elumen8

Cygnus
RSP4
User Manual

Order codes: ELUM255

WARNING

FOR YOUR OWN SAFETY, PLEASE READ THIS USER MANUAL CAREFULLY BEFORE YOUR INITIAL START-UP!

- Before your initial start-up, please make sure that there is no damage caused during transportation.
- Should there be any damage, consult your dealer and do not use the equipment.
- To maintain the equipment in good working condition and to ensure safe operation, it is necessary for the user to follow the safety instructions and warning notes written in this manual.
- Please note that damages caused by user modifications to this equipment are not subject to warranty.

CAUTION!
KEEP THIS EQUIPMENT AWAY FROM RAIN, MOISTURE AND LIQUIDS

CAUTION!
TAKE CARE USING THIS EQUIPMENT!
HIGH VOLTAGE-RISK OF ELECTRIC SHOCK!!

IMPORTANT:

The manufacturer will not accept liability for any resulting damages caused by the non-observance of this manual or any unauthorised modification to the equipment.

- Never let the power cable come into contact with other cables. Handle the power cable and all mains voltage connections with particular caution!
- Never remove warning or informative labels from the unit.
- Do not open the equipment and do not modify the unit.
- Do not switch the equipment on and off in short intervals, as this will reduce the system's life.
- Only use the equipment indoors.
- Do not expose to flammable sources, liquids or gases.
- Always disconnect the power from the mains when equipment is not in use or before cleaning! Only handle the power-cable by the plug. Never pull out the plug by pulling the power-cable.
- Make sure that the available mains supply voltage is 240V AC, 50Hz.
- Make sure that the power cable is never crimped or damaged. Check the equipment and the power cable periodically.
- If the equipment is dropped or damaged, disconnect the mains power supply immediately and have a qualified engineer inspect the equipment before operating again.
- If the equipment has been exposed to drastic temperature fluctuation (e.g. after transportation), do not connect power or switch it on immediately. The arising condensation might damage the equipment. Leave the equipment switched off until it has reached room temperature.
- If your product fails to function correctly, stop use immediately. Pack the unit securely (preferably in the original packing material), and return it to your Pro Light dealer for service.
- Only use fuses of same type and rating.
- Repairs, servicing and power connection must only be carried out by a qualified technician. THIS UNIT CONTAINS NO USER SERVICEABLE PARTS.
- This fixture is for professional use only - it is not designed for or suitable for household use. The product must be installed by a qualified technician in accordance with local territory regulations. The safety of the installation is the responsibility of the installer. The fixture presents risks of severe injury or death due to fire hazards, electric shock and falls.
- WARRANTY: One year from date of purchase.

OPERATING DETERMINATIONS

If this equipment is operated in any other way, than those described in this manual, the product may suffer damage and the warranty becomes void. Incorrect operation may lead to danger e.g: short-circuit, burns and electric shocks etc.

Do not endanger your own safety and the safety of others!

Incorrect installation or use can cause serious damage to people and/or property.

Cygnus RSP4

The Elumen8 Cygnus Series is a comprehensive range of advanced data-management solutions engineered to meet the demands of modern lighting networks. Designed with professional users in mind, the series includes DMX splitters, mergers, recorders, Art-Net/sACN nodes, and sleek wall-plate interfaces, each crafted to simplify complex system layouts while maximising control efficiency. Whether you're expanding a theatre's infrastructure, integrating robust data routing for live production, or building a permanent architectural installation, Cygnus delivers.

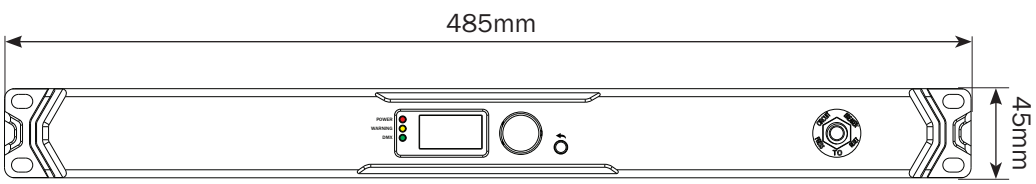
The RSP4 is a 4-way DMX recorder, switch pack and programmable trigger with timer function featuring four 5-Pin DMX outputs and four Power Twist TR1 outputs, each of which has its own current monitor which can be limited to the user's preference. Scenes, shows, chases and switching can be triggered by daily or weekly timers, or via DMX.

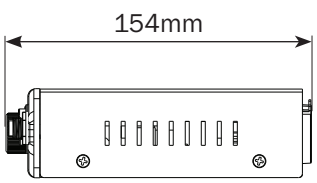
The RSP4 is the perfect solution for lighting automation in a multitude of ways, ideal for shops, theme parks, museums and events requiring pre-programmed and triggered shows.

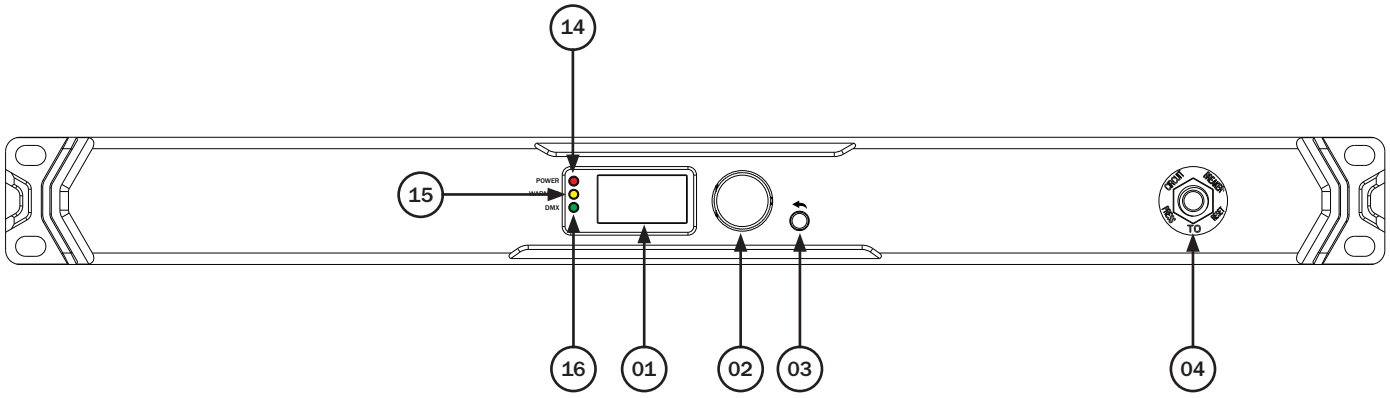
Housed within a rugged 1U, 19" rack mount chassis the RSP4 is equipped with Seetronic Power Twist TR1 and 5-Pin XLR connectors and has an M10 mounting point for clamps and is ideally suited to professional applications, ensuring your show data arrives exactly where it needs to, every time.

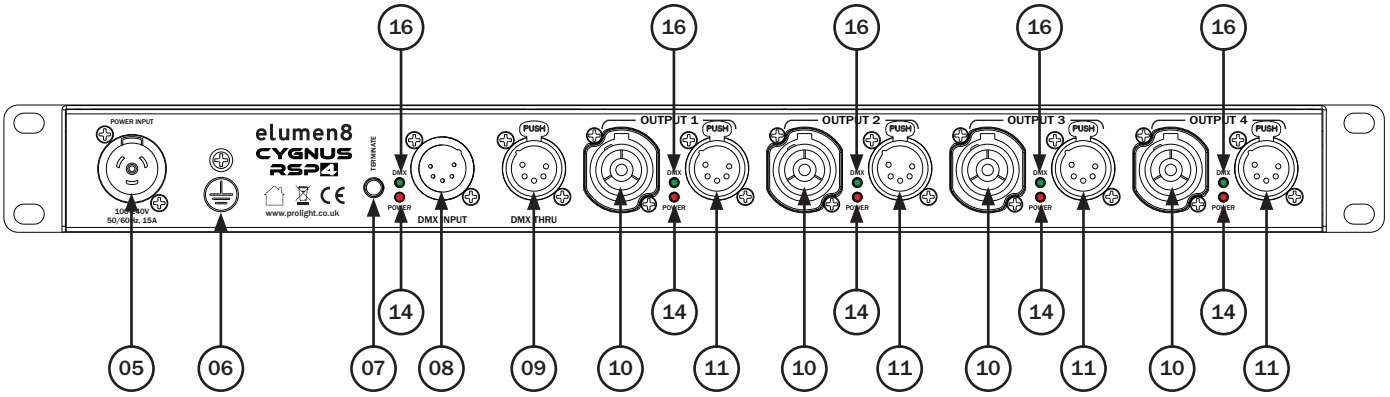
- 1 x Seetronic 5-Pin DMX input
- 1 x Seetronic 5-Pin passthrough
- 4 x Seetronic 5-Pin DMX outputs
- 4 x Power Twist TR1 switchable outputs
- Programmable daily and weekly timers
- Programmable DMX input triggers
- 32GB internal memory
- Current limiter and monitor per output
- Maximum power: 10A (per channel), 15A (total)
- Auto, timer and DMX modes
- DMX outputs electronically opto isolated from each other and from the input
- DMX link output with switchable termination facility
- Power, warning and DMX indicator LEDs
- 1.4" OLED display with rotary control
- M10 rigging point for clamp
- Powder coated, aluminium, 1U, 19" rack mount chassis
- Power Twist TR1 input
- Convection cooled

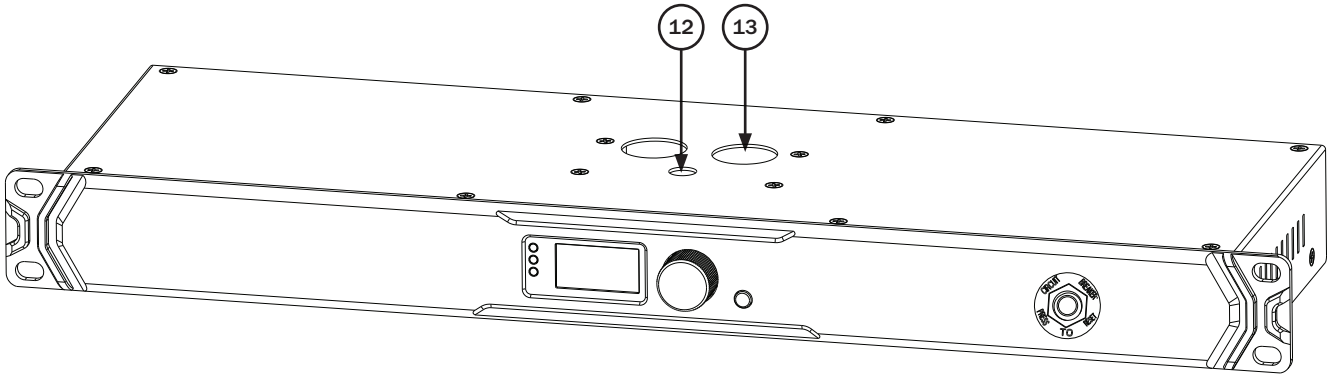
Specifications	Cygnus RSP4
Power supply	100~240V, 50/60Hz
Dimensions (H x W x D)	45 x 485 x 154mm
Weight	2.4kg
Order code	ELUM255









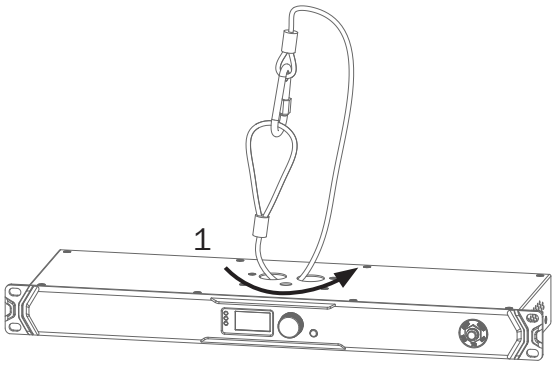


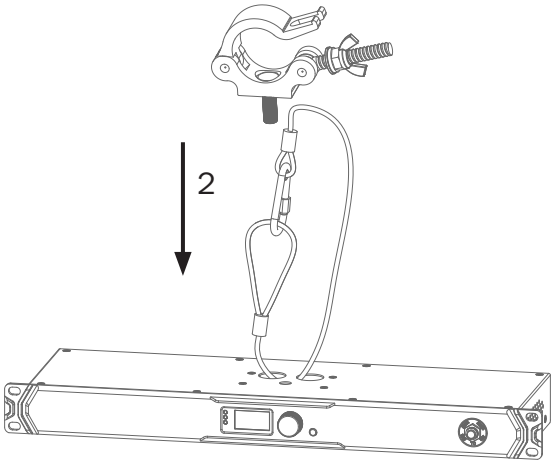
01 - 1.4” OLED display
02 - Rotary control knob
03 - Return button
04 - Automatic fuse
05 - Power Twist TR1 input
06 - Earth point
07 - Termination switch
08 - 5-Pin Seetronic input
09 - 5-Pin Seetronic DMX link output
10 - Power Twist TR1 outputs
11 - 5-Pin Seetronic DMX outputs
12 - M10 mounting point
13 - Safety eye
14 - Power indicators
15 - Warning indicator
16 - DMX signal indicators

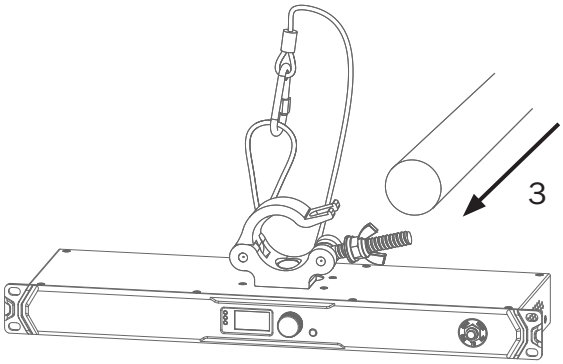
In the box:
1 x RSP4,
1 x power cable

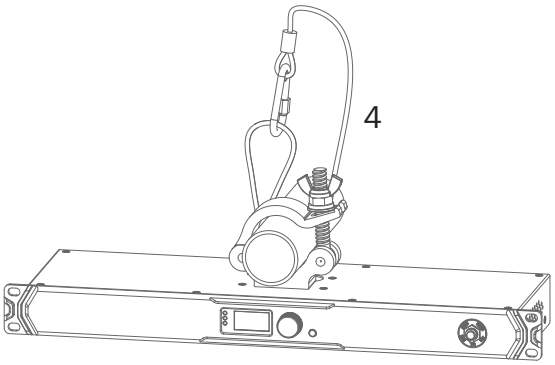
Installation:

1. Pull the safety cable through the safety cable holes located on the top of the fixture.
2. Insert the omega clamp quick-lock fasteners into the corresponding holes on the top of the unit. Tighten locking fastener clockwise ensuring it's fully secure.
3. Mount the fixture onto your truss system via the clamp and tighten to ensure secure.
4. Pull the safety cable around the truss.



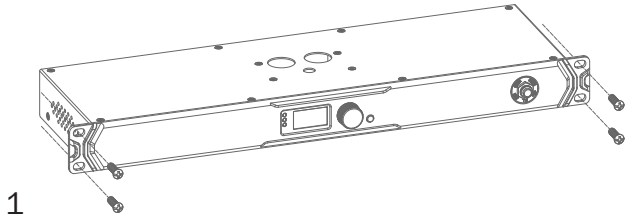


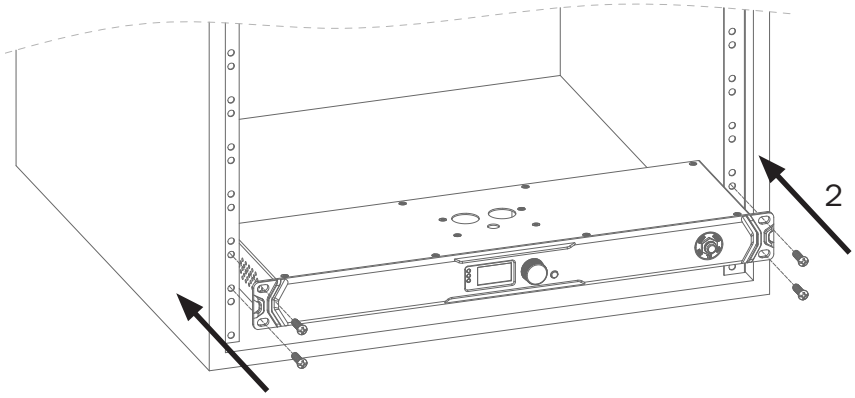


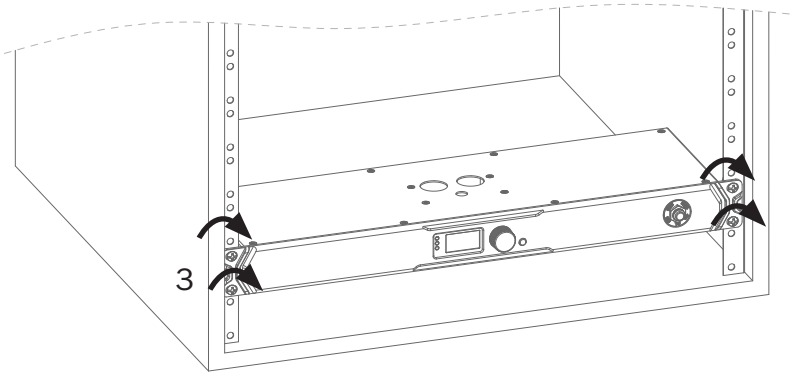


Installation:

1. Insert the unit into the rack and align the mounting holes with the rack rails.
2. Secure the unit to the rack using mounting screws.







Setup:

Connect a DMX signal cable from a lighting console or fixture into the DMX Input via the 5-Pin male connector on the rear panel. The RSP4 has 4 outputs each with 5-Pin XLR connectors.

From each DMX output a DMX signal cable may be connected with up to 32 fixtures per signal line, and up to 100m distance of total cable length.

Once the lighting controller and fixtures are connected to the RSP4, power the device via the Seetronic Power Twist TR1 power input on the rear panel.

LED indicators:

The Cygnus RSP4 is fitted with a number of LED indicators, their functions are detailed below.

POWER – The power indicator located on the left of the front panel and under each output on the rear panel will illuminate red to indicate the unit is receiving power.

WARNING – The warning indicator located on the left of the front panel will illuminate yellow when an error is detected.

DMX – The signal indicators located on the left of the front panel and beside each rear output will flash green to indicate presence of a DMX signal into the RSP4. If there is a problem with one of the outputs the LED will not be illuminated.

Automatic Fuse:

The device includes a built-in automatic fuse switch located on the right of the front panel.

No manual fuse replacement is required.

In case of a power surge, short circuit, or incorrect power supply:

1. Press the reset button located on the rear panel.
2. The device should resume normal operation.

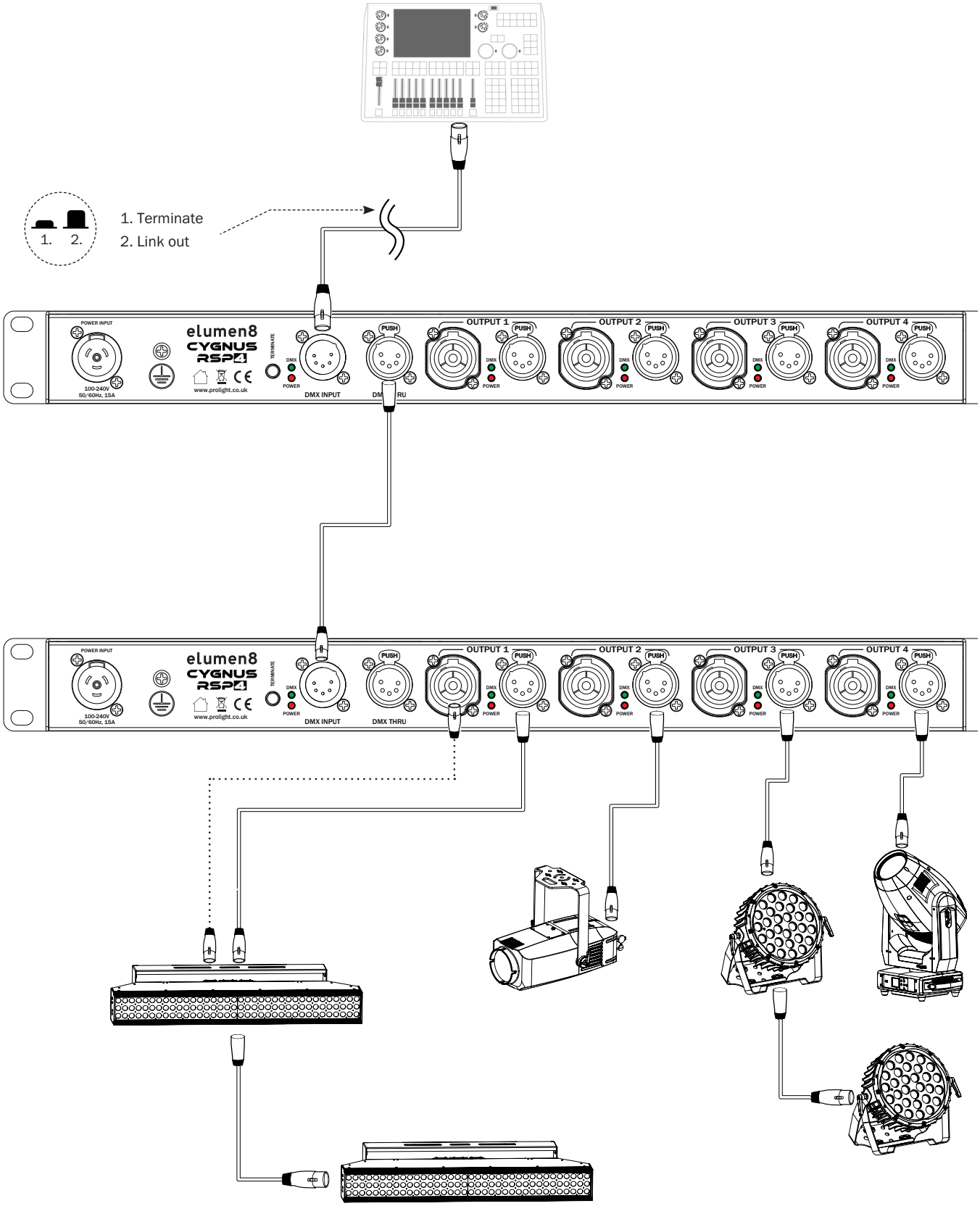
Always identify and resolve the root cause to prevent future issues.

Link out:

The Cygnus RSP4 has a link output facility located on the rear panel. When the link output facility is not used, the terminate button on the rear panel should be activated to terminate the DMX input signal.

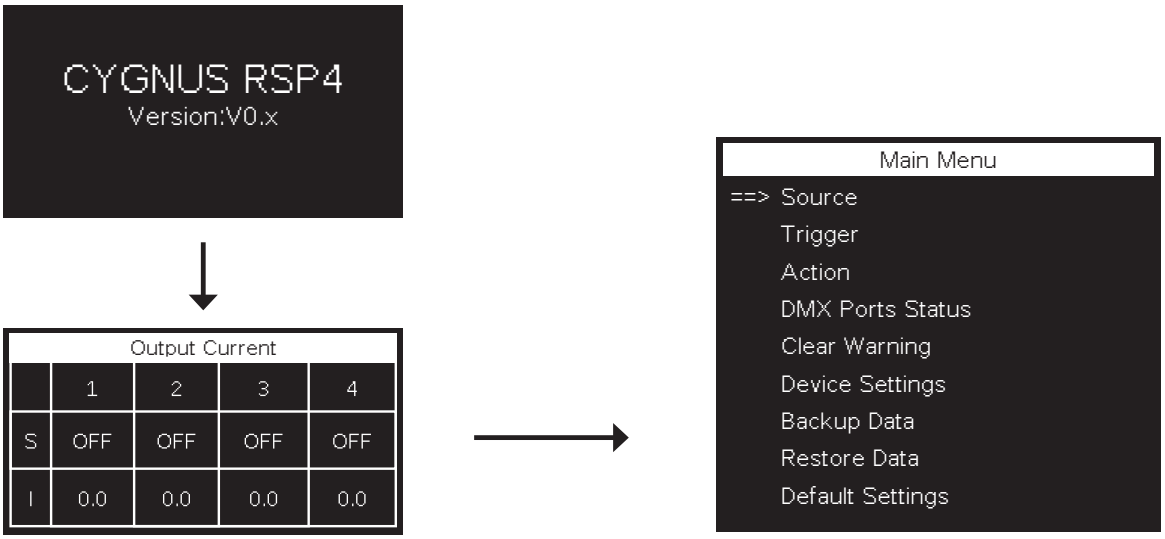
Example connection diagrams:

Note: Please link all cables before connecting power.



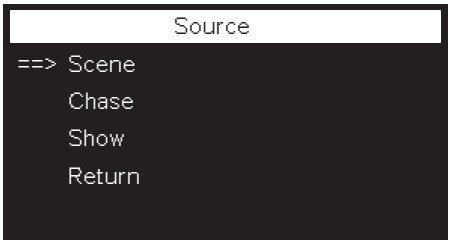
Main Menu:

Press the rotary control knob and rotate to navigate between the different options in the main menu.
Pressing the rotary control knob on one of these options allows you to access the sub menu.



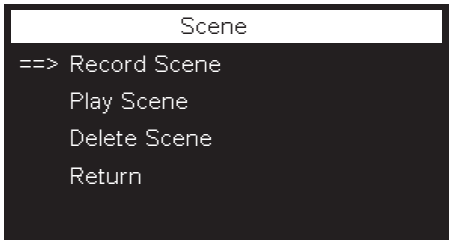
1. Source:

To access the **SOURCE**, select in Main Menu **SOURCE** and press the rotary control knob.



Rotate the knob to select **SCENE, CHASE, SHOW** or **RETURN** and press it to confirm your choice.

Scene:

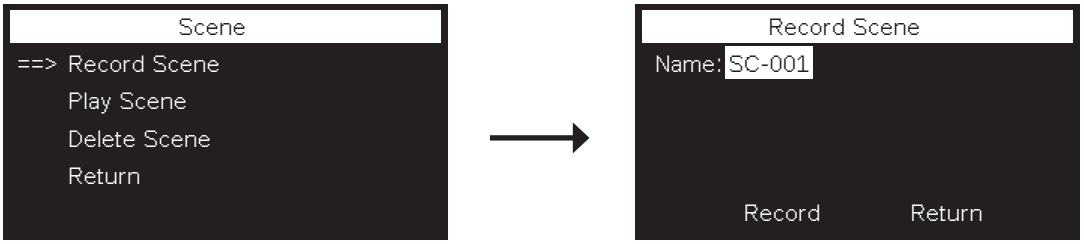


In **SCENE** menu you can **RECORD**, **PLAY** or **DELETE** scene.

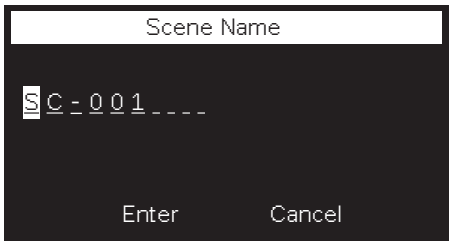
Rotate the knob to select one of the following option and press it to confirm your choice.

To return to the previous menu, select the RETURN option or press the ↩ button.

Record Scene:



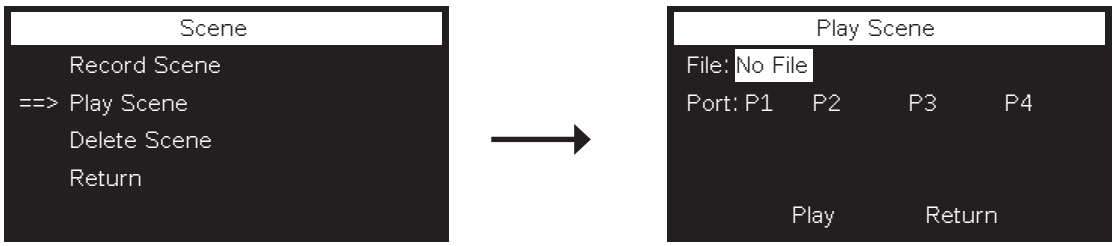
In this menu you can **RECORD** a new scene and edit the scene's **NAME**.
To change the name of the scene press the knob.



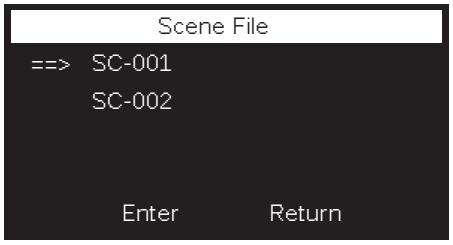
Rotate the knob to select characters for the scene name and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the scene's **NAME** or **CANCEL** to go back to the previous menu.

Select the RECORD and press the knob to record a scene.

Play Scene:



To access and **PLAY** a recorded scene, rotate the knob to select **FILE** and press to choose a scene.



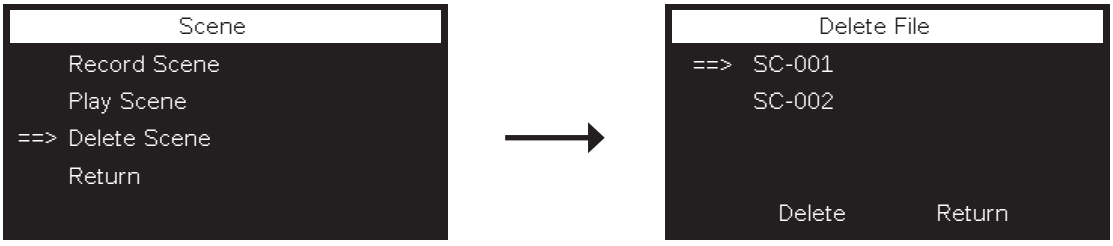
Select the scene and confirm your choice. Press **ENTER** to proceed or **RETURN** to cancel.

Rotate the knob to select **PORT**, press it to enable or disable selected port.

To return to the previous menu, select the **RETURN** option or press the ↩ button.

After selecting the scene file and setting the ports, select **PLAY** to start playback or **RETURN** to go back to the previous menu. Press the knob to confirm your choice.

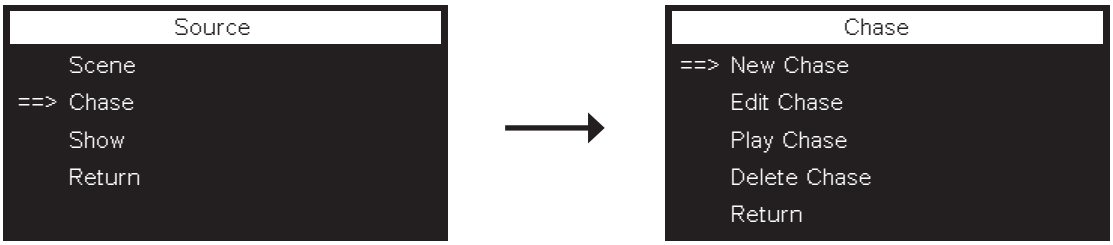
Delete Scene:



To delete a scene rotate the knob to select the scene file and press it to confirm.

Select **DELETE** to remove the scene or **RETURN** to cancel. Press the knob to confirm your choice.

Chase:

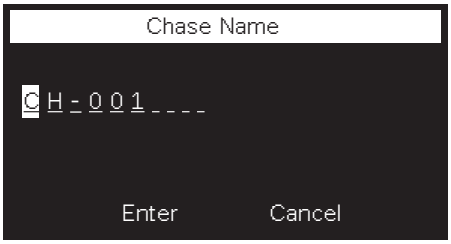


In this menu you can manage chases. Rotate the knob to select one of the following options: **NEW CHASE**, **EDIT CHASE**, **PLAY CHASE** or **DELETE CHASE** and press to confirm.

To return to the previous menu, select the **RETURN** option or press the ↩ button.

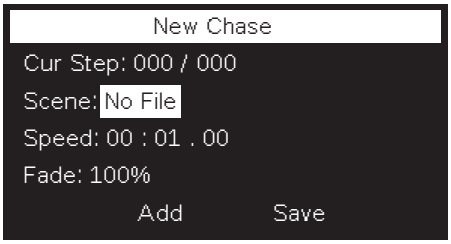
New Chase:

In this menu you can store a **CHASE** and edit the chase **NAME**.
To change the name of the chase press the knob.



Rotate the knob to select characters for the chase name and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the new chase's **NAME** or **CANCEL** to go back to the previous menu.

If you selected **ENTER,** you wil see the following options:

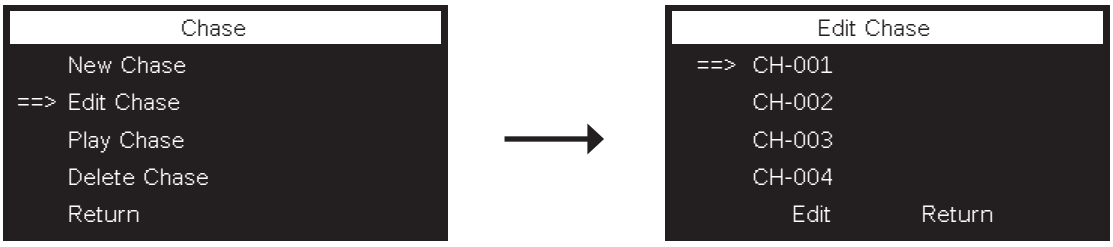


- **CUR STEP** - select a scene
- **SCENE** – select a scene file
- **SPEED** – set chase duration
- **FADE** – set transition speed (slow-fast)

Select a parameter you want to adjust, rotate the knob to set up the value, and press to confirm your choise.

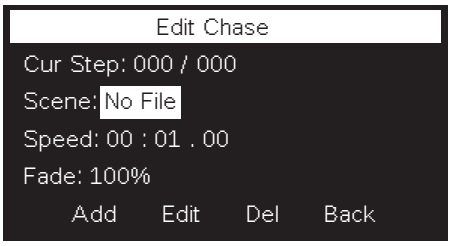
Select **ADD** to add scenes or **SAVE** to store the chase. Press the knob to confirm.

Edit Chase:



To access and **EDIT CHASE** select a chase **FILE** and confirm your choice. Press the knob to proceed.

If you selected **ENTER**, you wil see the following options:

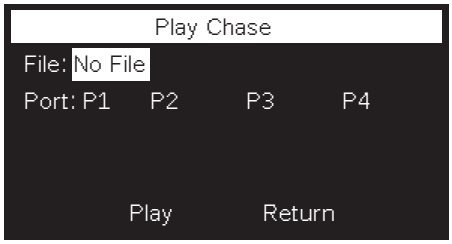


- **CUR STEP** - select a scene
- **SCENE** – select a scene file
- **SPEED** – set chase duration
- **FADE** – set transition speed (slow-fast)

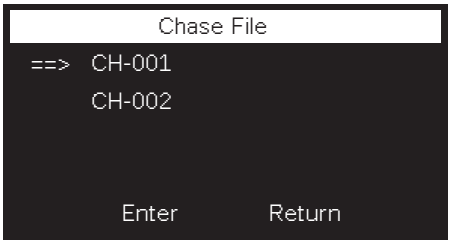
Select a parameter you want to adjust, rotate the knob to set up the value, and press to confirm your choise.

Select **ADD** to add chase, **EDIT** to edit chase, **DEL** to delete chase or **BACK** to go back to the previews menu. Press the knob to confirm.

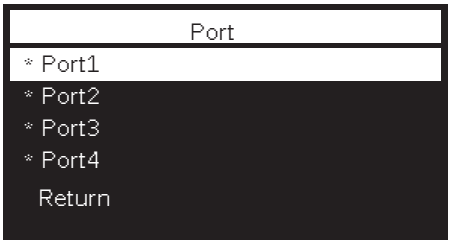
Play Chase:



To access and **PLAY CHASE** select a chase **FILE** and confirm your choice. Press the knob to proceed.



Rotate the knob to select the chase file and press to confirm your choice. Press **ENTER** to proceed or **RETURN** to cancel.

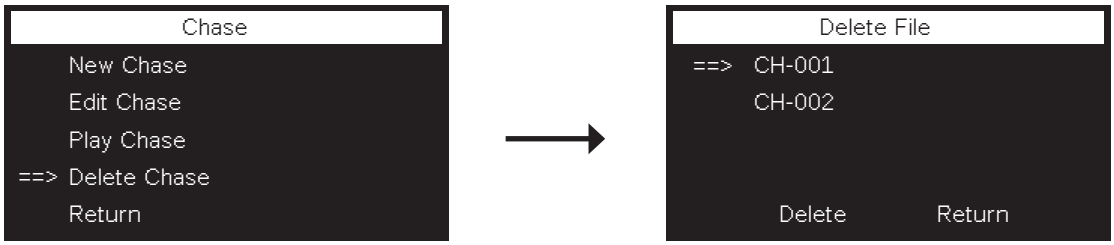


Rotate the knob to select **PORT**, press it to enable or disable selected port.

To return to the previous menu, select the **RETURN** option or press the ↩ button.

After selecting the chase file and setting the ports, select **PLAY** to start playback or **RETURN** to go back to the previous menu. Press the knob to confirm your choice.

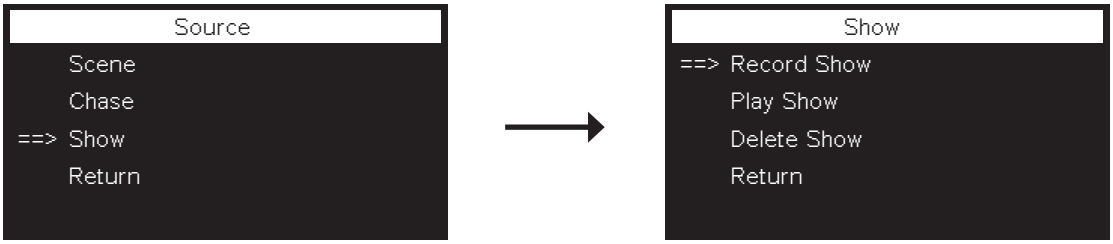
Delete Chase:



To delete a chase rotate the knob to select the chase file and press it to confirm.

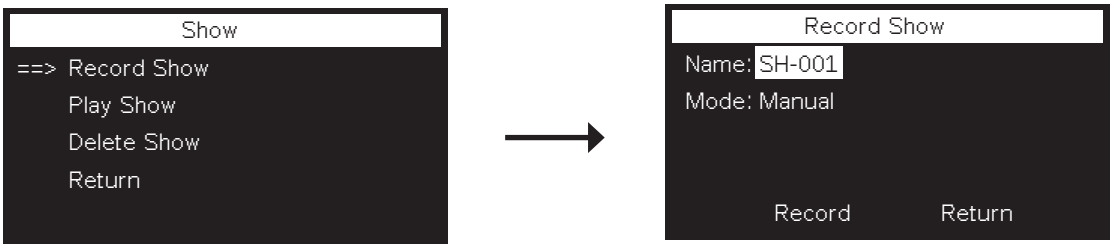
Select **DELETE** to remove the chase or **RETURN** to cancel. Press the knob to confirm your choice.

Show:

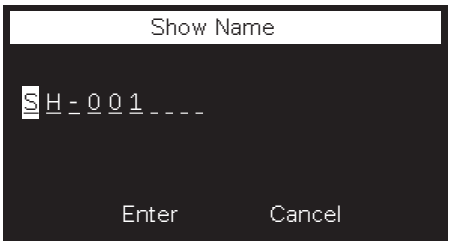


In this menu you can manage shows. Rotate the knob to select one of the following options: **RECORD SHOW**, **PLAY SHOW** or **DELETE SHOW** and press to confirm.
To return to the previous menu, select the **RETURN** option or press the ↰ button.

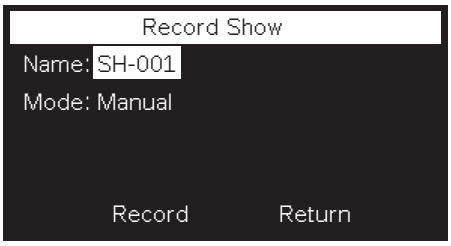
Record Show:



In this menu you can **RECORD** a new show and edit the show's **NAME**.
To change the name of the scene press the knob.



Rotate the knob to select characters for the show name and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the show's **NAME** or **CANCEL** to go back to the previous menu.



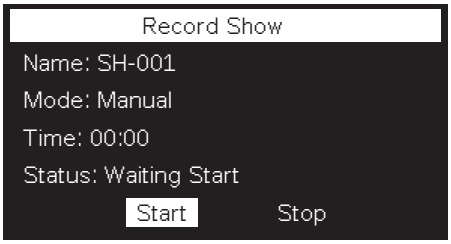
Select the **MODE** and press the knob to select from the following options:

- **MANUAL** - start and stop recording manually
- **SEMI_AUTO** – recording starts when a DMX signal is detected (value above 0). Recording must be stopped manually.
- **AUTO** – recording starts when a DMX signal is detected (value above 0) and stops automatically when the signal returns to 0 or blackout is activated.

Select one of the option and press the knob to confirm your choice.

Press **RECORD** to start recording or **RETURN** to go back.

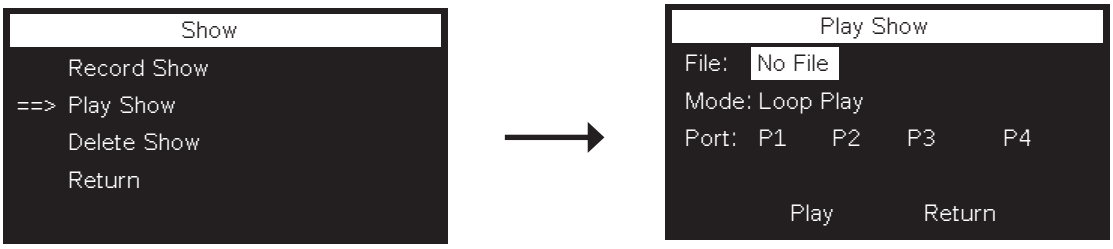
If you have chosen **RECORD** the display will show:



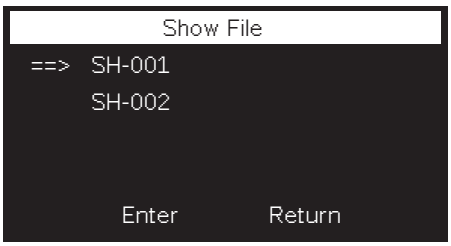
If the status shows **WAITING START** , select **START** to begin recording or **STOP** to cancel.
Press the knob to confirm.

Select **PAUSE** or **STOP** during recording and press the knob to confirm. The show will be saved automatically.

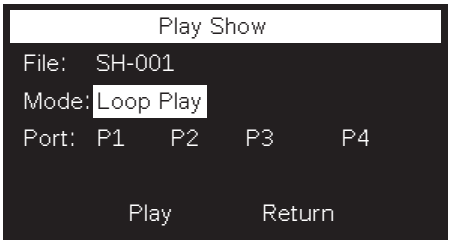
Play Show:



To access and **PLAY** the recorded shows, rotate the knob to select a show **FILE** and press to choose a show.



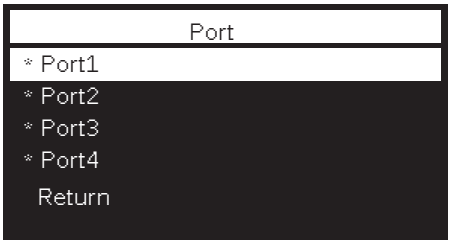
Press **ENTER** to proceed or **RETURN** to cancel.



Select **MODE** and press the knob to open the menu. Rotate the knob to choose one of the following options:

- **ONE PLAY** – The show will play once
- **LOOP PLAY** – The show will repeat continuously

Press the knob to confirm your choice.

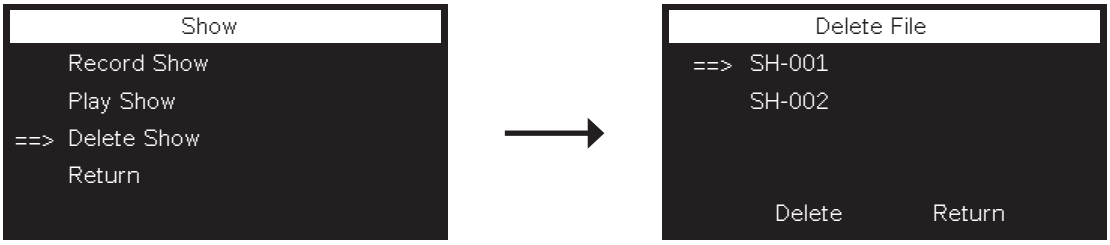


Rotate the knob to select **PORT**, press it to enable or disable selected port.

To return to the previous menu, select the **RETURN** option or press the ↩ button.

After selecting the show file and setting the ports, select **PLAY** to start playback or **RETURN** to go back to the previous menu. Press the knob to confirm your choice. To **STOP** playback press it again.

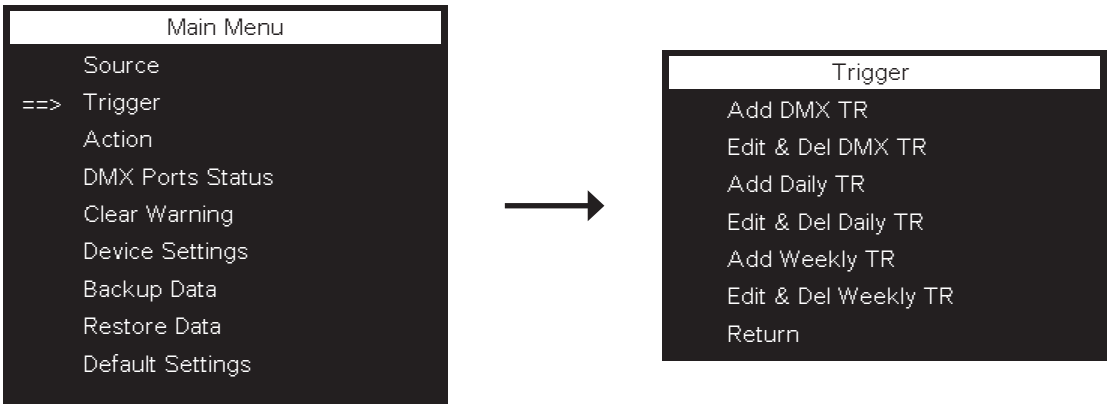
Delete Show:



To delete a show rotate the knob to select the show file and press it to confirm.
Select **DELETE** to remove the file or **RETURN** to cancel. Press the knob to confirm your choice.

2. Trigger:

To access the **TRIGGER**, select in Main Menu **TRIGGER** and press the knob.

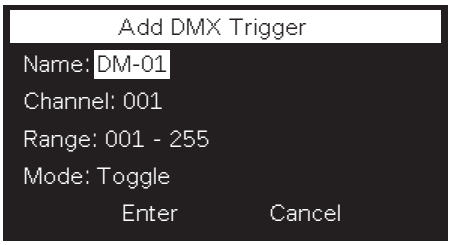


Rotate the knob to select one of the following options and press to confirm:

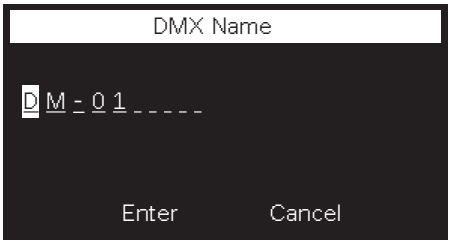
- **ADD DMX TR** – Create a DMX trigger
- **EDIT & DEL DMX TR** – Edit or delete a DMX trigger
- **ADD DAILY TR** – Create a daily trigger
- **EDIT & DEL DAILY TR**– Edit or delete a daily trigger
- **ADD WEEKLY TR** – Create a weekly trigger
- **EDIT & DEL WEEKLY TR** – Edit or delete a weekly trigger
- **RETURN**

Select **RETURN** or press the ↩ button to go back to the previous menu.

Add DMX Trigger:



In this menu you can create a DMX trigger and edit a trigger's **NAME**.



Select **NAME** and press the knob to edit the trigger name. Rotate the knob to select characters for the trigger's name and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the trigger's **NAME** or **CANCEL** to go back to the previous menu.

Select **CHANNEL** and press the knob to edit. Rotate the knob to choose a DMX channel (001–512) and press to confirm.

Select **RANGE** and press the knob to edit. Choose the start and end values, then rotate the knob to adjust (000–255). Press the knob to confirm each value.

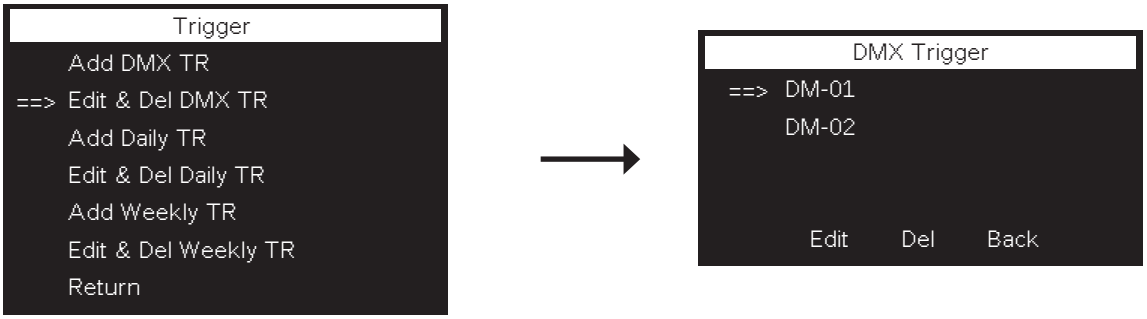
Select **MODE** and press the knob to open the menu. Rotate the knob to choose one of the following options:

- **TOGGLE** – The trigger remains active even when the DMX signal is no longer present
- **MOMENTARY** – The trigger remains active while a DMX signal is present

Press the knob to confirm your choice.

Select **ENTER** to save the trigger or **CANCEL** to discard changes. Press the knob to confirm.

Edit & Delete DMX Trigger:



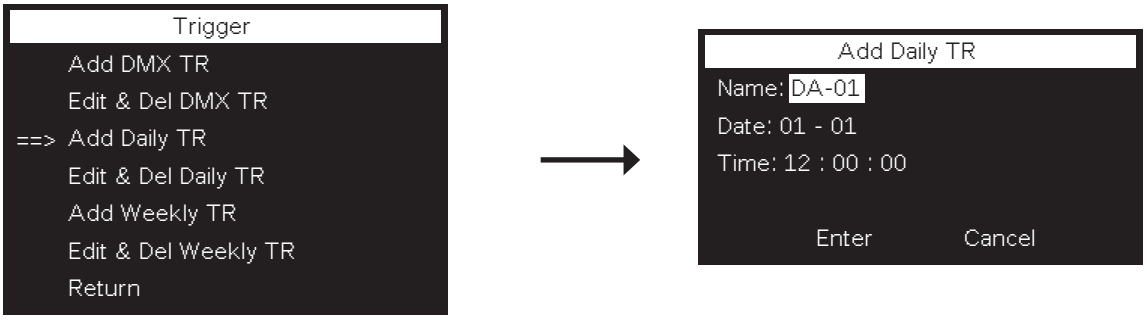
In this menu you can **EDIT** or **DELETE** existing DMX triggers.
Rotate the knob to select a trigger file and press to confirm.

Select one of the following options:

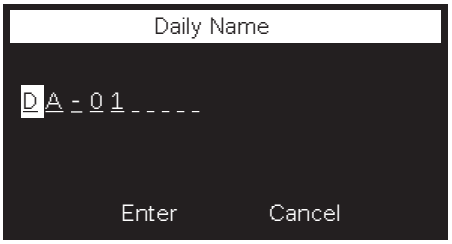
- **EDIT** – Modify the selected trigger
- **DELETE** – Remove the trigger
- **BACK** – Return to the previous menu

Press the knob to confirm your choice. If you select **EDIT**, adjust the trigger settings by following the steps in **ADD DMX TRIGGER** (page 18).

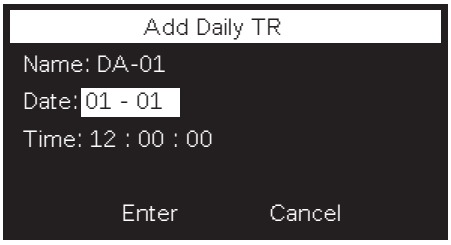
Add Daily Trigger:



In this menu you can create a **DAILY TRIGGER** and edit a trigger's **NAME**.



Select **NAME** and press the knob to edit the trigger name. Rotate the knob to select characters for the **DAILY TRIGGER'S NAME** and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the **DAILY TRIGGER'S NAME** or **CANCEL** to go back to the previous menu.



Select **DATE** and press the knob to edit. Choose the month and day, then rotate the knob to adjust:

Example: Month: **01–12**, Day: **01–31**

Press the knob to confirm each value.

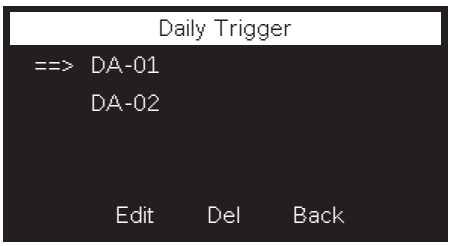
Select **TIME** and press the knob to edit. Choose the hour, minutes and seconds, then rotate the knob to adjust:

Example: Hour: **00–23**, Minutes: **00–59** and Seconds: **00–59**

Press the knob to confirm each value.

Select **ENTER** to save or **CANCEL** to discard changes. Press the knob to confirm your choice.

Edit & Delete Daily Trigger:



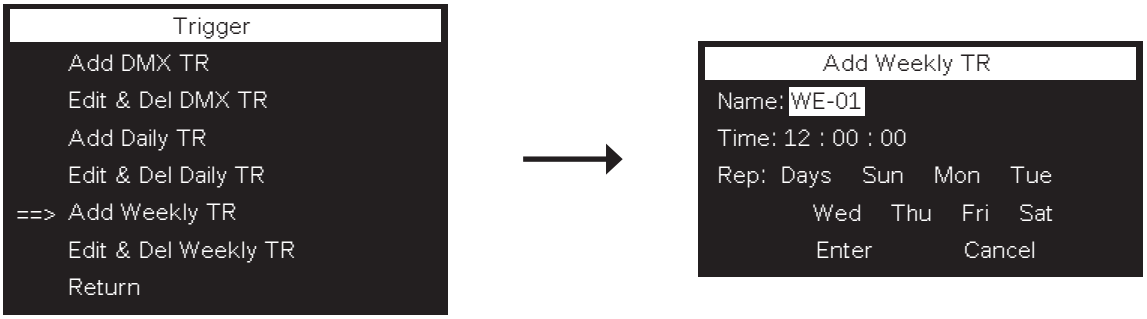
In this menu you can **EDIT** or **DELETE** the existing daily triggers.
Rotate the knob to select a trigger file and press to confirm.

Select one of the following options:

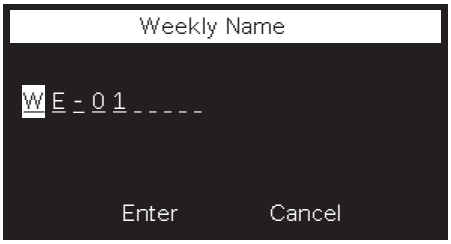
- **EDIT** – Modify the selected trigger
- **DELETE** – Remove the trigger
- **BACK** – Return to the previous menu

Press the knob to confirm your choice. If you select **EDIT**, adjust the trigger settings by following the steps in **ADD DAILY TRIGGER** (page 19-20).

Add Weekly Trigger:



In this menu you can create a **WEEKLY TRIGGER** and edit a trigger's **NAME.**



Select **NAME** and press the knob to edit the trigger name. Rotate the knob to select characters for the **WEEKLY TRIGGER'S NAME** and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the **WEEKLY TRIGGER'S NAME** or **CANCEL** to go back to the previous menu.

Select **TIME** and press the knob to edit. Choose the hour, minutes and seconds, then rotate the knob to adjust:

Example: Hour: **00–23**, Minutes: **00–59** and Seconds: **00–59**

Press the knob to confirm each value.

Select **REP** and press the knob to edit.

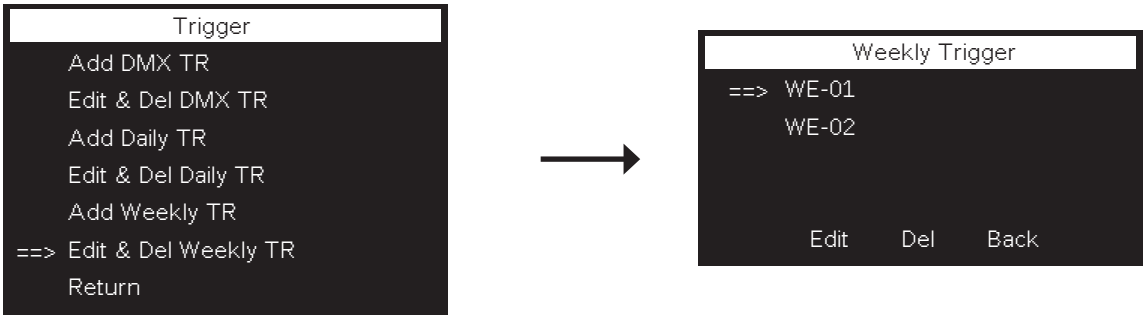
Rotate the knob to choose the days on which the trigger will activate:

- **DAYS** – Select all days
- **MON, TUE, WED, THU, FRI, SAT, SUN** – Select individual days

Press to confirm your choice.

Select **ENTER** to save or **CANCEL** to discard changes. Press the knob to confirm your choice.

Edit & Delete Weekly Trigger:



In this menu you can **EDIT** or **DELETE** the existing weekly triggers.
Rotate the knob to select a trigger file and press to confirm.

Select one of the following options:

- **EDIT** – Modify the selected trigger
- **DELETE** – Remove the trigger
- **BACK** – Return to the previous menu

Press the knob to confirm your choice. If you select **EDIT**, adjust the trigger settings by following the steps in **ADD WEEKLY TRIGGER** (page 21).

3. Action:

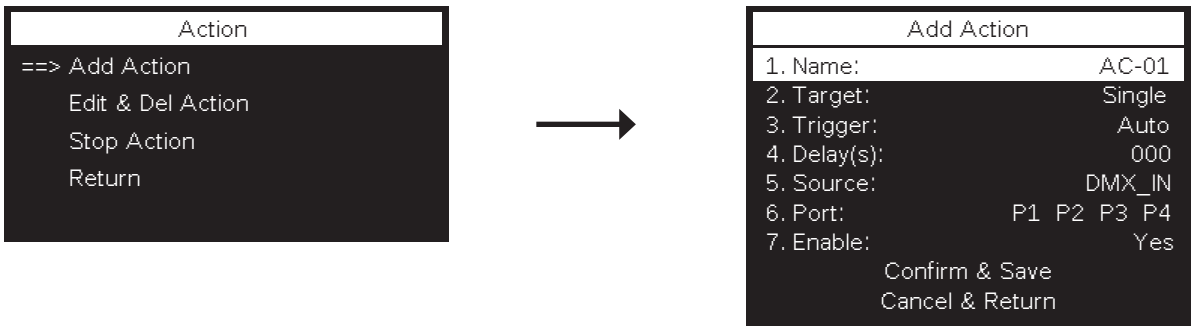
In this menu you can manually play a DMX files.

Rotate the knob to select one of the following options and press to confirm:

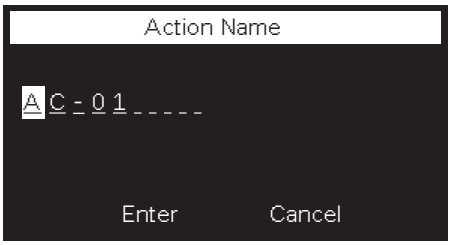
- **ADD ACTION** – Set a new action
- **EDIT & DELETE ACTION** – Edit or delete existing actions
- **STOP ACTION** – Stop selected actions

Select **RETURN** or press the ↩ button to go back to the previous menu.

Add Action:



In this menu you can assign your programmed scenes, shows and chases to your preset triggers.



Select **NAME** and press the knob to edit the trigger name. Rotate the knob to select characters for the **ACTION'S NAME** and press it to confirm. Rotate to move to the next position. After entering the name, select **ENTER** to save the **ACTION NAME** or **CANCEL** to go back to the previous menu.

Select **TARGET** and press the knob to open the menu.

Rotate the knob to choose one of the following options:

- **STOP** – Stop playback
- **LOOP** – Play the selected file in a loop
- **SINGLE** – Play the selected file once
- **SW-OFF** – Switch the selected power port off
- **SW-ON** – Switch the selected power port on

Press the knob to confirm your choice.

Select **TRIGGER** and press the knob to open the menu.

Rotate the knob to choose the trigger type:

- **DMX_TR**
- **DAILY_TR**
- **WEEKLY_TR**
- **AUTO**

Press the knob to confirm.

Select the desired trigger file and press to confirm. Select **ENTER** to confirm or **RETURN** to cancel.

Select **DELAY** and press the knob to edit.

Rotate the knob to set the delay time (0–120 seconds) and press to confirm.

Select **SOURCE** and press the knob to open the menu.

Rotate the knob to choose the source:

- **SCENE FILE**
- **CHASE FILE**
- **SHOW FILE**
- **DMX_IN**

If a file-based source is selected, choose the desired file and press to confirm.

Select **ENTER** to confirm or **RETURN** to cancel.

Rotate the knob to select **PORT**, press it to enable or disable selected port.

To return to the previous menu, select the **RETURN** option or press the ↩ button.

Select **ENABLE** and press the knob to edit.

Rotate the knob to choose the source:

- **YES**
- **NO**

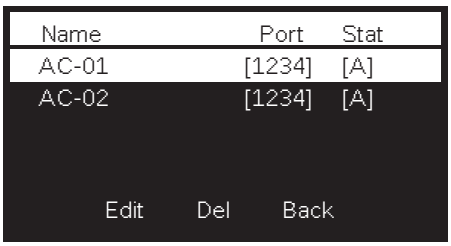
Press to confirm or press the ↩ button to cancel.

After adjusting all settings, select one of the following options and press the knob to confirm:

- **CONFIRM & SAVE** – Save the action
- **CANCEL & RETURN** – Discard the action

Note: The **SOURCE** option is only available when **SINGLE** or **LOOP** is selected in the **TARGET** menu.

Edit & Delete Action:



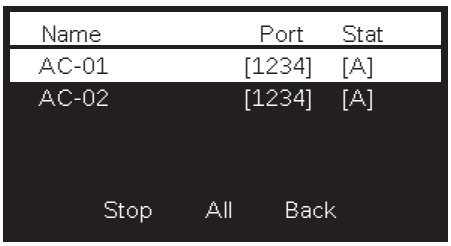
In this menu you can **EDIT** or **DELETE** the existing action files.
Rotate the knob to select a action file and press to confirm.

Select one of the following options:

- **EDIT** – Modify the selected action
- **DELETE** – Remove the action
- **BACK** – Return to the previous menu

Press the knob to confirm your choice. If you select **EDIT**, adjust the action settings by following the steps in **ADD ACTION** (page 23-24).

Stop Action:



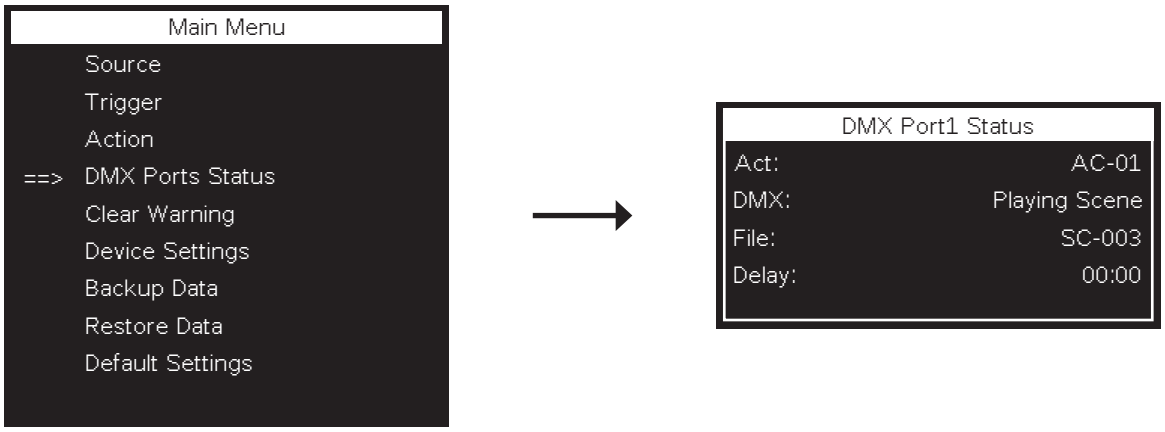
In this menu you can **STOP** the existing actions.
Rotate the knob to select a action file and press to confirm.

Select one of the following options:

- **STOP** – Stop the selected action
- **ALL** – Stop the all selected actions
- **BACK** – Return to the previous menu

Press the knob to confirm your choice.

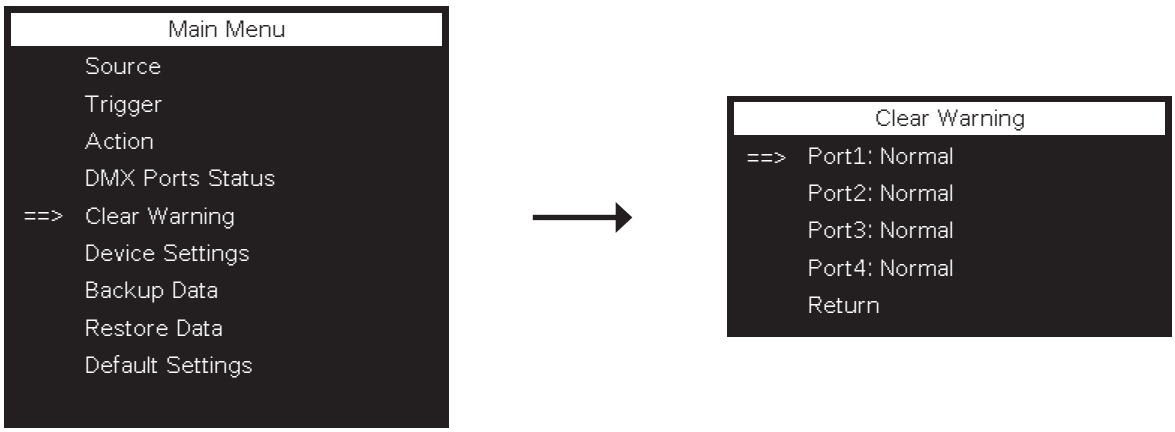
4. DMX Port Status:



In this menu you can view the currently active action and it's status.

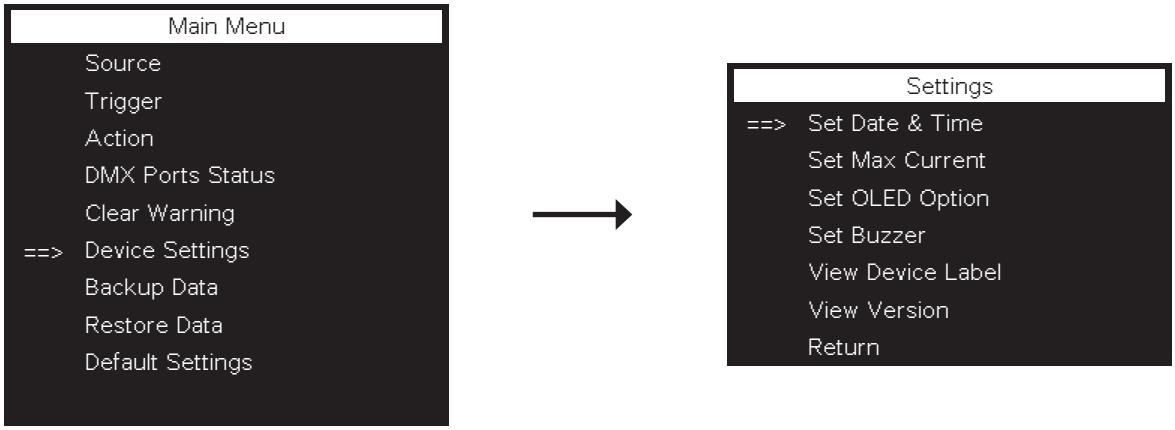
Rotate the knob to switch between the 4 ports and view their status.

5. Clear Warning:



In this menu you can view the status of each of the 4 ports and monitor if any port is overloaded.

6. Device Settings:



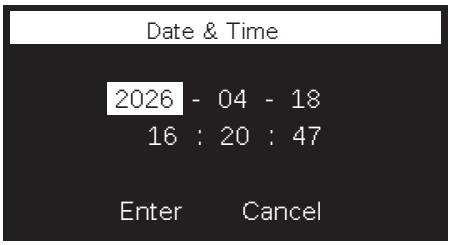
In this menu you can adjust the device settings.

Rotate the knob to select one of the following options and press to confirm:

- **SET DATE & TIME**
- **SET MAX CURRENT**
- **SET OLED OPTION**
- **SET BUZZER**
- **VIEW DEVICE LABEL**
- **VIEW VERSION**
- **RETURN**

Press the knob to enter the selected menu. Select Return or press the ↩ button to go back to the previous menu.

Set Date & Time:

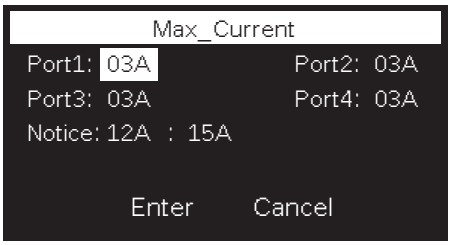


In this menu you can set the device clock.

Select the desired parameter (**YEAR, MONTH, DAY, HOUR, MINUTE, SECOND**) and press the knob to edit. Rotate the knob to adjust the value and press to confirm.

After setting all values, select **ENTER** to save or **CANCEL** to discard changes.
Press the knob to confirm

Set Max Current:



In this menu you can set the **MAXIMUM CURRENT** for each port.

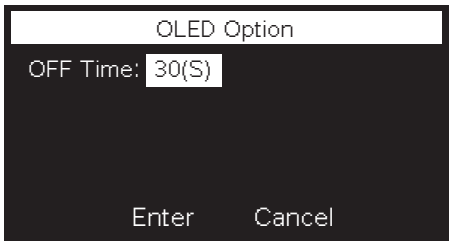
Select a **PORT (1–4)** and press the knob to edit.

Rotate the knob to adjust the value (01–10 A) and press to confirm.

Note: The total current must not exceed 15 A. If exceeded, the device will display a warning.

Select **ENTER** to save or **CANCEL** to discard changes. Press the knob to confirm.

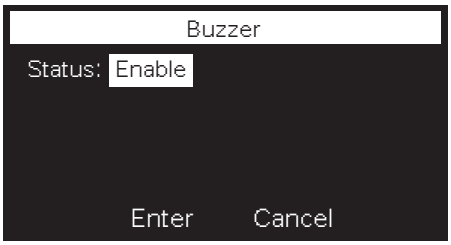
Set OLED Option:



In this menu you can set how long the display stays on when no button is pressed. Press the knob to edit. Rotate the knob to set the time (**5–60 SECONDS OR ALWAYS ON**) and press to confirm.

Select **ENTER** to save or **CANCEL** to discard changes. Press the knob to confirm.

Set Buzzer:



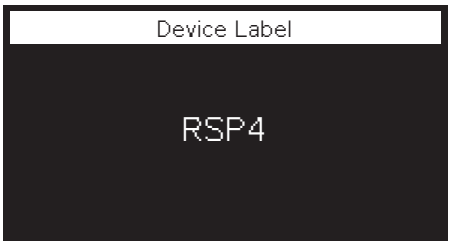
In this menu you can enable or disable the **BUZZER**, which indicates errors or malfunctions.

Press the knob to edit.

Rotate the knob to select **ENABLE** or **DISABLE** and press to confirm.

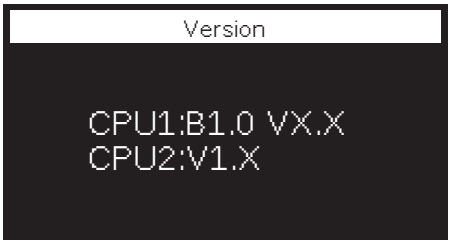
Select **ENTER** to save or **CANCEL** to discard changes. Press the knob to confirm your choice.

View Device Label:



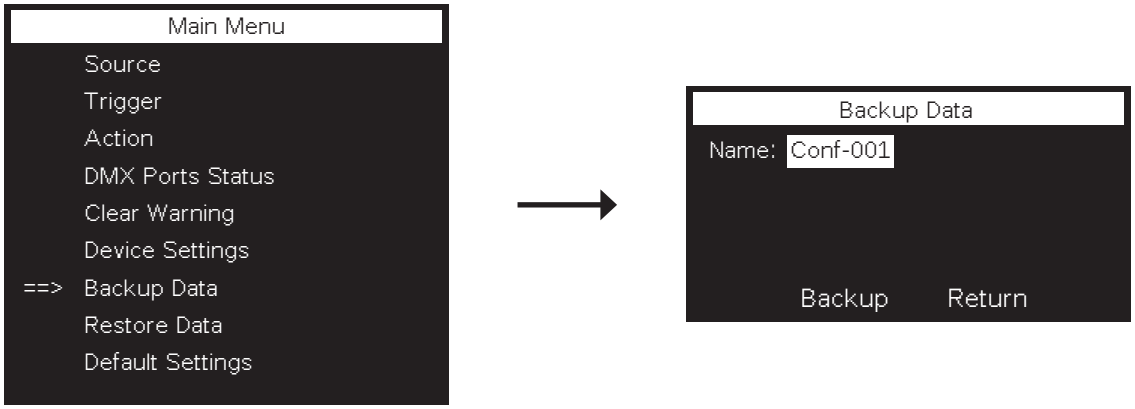
In this menu you can view the **DEVICE LABEL.**

View Version:



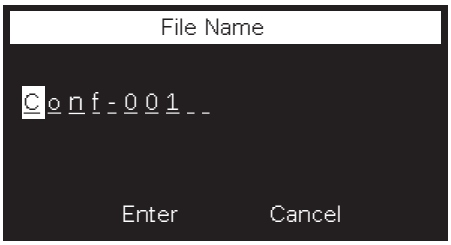
In this menu you can view the currently installed **SOFTWARE VERSION**.

7. Backup Data:



In this menu you can save the current device settings as a **BACKUP** file.

Press the knob to edit the file name.



Rotate the knob to select characters and press to confirm each one.

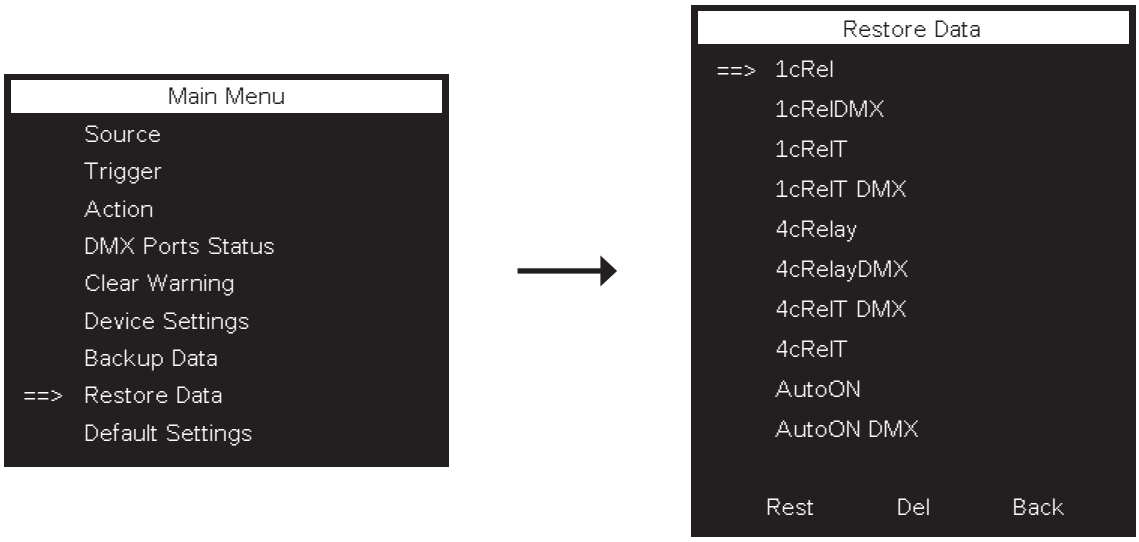
Select **ENTER** to confirm the file name or **CANCEL** to discard changes. Press the knob to confirm.

Select **BACKUP** to create a backup file or **RETURN** to go back. Press the knob to confirm.

If **BACKUP** is selected, the device will create a backup and display **BACKUP DATA SUCCEED**.

Press the knob to return to the **MAIN MENU**.

8. Restore Data:



In this menu you can load or delete **RESTORE** settings. Rotate the knob to select **RESTORE DATA** and press to confirm.

- **1cRel**

All 4 relays are triggered by DMX Channel 1.

Momentary Control – When DMX value of associated channel is between 127-255 relay is **ON**, otherwise **OFF**.

DMX IN is **NOT** transmitted through outputs 1 thru 4 (Ideal for replay of stored shows/scenes from memory)

- **1cRel DMX**

All 4 relays are triggered by DMX Channel 1.

Momentary Control – When DMX value of associated channel is between 127-255 relay is **ON**, otherwise **OFF**.

DMX IN is transmitted through DMX outputs 1 thru 4. (Like a regular DMX buffer)

- **1cRelT**

All 4 relays are triggered by DMX Channel 1.

Toggle Control – When DMX value of associated channel is between 127-255 relay is state is TOGGLED/swapped from current state. (E.G. Send >127 turns on, Stays on until >127 is sent again)

DMX IN is **NOT** transmitted through outputs 1 thru 4 (Ideal for replay of stored shows/scenes from memory)

- **1cRelT DMX**

All 4 relays are triggered by DMX Channel 1.

Toggle Control – When DMX value of associated channel is between 127-255 relay is state is TOGGLED/swapped from current state. (E.G. Send >127 turns on, Stays on until >127 is sent again)

DMX IN is transmitted through DMX outputs 1 thru 4. (Like a regular DMX buffer)

- **4cRelay**

Independent DMX control of each relay via DMX channels 1 thru 4.

Momentary Control – When DMX value of associated channel is between 127-255 relay is **ON**, otherwise **OFF**.

DMX IN is **NOT** transmitted through outputs 1 thru 4 (Ideal for replay of stored shows/scenes from memory)

- **4cRelayDMX**

Independent DMX control of each relay via DMX channels 1 thru 4.

Momentary Control – When DMX value of associated channel is between 127-255 relay is **ON**, otherwise **OFF**.

DMX IN is transmitted through DMX outputs 1 thru 4. (Like a regular DMX buffer)

- **4cRelT DMX**

Independent DMX control of each relay via DMX channels 1 thru 4.

Toggle Control – When DMX value of associated channel is between 127-255 relay is state is TOGGLED/swapped from current state. (E.G. Send >127 turns on, Stays on until >127 is sent again)

DMX IN is transmitted through DMX outputs 1 thru 4. (Like a regular DMX buffer)

- **4cRelT**

Independent DMX control of each relay via DMX channels 1 thru 4.

Toggle Control – When DMX value of associated channel is between 127-255 relay is state is TOGGLED/swapped from current state. (E.G. Send >127 turns on, Stays on until >127 is sent again)

DMX IN is **NOT** transmitted through outputs 1 thru 4 (Ideal for replay of stored shows/scenes from memory)

- **AutoON**

All relays automatically power on when unit is turned on. **NO** DMX control of relays.

DMX IN is **NOT** transmitted through outputs 1 thru 4 (Ideal for replay of stored shows/scenes from memory)

- **AutoON DMX**

All relays automatically power on when unit is turned on. **NO** DMX control of relays.

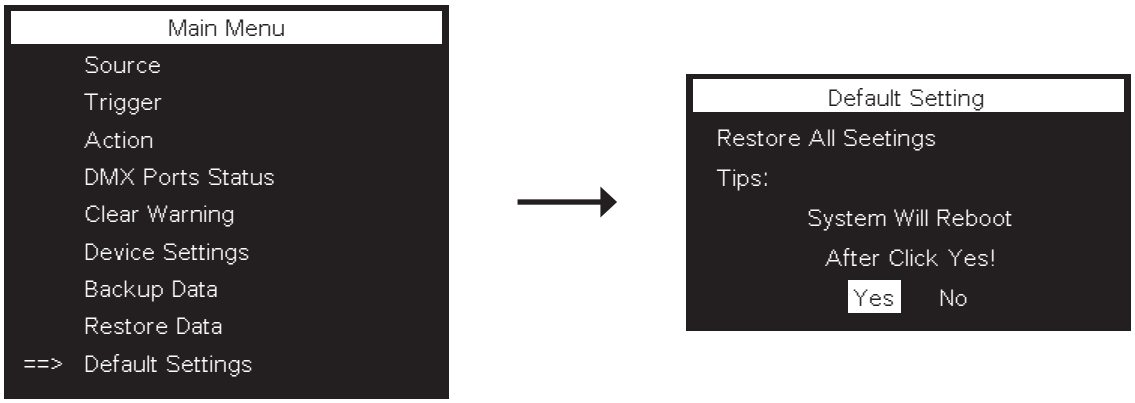
DMX IN is transmitted through DMX outputs 1 thru 4. (Like a regular DMX buffer)

Select one of the following options:

- **REST** – Load the backup file
- **DEL** – Delete the backup file
- **BACK** – Return to the previous menu

Press the knob to confirm your choice.

9. Default Setting:



In this menu you can restore the **DEFAULT SETTINGS**. Select **YES** or **NO** and press the knob to confirm.

Setting the DMX address:

The DMX mode enables the use of a universal DMX controller. Each fixture requires a “start address” from 1- 512. A fixture requiring one or more channels for control begins to read the data on the channel indicated by the start address. For example, a fixture that occupies or uses 7 channels of DMX and was addressed to start on DMX channel 100, would read data from channels: 100, 101, 102, 103, 104, 105 and 106. Choose a start address so that the channels used do not overlap. E.g. the next unit in the chain starts at 107.

DMX 512:

DMX (Digital Multiplex) is a universal protocol used as a form of communication between intelligent fixtures and controllers. A DMX controller sends DMX data instructions from the controller to the fixture. DMX data is sent as serial data that travels from fixture to fixture via the DATA “IN” and DATA “OUT” XLR terminals located on all DMX fixtures (most controllers only have a data “out” terminal).

DMX linking:

DMX is a language allowing all makes and models of different manufacturers to be linked together and operate from a single controller, as long as all fixtures and the controller are DMX compliant. To ensure proper DMX data transmission, when using several DMX fixtures try to use the shortest cable path possible. The order in which fixtures are connected in a DMX line does not influence the DMX addressing. For example; a fixture assigned to a DMX address of 1 may be placed anywhere in a DMX line, at the beginning, at the end, or anywhere in the middle. When a fixture is assigned a DMX address of 1, the DMX controller knows to send DATA assigned to address 1 to that unit, no matter where it is located in the DMX chain.

DATA cable (DMX cable) requirements (for DMX operation):

This fixture can be controlled via DMX-512 protocol. The DMX address is set on the back of the unit. Your unit requires either a standard 3-pin or 5-pin XLR connector for data input/output, see images below. Using audio XLR cables for DMX lighting is discouraged because it causes signal degradation, leading to flickering, erratic, or non-responsive lights. Audio cables have different impedance (<75 Ω) and higher capacitance, which cannot accurately transmit high-speed digital DMX data (110-120 Ω). While it may work for short, simple setups, it is unreliable for professional, long-distance, or complex lighting rigs. Ensure you use DMX XLR cables.

Further DMX cables can be purchased from all good sound and lighting suppliers or Prolight Concepts dealers.

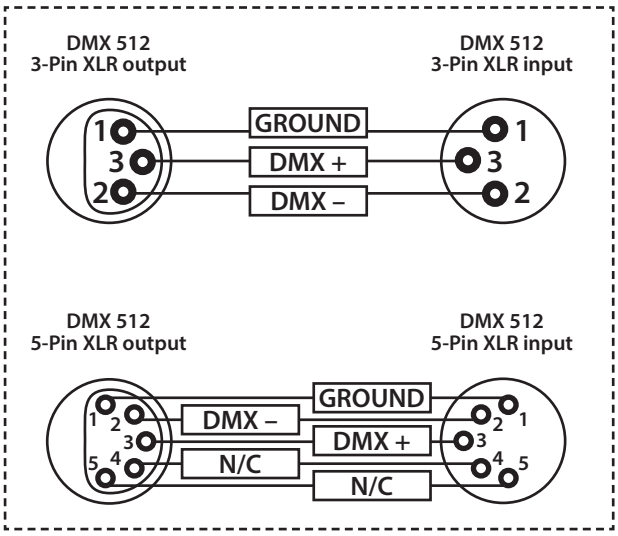
Please quote:	3-Pin:	**CABL10 – 2m**	**CABL11 – 5m**	**CABL12 – 10m**
	5-Pin:	**CABL185 – 2m**	**CABL187 – 5m**	**CABL188 – 10m**

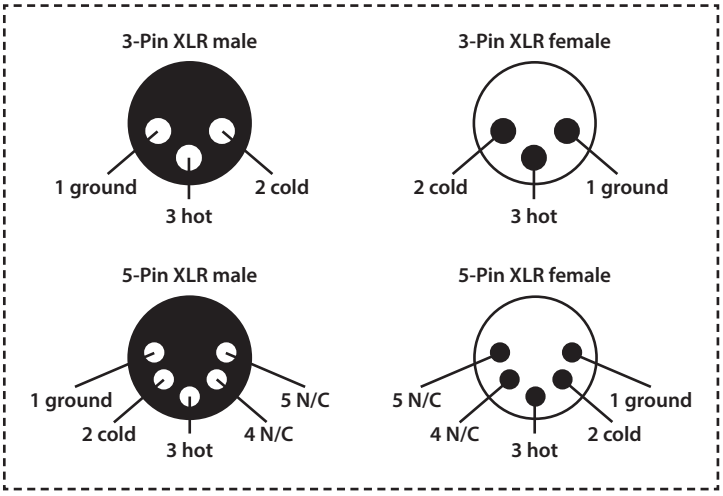
Also remember that DMX cable must be daisy chained and cannot be split.

Notice:

Be sure to follow the diagrams below when making your own cables. Do not connect the cables shield conductor to the ground lug or allow the shield conductor to come in contact with the XLRs outer casing. Grounding the shield could cause a short circuit and erratic behaviour.

Pin Configuration	
3-Pin	5-Pin
Pin 1 - Ground	
Pin 2 - Negative	
Pin 3 - Positive	
–	Pin 4 - N/C
–	Pin 5 - N/C

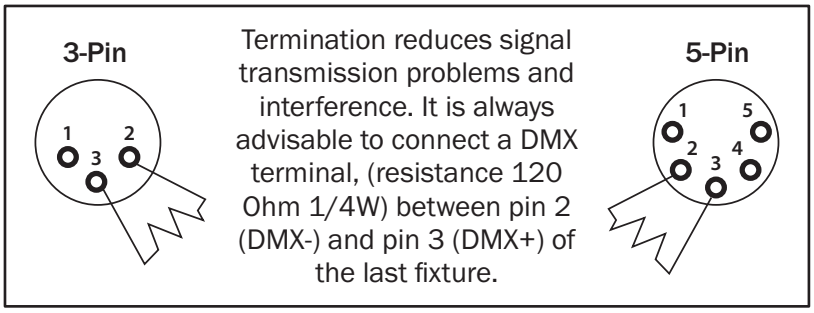




Line termination:

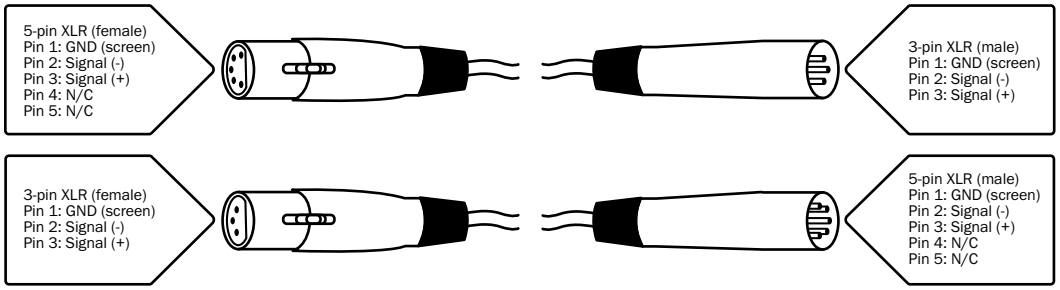
When longer runs of cable are used, you may need to use a terminator on the last unit to avoid erratic behaviour.

Using a cable terminator will decrease the possibilities of erratic behaviour.
(3-pin - Order ref: CABL90,
5-pin - Order ref: CABL89)



5-pin XLR DMX connectors:

Some manufacturers use 5-pin XLR connectors for data transmission in place of 3-pin. 5-pin XLR fixtures may be implemented in a 3-pin XLR DMX line. When inserting standard 5-pin XLR connectors in to a 3-pin line a cable adaptor must be used. The diagram below details the correct cable conversion.



Correct Disposal of this Product (Waste Electrical & Electronic Equipment)

(Applicable in the European Union and other European countries with separate collection systems)

This marking shown on the product or its literature, indicates that it should not be disposed with other household wastes at the end of its working life. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate this from other types of wastes and recycle it responsibly to promote the sustainable reuse of material resources.

Household users should contact either the retailer where they purchased this product, or their local government office, for details of where and how they can take this item for environmentally safe recycling.

Business users should contact their supplier and check the terms and conditions of the purchase contract. This product should not be mixed with other commercial wastes for disposal.

This notice does not imply a requirement for the product to be returned to the manufacturer or supplier, disposal should be carried out via appropriate authorised recycling facilities in accordance with local regulations.