

## DMX ADDRESSER

Art. 89564

User manual



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## TECHNICAL SPECIFICATIONS

Operating voltage: Mini USB

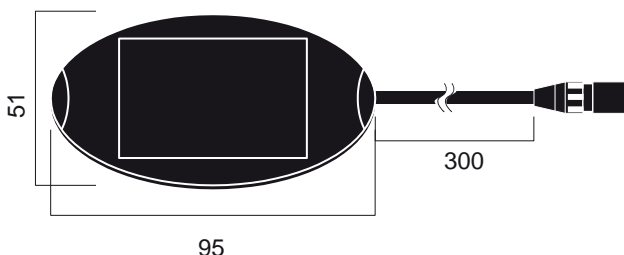
Output: DMX512

Compatible only with items in the STARLINE DMX family IP

Grade: 20

Dimensions: 95 x 51 x 16.5 (mm)

Weight: 400 g



## PRELIMINARY CHARACTERISTICS

The purpose of the DMX addresser is to configure systems created solely and exclusively with STARLINE DMX articles.

It allows the DMX addresses to be assigned to the STARLINE articles even subsequent to their installation in order to make the creation of effects and scenery simpler and more versatile.

To address the bars, the addresser must be connected to a PC with Windows XP operating system and then to the first bar.

If the installation includes several STARLINE articles connected to one another, it is possible to configure them all connecting the addresser only to the first.

The DMX addresser is powered via the PC USB port. No external power supply devices are required.

**The device serves solely and exclusively for setting DMX addresses. With this article, it is not possible to create/carry out static and/or dynamic scenic effects.**

## INPUT/OUTPUT CONNECTIONS:

### Input:

on the “Input” side of the DMX ADDRESSER is the mini USB port for connecting the device to the PC using the included cable.



### Output:

the “Output” side, on the other hand, has the DMX cable to be connected to the STARLINE article.

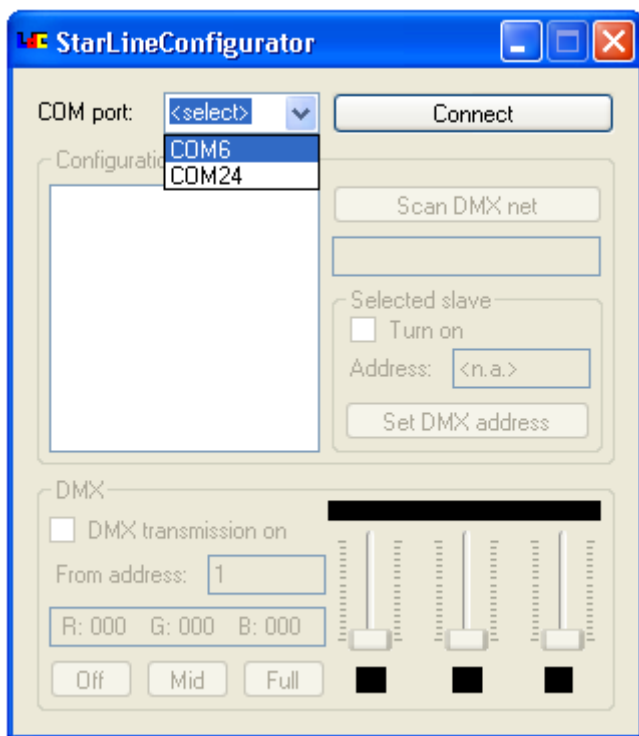


## “StarLineConfigurator” SOFTWARE START

In order to be used, the DMX ADDRESSER device requires the “StarLineConfigurator” software that can be found on the included CD-ROM. Before opening the program, connect the DMX ADDRESSER to the USB port of the PC and wait for the operating system to install the drivers needed for it to work (in some cases, the PC may need to be connected to the Internet so that all the required components can be installed). Once the drivers are installed on the PC, the program can be executed by double clicking the “StarLineConfigurator.exe” icon.

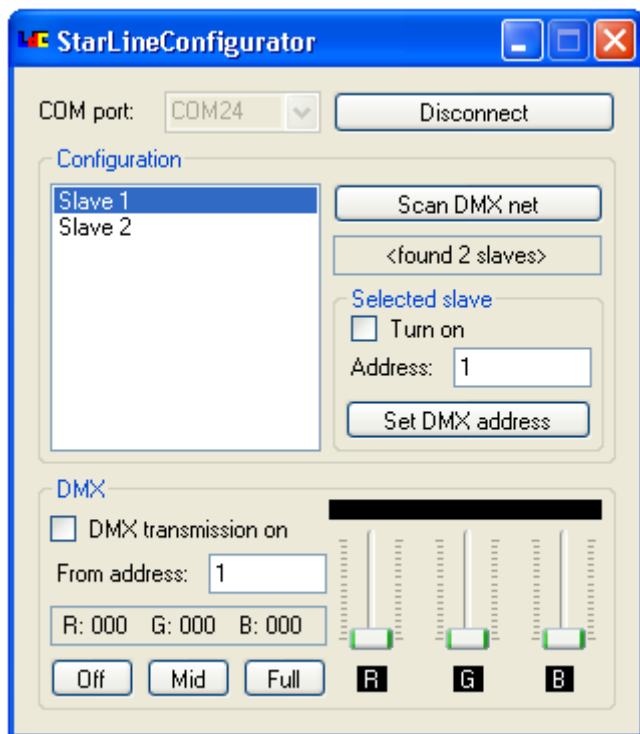
## USING THE SOFTWARE

After launching the software, select the COM port relative to the DMX addresser and press “Connect”.



Once the device is connected, press the “Scan DMX net” button to detect the STARLINE bars connected to it.

All the connected devices will appear in the “configuration” window.



To identify the single bars, select them one at a time (slave 1, slave 2, etc., etc.) and enable the “turn on” function. This way the selected bar will light up (with all the colours at maximum).

The address assigned to the selected bar appears in the “Address” field. By default, all the STARLINE articles are supplied with the address “1”. To assign a different address to the selected bar, overwrite the number in the field and press the “Set DMX address” button.

The address assigned to the Output Channels is “Address” +1 for the RED channel, +2 for the Green, +3 for the Blue and +4 for the White.

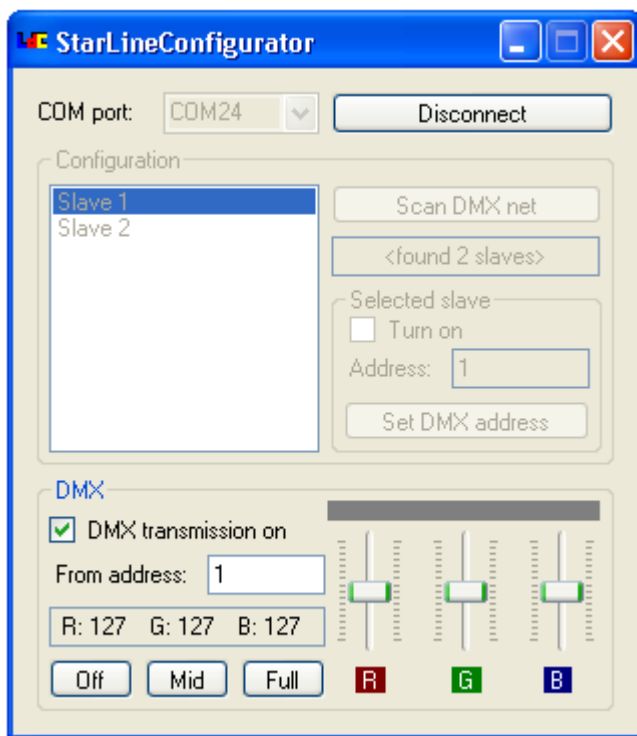
The usable DMX addresses are indicated in the following table.

<u>Address</u>	AD. Output Channel				<u>Address</u>	AD. Output Channel			
	Red	Green	Blue	White		Red	Green	Blue	White
<u>0</u>	1	2	3	4	<u>31</u>	32	33	34	35
<u>1</u>	2	3	4	5	<u>32</u>	33	34	35	36
<u>2</u>	3	4	5	6	<u>33</u>	34	35	36	37
<u>3</u>	4	5	6	7	<u>34</u>	35	36	37	38
<u>4</u>	5	6	7	8	<u>35</u>	36	37	38	39
<u>5</u>	6	7	8	9	<u>36</u>	37	38	39	40
<u>6</u>	7	8	9	10	<u>37</u>	38	39	40	41
<u>7</u>	8	9	10	11	<u>38</u>	39	40	41	42
<u>8</u>	9	10	11	12	<u>39</u>	40	41	42	43
<u>9</u>	10	11	12	13	<u>40</u>	41	42	43	44
<u>10</u>	11	12	13	14	<u>41</u>	42	43	44	45
<u>11</u>	12	13	14	15	<u>42</u>	43	44	45	46
<u>12</u>	13	14	15	16	<u>43</u>	44	45	46	47
<u>13</u>	14	15	16	17	<u>44</u>	45	46	47	48
<u>14</u>	15	16	17	18	<u>45</u>	46	47	48	49
<u>15</u>	16	17	18	19	<u>46</u>	47	48	49	50
<u>16</u>	17	18	19	20	<u>47</u>	48	49	50	51
<u>17</u>	18	19	20	21	<u>48</u>	49	50	51	52
<u>18</u>	19	20	21	22	<u>49</u>	50	51	52	53
<u>19</u>	20	21	22	23	<u>50</u>	51	52	53	54
<u>20</u>	21	22	23	24	<u>51</u>	52	53	54	55
<u>21</u>	22	23	24	25	<u>52</u>	53	54	55	56
<u>22</u>	23	24	25	26	<u>53</u>	54	55	56	57
<u>23</u>	24	25	26	27	<u>54</u>	55	56	57	58
<u>24</u>	25	26	27	28	<u>55</u>	56	57	58	59
<u>25</u>	26	27	28	29	<u>56</u>	57	58	59	60
<u>26</u>	27	28	29	30	<u>57</u>	58	59	60	61
<u>27</u>	28	29	30	31	<u>58</u>	59	60	61	62
<u>28</u>	29	30	31	32	<u>59</u>	60	61	62	63
<u>29</u>	30	31	32	33	<u>60</u>	61	62	63	64
<u>30</u>	31	32	33	34	.....	.....	.....	.....	.....

## DMX. ADDRESSES TEST

Once the addresses are set on the bar using the “StarLineConfigurator” software, a simple test can be carried out on the DMX addresses to ensure that they have been entered correctly.

Enabling the “DMX transmission on” setting, the 3 DMX channels subsequent to the one entered in the “From address” field can be piloted. For example, entering “1”, channels 1, 2 and 3 of the DMX system will be controlled.



To activate the channels, the “Mid” button can be pressed to take the brightness intensity to 50%, the “Full” button can be pressed to take it to 100% or the channels can be managed individually via the three “R”, “G” and “B” cursors on the virtual console.

To switch off the channels, press the “Off” button.

At the end of the system configuration operations, press the “Disconnect” button, close the “StarLineConfigurator” program and disconnect the DMX addresser from the PC.