



VL-DMX OPERATING GUIDE



The VL-DMX Wireless system is DMX –512 console controlled with Scenes and Chases up to 180 Channel/Lamps. Expandable in groups of 15 lamps up to 12 Scan channels connected through a 2.4Ghz wireless connection. Use in conjunction with other DMX devices to add special effects stage lighting. The VL-DMX box includes a AGC Microphone for VU Levels and audio Beat.

Each of the 15 Strips per channel has selectable full spectrum colors and brightness along with 24 selectable special effects.

Features

- Versatile Wireless free-standing LED array for main stage lighting events
- DMX Channels: 16 (each Transceiver Box) Max 12 Transceiver Boxes
- Very easy 3-step setup, no complicated sequence
- IR Remote Control is used for initial Setup programming
- Built-in digital receiver allows the Lamps to be placed anywhere
- Each Lamp can be individually controlled for ultimate show and programming creativity
- Includes 24 special effects and full spectrum colors including unique VU effects
- Uses only 1 channel used per Lamp for complete control
- Included Auto-play Modes for use without DMX programming
- RF Transceiver Control Box includes AGC Microphone and IR control
- Control 1—180 Strips with 1 DMX console
- Extended RF Range with our exclusive *Anti-Interference* system
- Wide selection of our exclusive High-Brightness Lamp styles can be used
- Includes Stand-alone Automatic mode has preprogrammed operation that updates colors and effects based on the audio amplitude and beat. There are 3 Mode selection (All Strips synced, Mixed VU/Static or Static). Automatic mode is activated when DMX is not connected or DMX Console is powered-off.

What's Included with the VL-DMX system:

- (1) VL-DMX Transceiver Box
- (1) External power supply: 100 to 240 VAC
- (1) IR Programming Remote Control

POWER

AC Power The VL-DMX has an external auto-ranging power supply that can work with an input voltage range of 100 to 240 VAC, 50/60 Hz. Always connect the product to a protected circuit (circuit breaker or fuse). Make sure the product has an appropriate electrical ground to avoid the risk of electrocution or fire.

To eliminate unnecessary wear and improve its lifespan, during periods of non-use completely disconnect the product from power via breaker or by unplugging it.

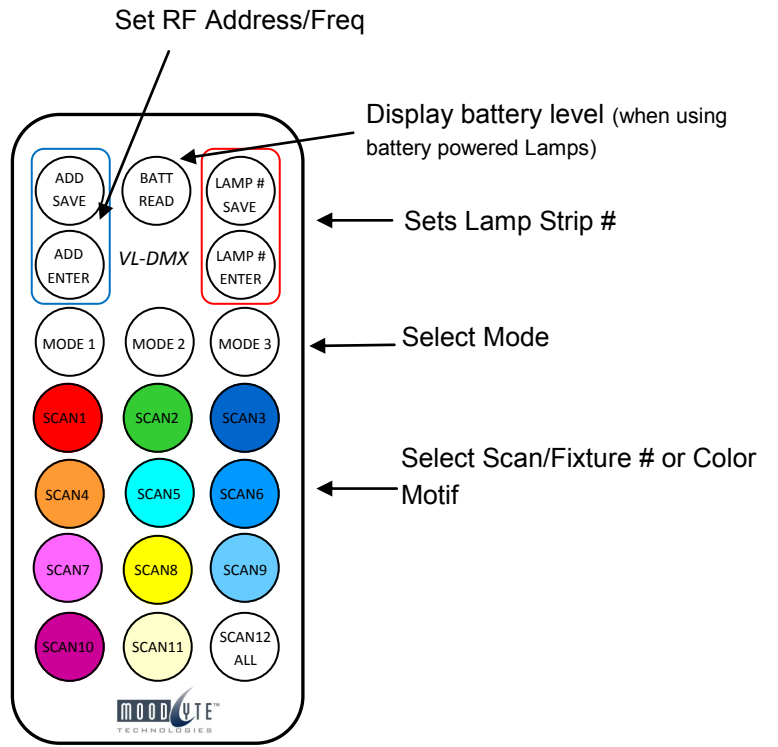
Never connect the product to a rheostat (variable resistor) or dimmer circuit, even if the rheostat or dimmer channel serves only as a 0 to 100% switch.



VL-DMX Transceiver Box

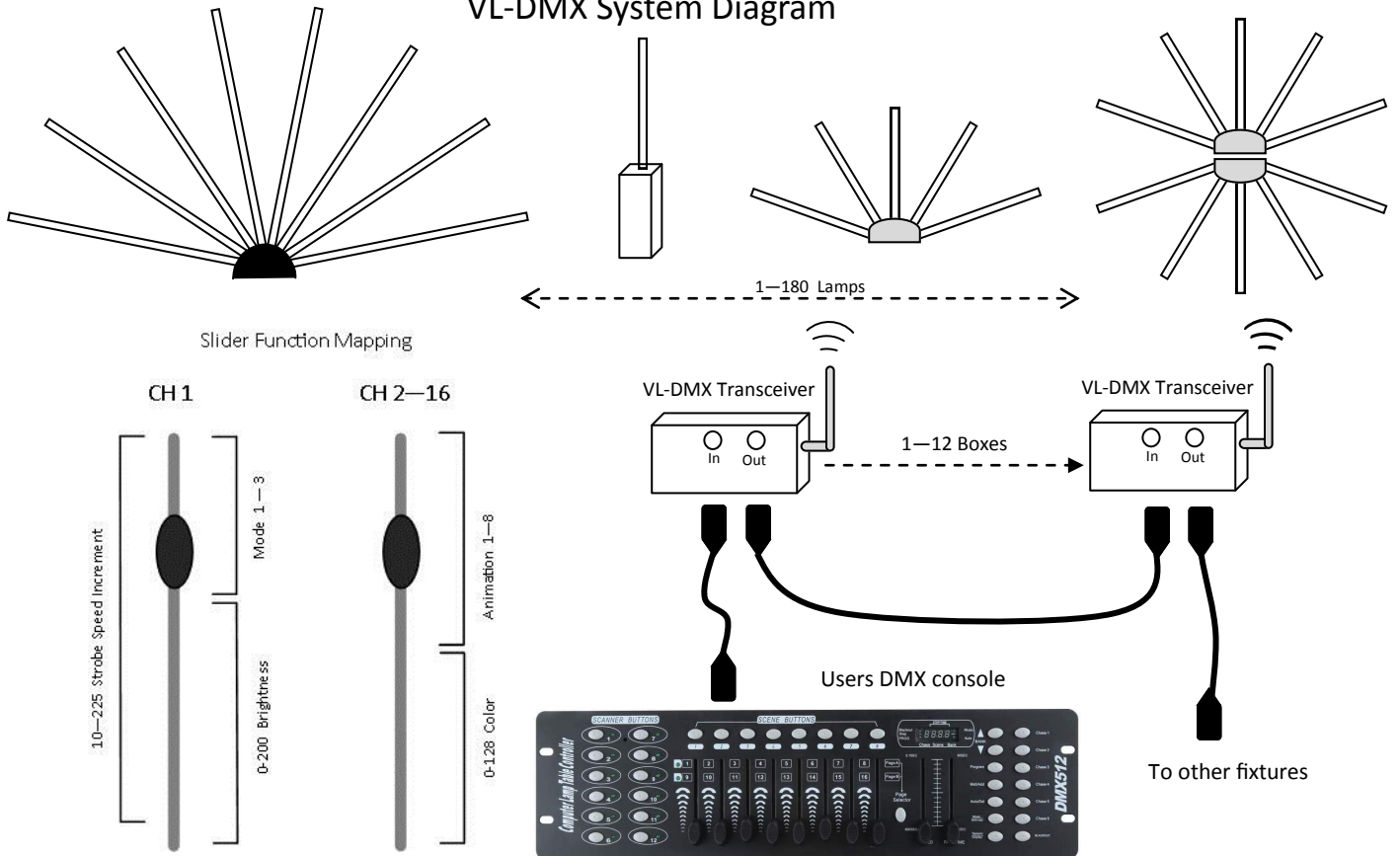


Semi-Circle lamp shown



IR Setup Controller

VL-DMX System Diagram



SETUP OVERVIEW

IR Remote Control is used for Initial Setup and Operating Modes. IR only operates with DMX Not connected.

Up to 12 VL-DMX Transceiver boxes can be used, and setup separately. Only power-on one box per setup.

The system wireless transceiver address is internally randomly set to insure no interference from other wireless signals in the area. This needs to be done once for each Box during initial setup using the **<ADD ENTER>** & **<ADD SAVE>** buttons.

Additionally the Strip sequence # (1—15) needs to be set using the **<LAMP# ENTER>** & **<LAMP# SAVE>** buttons. All other functions of IR Remote are used for general operation.

Settings are stored in non-volatile memory and initial Set up only needs to be performed one time.

ADDRESS SETUP (All Lamps need to be within 10 ft. of the VL-DMX Transceiver)

- 1) Power-on a single DMX Transceiver Box (not connected to DMX or DMX console powered Off).
- 2) With ALL (1—180) Strips powered off, press the **<ADD ENTER>** Button on the IR Remote once. ADD Set indicator will be flashing.
- 3) Select the Fixture/Scanner # using IR Remote SCAN 1—12 buttons which selects the Starting Address for 1 of the 12 channel groups. The Scan # will be indicated in HEX binary form.
- 4) Next power on 1-15 Strips . All Strips should display 2 green LEDs in the center indicating the Strip has received the address. If not all Strips indicated the green LEDS, then cycle power to the Lamp(s).
- 5) Once ALL Lamps show Green center LEDS, then press the **<ADD SAVE>** button on the IR Remote once. All 1-15 Strips now can communicate with the box. ADD Set indicator will turn off.
- 6) If more than one Transceiver box is being used, power-off DMX Transceiver Box already programmed and power-on the next DMX Transceiver box to be programmed and go to step 1 from Setup Transceiver address.

STRIP # SETUP (All Strips need to be within 10 ft. of the VL-DMX Transceiver box)

- 1) Each group of 1-15 Strips is setup separately, power up only 1 group at a time.
- 2) To setup each Strip Lamp#, press the **<LAMP # ENTER>** button once on the IR Remote and ALL Strips LEDS will light blue color. Lamp # Set indicator will begin flashing. If not all Strips light blue, then Press **<LAMP # ENTER>** again till all strips are lit blue.
- 3) STARTING with your choice of Lamp 1, touch each Lamp button to set the address for each. As touched the blue color will be cleared on each Lamp and a single LED will light starting at the bottom of the strip # indicated by the position starting at position LED 1. Make sure each Strips LED is one position higher than the previous. Also the Lamp # LEDS color corresponds to the Transceiver box address selected during ADDRESS SETUP. By touching the button you can see the Lamp sequence # and Transceiver box corresponding address, this is how you physically know where to place the Lamps at location setup.
- 4) Once ALL Lamps have been touched and indicate the proper sequence #, Tap the **<LAMP # SAVE>** button to complete. Lamp # Set indicator will turn off. You may re-touch at anytime to read back the Lamp#. You may re-do this procedure anytime starting at Step 1.

Set up is now complete and will start operating in Automatic Mode 1 when DMX is not connected or DMX Console not powered-on. With audio playing Lamps will run through a sequence of VU based animations.

Simply press Mode buttons 2 or 3 to activate the other Modes. The Mode indicators on the VL_DMX box with indicated which Mode is operating.

Mode 3 is best for checking Lamp sequencing.

Color Motifs allows you to select a limited color spectrum of colors and are set using the 12 color buttons. White button returns to FULL spectrum of colors (normal operation).

DMX CONTROLLER OPERATION

For DMX programming and operation connect a DMX-512 Control Console to the VL-DMX box and power on both. The Lamps will automatically now received DMX signals and stops Automatic operation.

Channel 1 slider controls Brightness and Mode Select for ALL Strips.

Each Strip is controlled by a single channel slider (2-16), which is mapped to select full spectrum colors and 8 selectable special effects in each Mode. Mode 1,2 and 3 are selectable from CH1 slider used to select 1 of 3 groupings of special effects for each Strip channel.

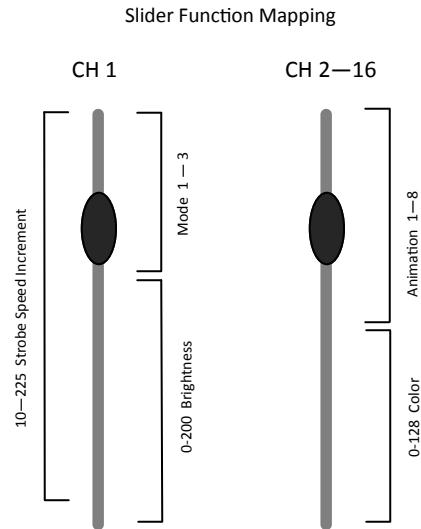
NOTE: Upon power up, You must initially move Sliders to send data.

READING PROGRAMMED LAMP SEQUENCE

To simplify setup after system has been programmed, the Touch Button on each Strip provides both the Lamp # designated by the amount of LEDs lit from the bottom. Also the Scan# programmed to that Lamp is designated the color of the Lamp #s. (EX; Red = Scan 1). Simply power the Lamp and touch button to read.

READING PROGRAMMED DMX TRANSCEIVER BOX SCAN

The Scan# setting on the DMX Transceiver Box is display in Hexadecimal. To read in decimal and match to the Scan buttons, add bits together. (EX; Bit 1 + Bit 2 + Bit 8 = Decimal/Scan 11).



Channel	Scope	Value	Function 1	% Setting	Value	Function 2	Value Low	Value High
1	1—15 Lamps	0—200	Brightness	0—100	0—255	Strobe Speed	<10 +10ms	>225 Set

Strobe Speed in 10ms Increments from 30 to 60ms

Channel	Scope	Value	Function 1	Hue	Mode	Value	Function 2 Animation	Color Effect
2—16	Lamp 1—15	0—128	Static Color	0—255	1	129—148	1 VU Ends W/ White Peak	Audio Color
					1	149—168	2 VU Center Out W/ White Peak	Audio Color
					1	169—188	3 VU Top W/ White Tip	Audio Color
					1	189—198	4 VU Bottom W/ White Tip	Audio Color
					1	199—208	5 VU Triple	Audio Color
					1	209—228	6 VU Bottom White W/ Color	Audio Color
					1	229—248	7 VU Top White W/ Color	Audio Color
					1	249—255	8 VU Bottom W/ White Peak	Audio Color
					2	129—148	9 VU Dual Colors	Audio Color
					2	149—168	10 Pulse W/ Beat	Audio Color
					2	169—188	11 Variable Width Sparkle	Audio Color
					2	189—198	12 Pulse Fade Changing Colors	Audio Color
					2	199—208	13 Brightness by Audio Level	Audio Color
					2	209—228	14 Rainbow	
					2	229—248	15 Slow Color Change	
					2	249—255	16 Random Glitter	
					3	129—148	17 Bouncing Balls	
					3	149—168	18 Center Out Cycling Colors	
					3	169—188	19 Center Out Audio Colors	Audio Color
					3	189—198	20 Dual Up/Dn Cycling Colors	
					3	199—208	21 Dual Up/Dn Audio Colors	Audio Color
					3	209—228	22 Strobe W/ Color	Audio Color
					3	229—248	23 Strobe White	
					3	249—255	24 Strobe W/ Changing Color	

VL-DMX Programming Worksheet

Scan # _____

Bank # _____

Quick Color Reference

Red 1, Org 8, Yel 28, Grn 47, Lt Blu 63,
Blu 79, Pur 95, Pnk 121, Wht 126

Scene # 1

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 2

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 3

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 4

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 5

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 6

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 7

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/

Scene # 8

Strip #	Mode #	Mode 1 Brightness #	Animation/ Color #
1			/
2			/
3			/
4			/
5			/
6			/
7			/
8			/
9			/
10			/
11			/
12			/
13			/
14			/
15			/