

User manual

DMX-TX module MKII

for the LFXHub©



miE
movie-intercom®
LightingFX Tools

www.movie-inter.com

copyright © movie-intercom® 2010

edition 2010-1410V2

This user manual is valid for the DMX-TX module MKII for the
LFXHub

download the latest user manual:
<http://www.movie-inter.com/en/support/downloads>

This user manual is also available in German language
www.movie-inter.com/de/support/downloads

movie-intercom® und LFXHub®
are registered trademarks
of Olaf Michalke, movie-intercom
LightingFX Tools.

use or dispersal of the trademarks shown above
is strictly forbidden.

The features described in this manual are published
with reservation to modifications

table of content

chapter		page
1.	Safety first PLEASE READ THIS	4
2.	Quick Start	5
3.	Key features of the DMX-TX module	6
4.	indicators and interfaces	7
5.	connect DMX-TX module to LFXHub	8
6.	menu structure for DMX	9
7.	set-up of menu language	10
8.	set-up of DMX channels	11
9.	resetting to factory settings	12
10.	upgrading LFXHub's software	13
11.	trouble shooting	14
12.	specifications, cleaning, disposal	15
13.	address & support	16
14.	index	17

1. Safety first **PLEASE READ THIS**

Please read this user manual before the first operation!

Please protect the DMX-TX module against humidity and rain before and during operation.

This optional available DMX transmitter "DMX-TX module MKII" is exclusively engineered to be operated with the LFXHub.

movie-intercom LightingFX Tools is not responsible for any damages or injury may caused by a malfunction, over voltage injected by the connected DMX line at the output of the DMX-TX module.

The safety instructions for operation with DMX-512 based equipment must be observed.

Keep the rubber lid closed when the unit is not used.



2. Quick Start

1

connect the DMX-TX module MKII at the LFXHub's socket "DMX IN/OUT"



LFXHub user manual



2

- turn rotary switch "EFFECT" to position* "DMX IN/OUT" (all connected lamps are OFF)
- read DMX address range of each LFXHub output channel or modify the DMX addresses.



CH1= 001 to 012
 CH2= 013 to 024
 CH3= 025 to 036
 ▶ change DMX-ID

3

- DMX address at the receiver device must match to at least one DMX channel within the selected range of the DMX-module.
- connect DMX cable between socket DMX OUT of the DMX module and the receiving device
- turn rotary switch "EFFECT" to position* "Dimmer" (horizontal position) > use knob Dimmer max. at LFXHub to test dimming.



If available at the receiving device there is a DMX receiving indicator.

DMX OUT socket of DMX-TX module



DMX line

DMX IN socket of device

3. Key features of the DMX-TX module

Key features

- control DMX-512 based devices (USITT DMX-512 (1990) / DIN 56930-2)
- control up to 192 DMX channels, maximum is 64 DMX channels for each LFXHub channel
- self-locking plug at socket DMX IN/OUT of the LFXHub
- plug & play
- maintenance free
- ESD protected output
- multilingual display (English, French, Spanish, German)
- configuration of DMX IDs via the display of the LFXHub

Minimum requirements of the LFXHub for operation with the DMX-TX module

The operation of the DMX-TX module MKII requires the latest DMX software in the LFXHub.

Because of the software based engineering of the LFXHub, the required software can be installed later either.

LFXHubs, delivered after May 1, 2006 are already equipped with DMX software. In this case there is no software upgrade necessary.

How to find out whether the LFXHub is equipped with DMX software:

- turn "EFFECT" to position "off/set-up"
- with JOG navigate to:
basic settings > identity > software versions

software versions	
CI0: 1.0	CHP: 1.18
FT: 2.4	MT: 2.15
XT: 2.0	b

The version for "CHP" must be at least version 1.15

If the software version of CHP is smaller than 1.15 please read

👉 upgrading the software of the LFXHub, chapter 11 or contact us >
page 16

Please read the safety instructions before the DMX module will be used for the first time. As well please read the safety instructions of the LFXHub!

included in delivery

- DMX-TX module
- user manual
- eventually a CD containing DMX software for the LFXHub (depending on the version of the LFXHub's software)

4. Indicators and interfaces



output for DMX-512 receiver 5-pin XLR female behind rubber shield

status indicator DMX
• is flashing during transmission of a DMX signal
• steadily on during DMX channel set-up

connector plug into "DMX IN/OUT" of the LFXHub

The serial number label is located on the bottom of the module.

5. connect DMX-TX module at the LFXHub

The plug of the DMX-TX module is self-locking.
Insert the plug with an audible click. Arrows mark the insertion angle.

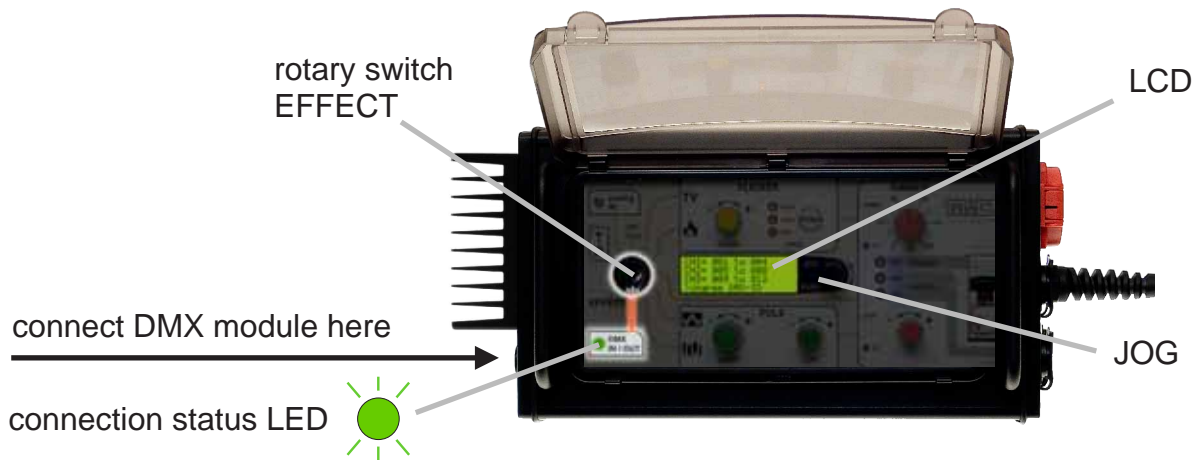
To unlock the plug please pull the centre ring of the plug (as marked below.)
The external DMX module is powered by the LFXHub.

Please make sure after insertion the green indicator at the LFXHub's control panel is steadily on.
If not please reinsert the plug of the DMX-module.



6. menu structure

This menu is visible when the DMX-TX module is connected to "DMX IN/OUT" and the rotary switch "EFFECT" is in position "DMX IN/OUT".



LCD menu level 1

LCD menu level 2

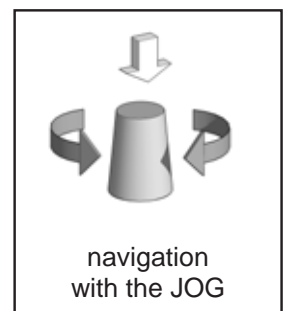
LCD menu level 3

DMX IN/OUT

Please connect DMX module at socket "DMX IN/OUT" on you left hand side!



no external LFX Tool is connected at "DMX IN/OUT": green LED at LFXHub is flashing



DMX IN/OUT

CH1= 001 to 004
CH2= 004 to 008
CH3= 009 to 012
>change DMX-TX ID

external DMX-TX module is connected: green LED at LFXHub is steadily on

display alternates every 5 sec.

DMX-512 module is connected and controls these DMX channels:

alert displays ...

... if chosen DMX-ID is not in a valid range between 001 and 512:

DMX-ID should have a value between 001 and 512!
Please change ID!

... if chosen address range is too large

max range of DMX-IDs is 64 addresses/CH. Value is rectified to possible range.

... if incremental address range rule is not valid.

sel. adresse range needs your attention!
Rule for range:
CH1 < CH2 < CH3

HELP: Each channel of LFXHub match its DMX address range. >

Adressable range for each LFXHub channel is 64 DMX addresses. >

recommended input order: configuration of ... CH1 : CH2 : CH3 >

change DMX-ID:
1. turn JOG: select digit
2. push JOG >

3. turn JOG > change DMX address
4. push JOG again: confirm value >

An input error is displayed/corrected automatically. back

Red digits are variables and might show different values, depending on your settings.

7. Menu language

The menu language of the DMX module can be changed within the menu of the LFXHub.

LFXHub's display

```
deutsch
•engl i sh
francai s
espanol      back
```

- turn "EFFECT" to position "off/set-up"
- with JOG navigate to:
basic settings > language selection

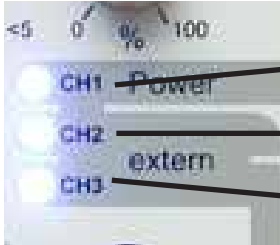


Hint

A reset to factory settings of the LFXHub will not reset the selected language.

8. setting up DMX channels

For each channel of the LFXHub there is a maximum range of 64 DMX channels.



allocate a maximum of 64 DMX channels

allocate a maximum of 64 DMX channels

allocate a maximum of 64 DMX channels

A maximum of 192 DMX channels can be controlled with a single LFXHub with the DMX-TX module MKII

Application example

Control a 12 channel DMX dimmer pack.

Each of the four blocks would use three lamps for fire effects with flickering shadows. This dimmer pack uses a single DMX start address.

Smart set-up procedure

Always start the configuration of the DMX channels with LFXHub channel 1, then LFXHub channel 2, then 3 in the DMX set-up menu.

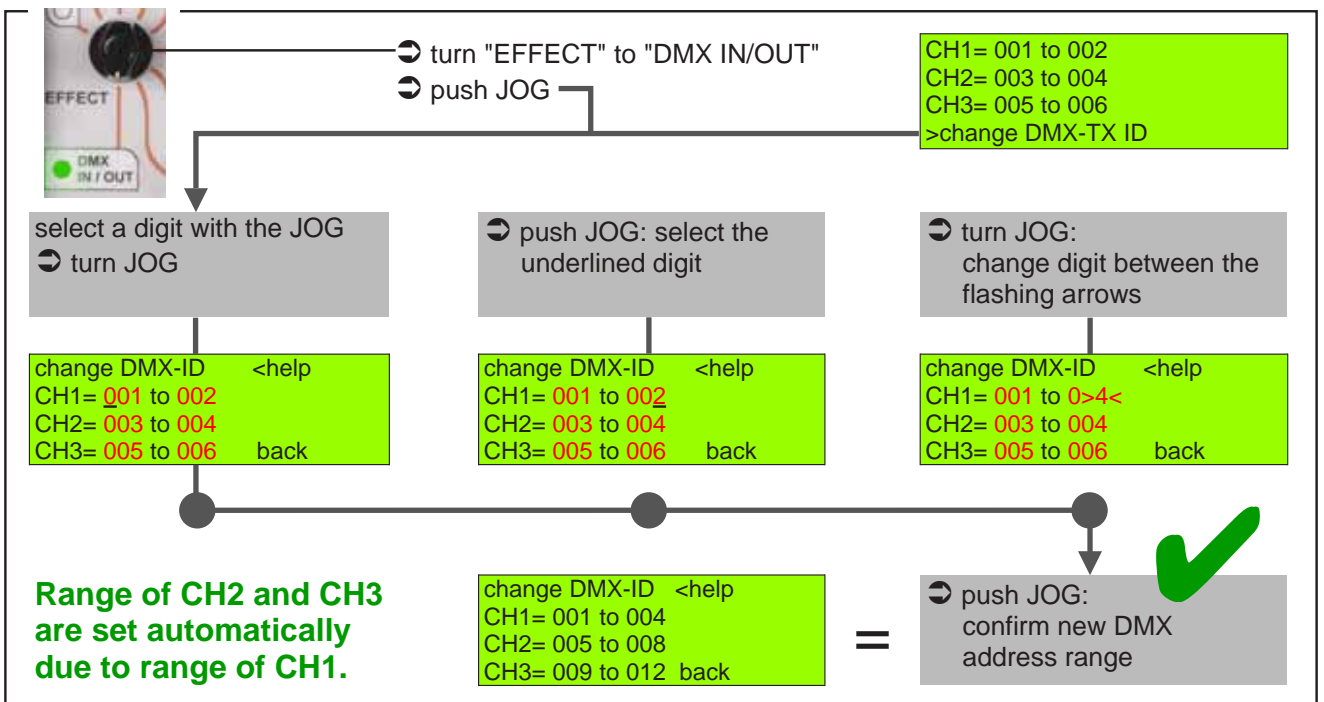
The DMX-module automatically subsequences the probably required values. Simply set the start address range of LFXHub channel 1. Then the other channels are set automatically.



Always use this configuration order: channel 1 > channel 2, channel 3

The DMX address range of each LFXHub channel is arbitrary.

During DMX channel set-up (position of rotary switch "EFFECT" is "DMX IN/OUT") all connected lamps are OFF.



Please feel free to allocate e.g. CH1= 001 to 012, CH2= 023 to 023 and CH3= 024 to 074.

9. resetting to factory settings

The DMX-TX module stores all set up DMX-addresses without any time limit. There is no battery neither in the LFXHub nor in the DMX module.

Please consider:

The DMX-IDs are stored in the DMX module, not in the LFXHub. We do recommend resetting to factory settings if the LFXHub and the DMX module is returned to the rental house.

i for rental houses

Every lighting crew starts so with same conditions.

The DMX channels can be reset with the LFXHub.

resetting LFXHub
to factory settings?
yes • no

1. turn "EFFECT" to position "OFF / set-up"
2. choose menu item
"basic settings" > "factory reset"
3. confirm with "yes"

The default settings of the DMX channels are:

CH1 = 001 to 002

CH2 = 003 to 004

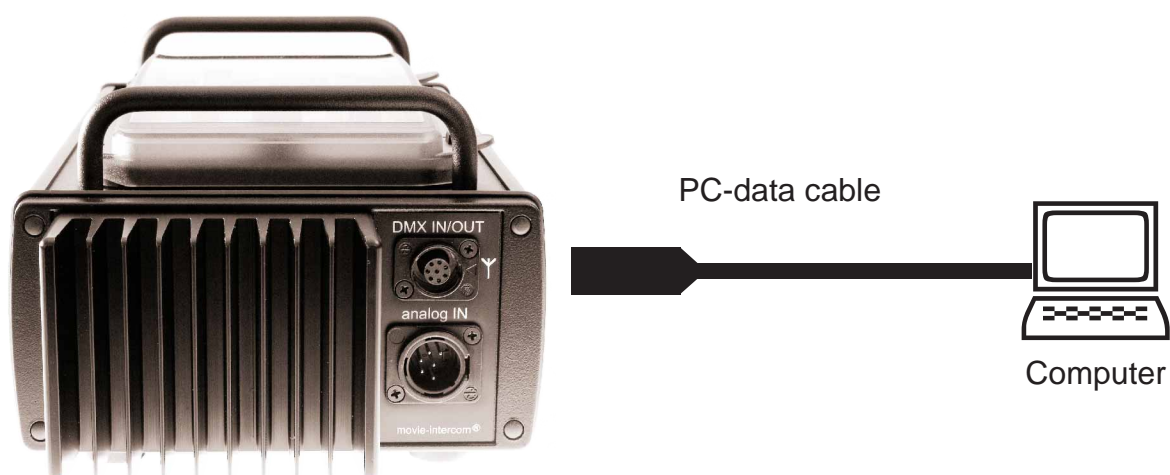
CH3 = 005 to 006

10. upgrading LFXHub's software

Because of the software based design of the LFXHub the LightingFX Tools are always up to date with the newest effects and features.

A detailed guide is shipped with the new software, by e-mail or postal mail on a CD.

A software update or upgrade is accomplished using the optional available PC-data cable (order code: pcda) linking the LFXHub and a computer.



11. trouble shooting

Possible problems using the LFXHub might be solved here.

Basic conditions for operation

1. The DMX-TX module and the LFXHub, especially the power cord, have no damages.
2. The operation voltage of the LFXHub is 200 - 240 VAC /50 Hz.
3. The built-in main fuse is turned on.
4. The DMX-TX module is properly connected to the socket "DMX IN/OUT" of the LFXHub.

In case of a malfunction of the LFXHub the internal fuse of the power supply could have been triggered.

This internal fuse is self resetting. Please power off and wait 10 minutes and try again. Do not open the the LFXHub, it is not necessary.

symptom	possible reason	solution
DMX module is not identified by the LFXHub	software of the LFXHub is not upgraded to DMX	load latest software for the LFXHub
	plug of DMX module is not properly connected	unplug and reinsert the plug of the DMX module with an audible click
a connected lamp of a DMX dimmer pack will not come on	DMX dimmer pack is not powered up / has no mains	power up the DMX dimmer
	connected lamp is switched off	switch on lamp
	connected lamp is broken	replace lamp
	value of "Dimmer max." is too low at the LFXHub	increase "Dimmer max."
	DMX-ID of the transmitter (LFXHub) does not match to the receiver	set up DMX-ID - at the LFXHub or - at the receiver
a connected lamp of a DMX device can be switched but not dimmed	There are "dimmer packs" or "switch packs", both use DMX	use a dimmer pack instead of a switch pack
a connected LED lamp does not work	some LED lamps need more than a single DMX channel	please read the user manual of the LED device or modify the DMX addresses at the LFXHub
DMX dimmer works but the effect looks bad, too soft	dimmer curve of the dimmer pack is not set correct	set dimmer curve to "linear" at the dimmer pack
a connected lamp at the dimmer pack is still on when the DMX-TX module is unplugged	Due to DMX-512 specifications a receiver holds the last state when the DMX signal is lost.	Reconnect the DMX module at the LFXHub including the complete DMX line, turn "EFFECT" to position "OFF", unplug DMX cable
the unit does not work although all settings are correct	Humidity might be too strong inside the DMX-module or LFXHub	Leave both LFX Tool dehumidify at a warm and dry place for at least one hour

12. specifications

general	
operation voltage	5 VDC (powered by the LFXHub)
temperature range	-20°C ...50°C (-4°F ... 140°F)
dimensions (l x w x h) (without cable)	125 x 61 x 26 mm (5" x 2.4" x 1")
weight	220 grams (0.6 lbs)
DMX output socket	5-pin XLR female (Pin 1 ground, Pin 2 DMX-, Pin 3 DMX+, Pins 4 and 5 not connected)
DMX protocol	USITT DMX-512 (1990) / DIN 56930-2
number of DMX channels	max. 192 DMX channels, max. 64 / LFXHub channel
DMX channel selection range	001 to 512

cleaning the unit

ONLY clean the unit when disconnected completely from all cables!

Use a clean slightly wet cloth.

disposal

In order to avoid any possible effects resulting from the disposal of electrical and electronic equipment containing substances damaging the environment and human health, the European Parliament and Council directives 2002/96/EC on waste electrical and electronic equipment (WEEE) and 2002/95/EC on the restriction of the use of certain hazardous substances in electrical and electronic equipment (RoHS) have been transferred into national law in all EU member states.







The product you have purchased was developed in line with the current state of the art in an environmentally friendly manner and with the view of recycling. The product is labelled with the symbol shown to the right. If you wish to dispose this product, this symbol obliges you to do so separately from industrial sorted waste.



Waste equipment should be shipped to movie-intercom. We will dispose the waste for you. Electrical equipment does not belong in regular waste.

13. address & support

Do not hesitate to contact movie-intercom.
We are looking forward to answer your questions.

postal address	movie-intercom Urbanstr. 171B 10961 Berlin Germany	
phone 24h / 7 days	+49 (0)30.2232.0575	
fax	+49 (0)30.2232.0571	
e-mail	support@movie-inter.com	
call back service	http://www.movie-inter.com call back service	
web	http://www.movie-inter.com	

14. Index

- C channel set-up > page 11
- connection to the LFXHub > page 8
- contact movie-intercom > page 16
- cleaning the unit > page 15
- D dimmer pack > page 5
- display of DMX channels > page 9
- disposal > page 15
- DMX address range / set up > page 11
- DMX address reset > page 12
- DMX socket > page 7
- default DMX addresses > page 12
- E EFFECT switch LFXHub > page 9
- F factory reset > page 12
- function overview > page 6
- H help > page 14
- I included to delivery > page 6
- J JOG > page 9
- L language selection > page 10
- M maintenance > page 6
- menu structure > page 9
- O output channel configuration > page 9
- Q quick start > page 5
- R rain, operation with - > page 4
- rotary switch EFFECT > page 9
- S safety instructions > page 4
- serial number > page 7
- software update > page 13
- support > page 16
- specifications > page 15
- T trouble shooting > page 14