

Overview

The Wireless Transceiver stick transmits DMX512 data via wireless transmission between your DMX controller and DMX enabled lighting fixture by utilizing the 2.4G global open ISM band, license-exempt use. It features efficient GFSK modulation, and employs 126 channel automatic frequency hopping communication to avoid interference.

Applications

• Stage lighting, theatrical performances, stadium lighting, temporary staging, city lighting, television broadcasting, conference centers, professional theaters, theme parks, dance halls, bars, etc.

Features and Benefits

- Standard DMX512 three core interface
- Delay free transmission with no packet loss
- Transceiver, auto-switching
- RGB LED display working status and parameters, one-touch operation
- 126 band Automatic frequency hopping, automatically selects interference free band to ensure reliable communication
- 7 simultaneous groups available

LED color/group guide, activated by pressing small button within the transmitter or receiver:

- 1 : RED-----RED
- 2 : GREEN-----GREEN
- 3 : RED+GREEN-----YELLOW
- 4 : BLUE-----BLUE
- 5 : RED+BLUE-----PURPLE
- 6 : GREEN+BLUE-----BLUE-GREEN
- 7 : RED+GREEN+BLUE-----WHITE

Operating Instructions

1. Power the transmitter by plugging in the power transformer.
2. Within approximately three seconds power the receiver by plugging in the transformer.
3. Within approximately 5 seconds plug the now powered transmitter into your dmX controller. You will see the transmitter led blinking red.
4. You should now see the receiver blinking green to acknowledge it is linked to the transmitter and receiving signal.
5. You may now power down the receiver and move it to the desired location in the room. When you re-power the receiver it should begin blinking green to confirm connectivity.
6. If you are not able to connect please ensure the transmitter and receiver are on the same group (color) refer to the above color/group guide. If the transmitter and receiver are not on the same group, depress the small internal button to change the color/group until the transmitter and receiver match.
7. If the process fails to link transmitter and receiver, unplug both and restart the procedure with everything unplugged.