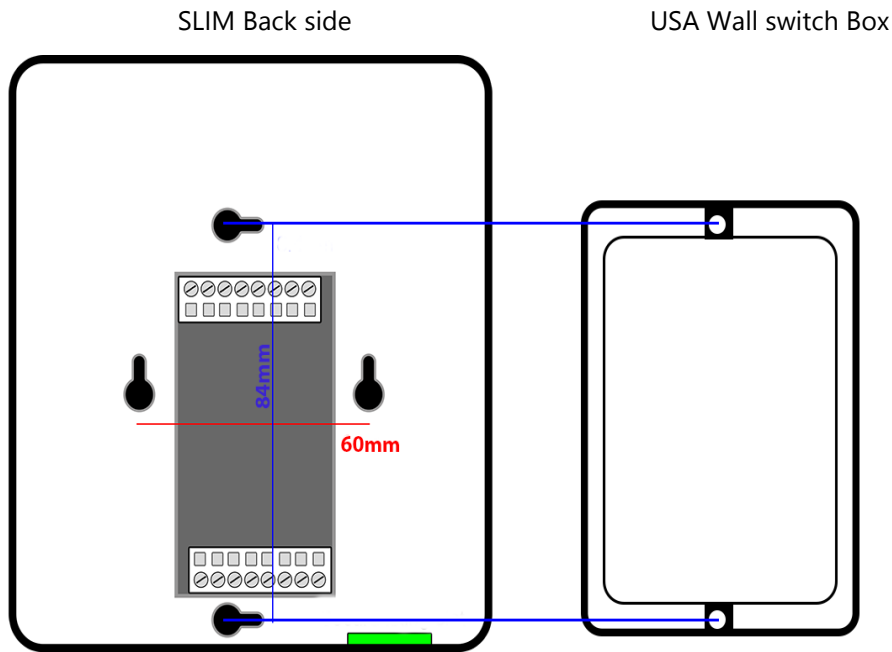
Follow the mounting instruction to proceed.

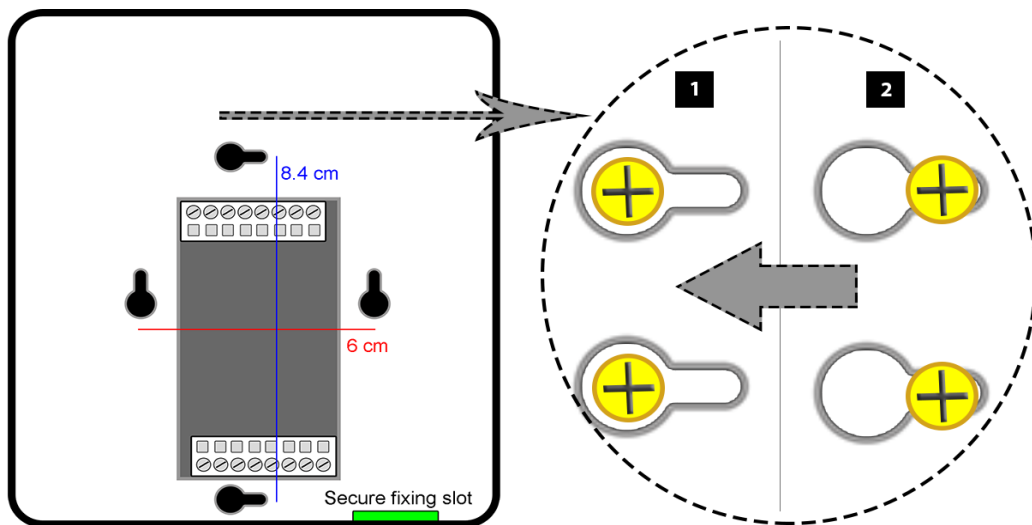### FOR EUROPE AND ASIA STANDARD: 60MM CENTER TO CENTER DISTANCE.

FOR AMERICA STANDARD: 84MM CENTER TO CENTER DISTANCE.

Datasheet - USB-DMX SLIM standalone wall Interface

SLIM Back side   USA Wall switch Box

84mm

60mm

USE THE SCREWS OF THE WALL SWITCH BOX TO OLD THE SLIM:

8.4 cm

6 cm

Secure fixing slot

1   Insert the screws in the hole (vertical axe for USA wall boxes else horizontal axe) , adjust the screw position to hold well the housing.

2   Slide the housing to lock the screw in the slots

Datasheet - USB-DMX SLIM standalone wall Interface

It's now easy to remove the SLIM from the wall by slinding it the oposit way   to unlock the screws.

To avoid and secure unexpected unlcoks, you can use the secure fixing slot.

The secure fixing slot is use to ensure that housing stays on its wall mounted position.

To do that it takes a special piece (plastic or metal   ) to be use l ike a lock.

We do not provite this part. This piece size should be 15mm x 20 mm maximum and need to receive a screw. You also need to create a slot in the wall to receive that lock piece.

Special lock piece

(Not provided)

Locked position
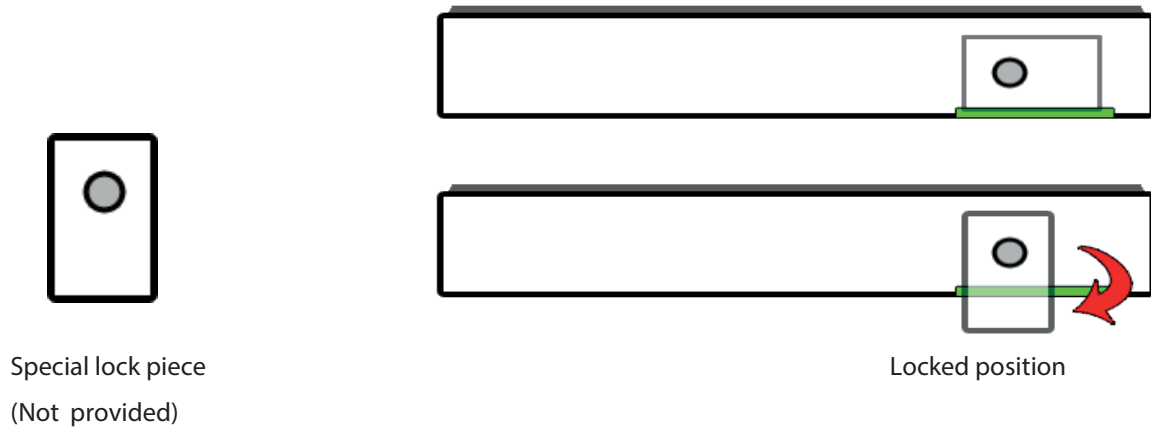
Thanks to that lock, it's now   not possible   to slide back the switch box screws to the plain holes of the SLIM case.

IMPOSIBLE TO SLIDE

FROM POSITION   2

TO POSITION   1

8.4 cm

6 cm

Secure fixing slot

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