

WDMX LED 10089

Compact 3ch LEDdriver for wireless DMX receiver

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Electrical specifications

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6V DC to 24V DC
3 x 350mA output (2V to 23V)

LED indication

batt pow dmx



BATTERY indication (red):

Shows the battery status

On : battery full

Flashing : battery almost empty

Two short flashes : voltage has been too low, restart device

POWER indication (red):

Shows the controller status

On : power and DMX OK or stand alone mode

Off : no power, or microcontroller is broken

Flashing : no DMX signal from WDMX module

DMX indication (green):

Shows the Wireless receiver status

On : receiver is linked and receives DMX

Off : no power, not logged on or receiver is broken

Flashing : no connection with WDMX transmitter

Short off : WDMX transmitter found, but no DMX input

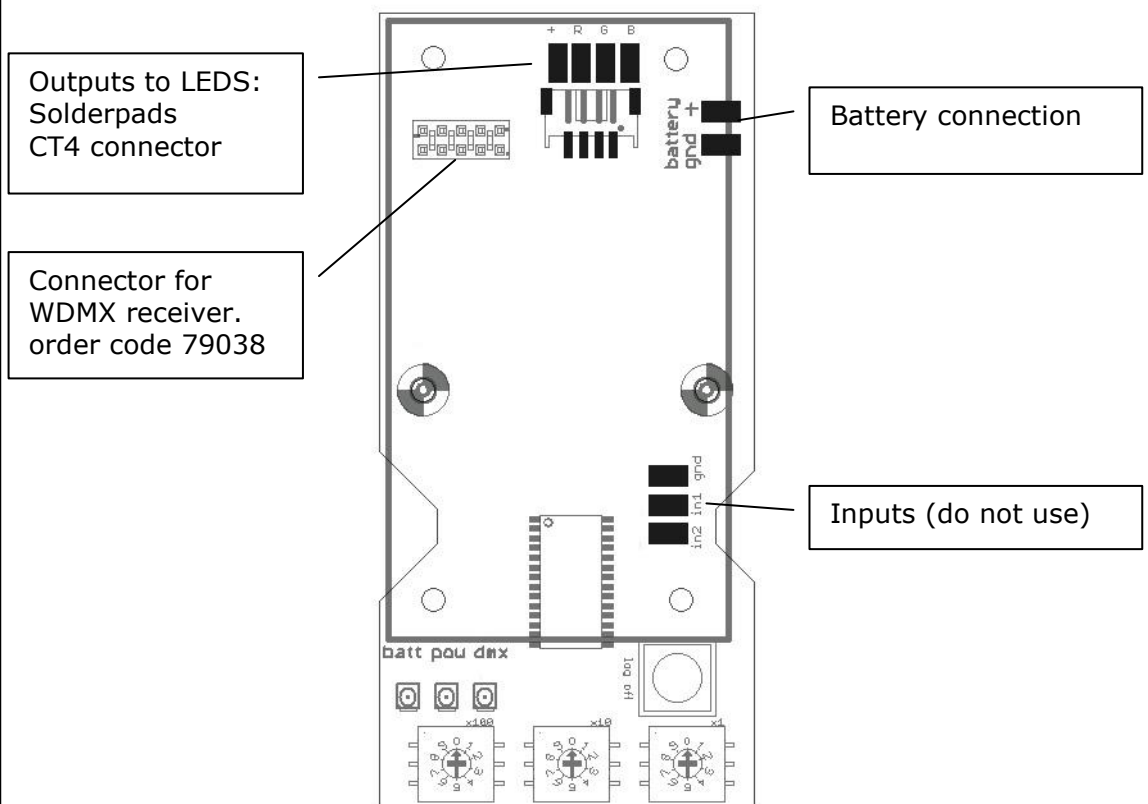
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Connections

Connection layout

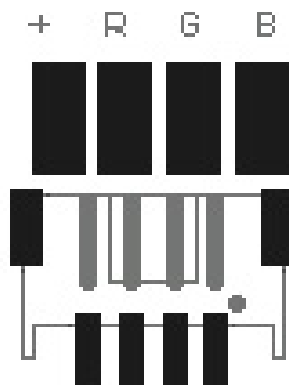


Connectors

2 solder pads for the battery (check polarity)

3 solder pads for the inputs (do not use)

4 solder pads and CT4 connector for the outputs to the LEDS



+ : common anode
 R : cathode red
 G : cathode green
 B : cathode blue

Type: JST PHR-4

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Recommended cable to the LED boards: JST PHR-4 link cable
 Available lengths:
 10cm, 15cm, 20cm, 25cm, 30cm, 40cm, 100cm, 200cm

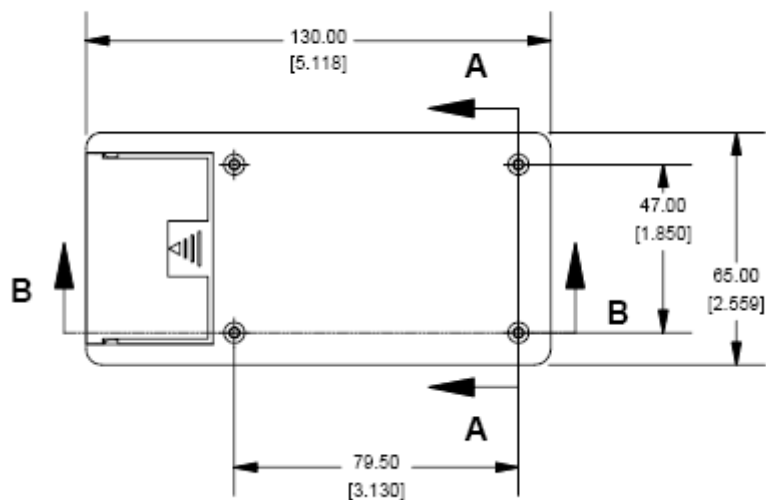
Dimensions and Weight

Mechanical specifications

(LxBxH) 107mm x 50mm x 11mm
LEDdriver without WDMX receiver : 26 g
LEDdriver with WDMX receiver : 40 g

fits in HAMMOND 1599BBAT housing (Farnell 1426567)

Top View of Assembly



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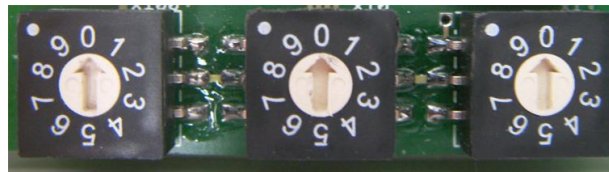
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Operating instructions

DMX address

Rotary switches are used to set the DMX channels or activate internal programs.

The LEDdriver will listen to the DMX signal if the address is between 001 and 511. DMX address of the first output can be selected by the three rotary switches. The second and third output will listen to the two succeeding addresses.



The static programs can be selected by the following codes:

- 600: all channels off.
- 601: all red channels on.
- 602: all red and green channels on= yellow mix colour
- 603: all green channels on.
- 604: all green and blue channels on= cyan mix colour.
- 605: all blue channels on.
- 606: all blue and red channels on= magenta mix colour.
- 607: all channels on= white mix colour.

61x will activate an internal dimming program

The x number at the end determines the amount of brightness in steps of 10%.

- 610: 0% brightness (all channels off)
- 615: 50% brightness
- 619: 90% brightness

The dynamic programs are activated by the following codes:

7x1 to 7x9 will activate an internal chase program

The x number in the middle determines the speed of the chase; 1 is slow and 9 is fast.

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Inputs

The LEDdriver has two (trigger) inputs. Do not connect the inputs when the LEDdriver is used in DMX mode. In standalone mode, the inputs can be connected to a potential free contact like a switch, relais or open collector output. Please contact Lux Lumen if you need more information about the trigger inputs.

Wireless DMX

This module offers a wireless solution to receive DMX data. This gives more freedom than a hardwired DMX data link when building point-to-point and point-to-multipoint installations over a large distance. The configuration is very simple. All the receivers are automatically detected when the push button on the transmitter is pressed.



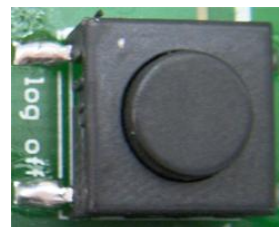
Log-on node

The WDMX transmitter will look for unlinked receivers when the **transmitters** function button is pressed shortly. The green LEDdriver WDMX status led will blink during the discovery.

Log-off node

The WDMX transmitter will log off all linked receivers when the **transmitters** function button is pressed for 5 seconds. The green LEDdriver WDMX status led will blink and then extinguish

A single receiver can be logged off by pressing the receivers function button for 5 seconds.



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