

ERDMX - interface configuration and programming manual - 2008

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The ERDMX interface has 3 modes of operation: a basic up/down dimming mode, an economical pre-programmed preset recall mode and the programmable snapshot mode.

Up/down dimming mode - this is the simplest ERDMX mode. The PTM switches function as manual dim up or dim down controls when pressed. Each button press smoothly dims up or down the pre-configured DMX control channels in increments of 10%. Each button can control up to 24 DMX channels.

Pre-programmed preset recall mode - this is the most economical preset recall mode. Factory programmed scenes are stored in the ERDMX and recalled by PTM pushbuttons with a 3 second fade between scenes. PTM control stations are available with 2, 4 or 8 scenes. Scenes can be modified by an up/down master PTM switch in 10% increments.

Programmable DMX snapshot mode - the ERDMX interface when used with any industry standard DMX-512 controller (the SunLite ESA in our example) can store “snapshots” of scenes set up by the DMX controller for recall by PTM control stations. Scenes can be modified by an up/down master PTM switch in 10% increments.

Scenes are repeatable lighting “looks” created by adjusting DMX lighting control channels. The number of DMX control channels per scene can be up to 24 channels. The fade time between scenes is a fixed 3 seconds (the fade time is factory adjustable).



ERDMX interface (or module)



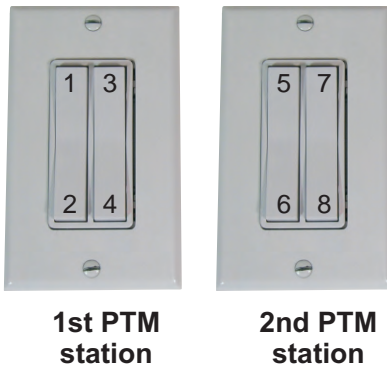
PTM265 switch
or 2 button “PTM station”

ERDMX - Up/down dimming mode

- to use the ERDMX system, PTM controls must first be “learned”, this is how the unique PTM stations address IDs are bound to the ERDMX interface
- up to 30 PTM stations can be learned by a single ERDMX module
- the top of the PTM265 switch can be identified by looking at the back of the switch. The top has an “1”, the bottom of the switch has an “0”
- normally the PTM265 station is factory preprogrammed to work with the ERDMX and once wired, simply pressing the top of the switch will increase the light level by 10% increments, or pressing the bottom of the switch will decrease the light level by 10% increments

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These two PTM265D - (dual switches) or “ 4 button PTM stations” have pushbuttons - labeled 1 to 8 they correspond to scenes 1 to 8

Setting up the ERDMX interface for pre-programmed preset recall mode:

- to use the ERDMX system, PTM controls must first be “learned”, this is how the unique PTM stations address IDs are bound to the ERDMX interface.
- up to 30 PTM stations can be learned by a single ERDMX module.
- arrange the PTM control stations into groups to be learned: scenes 1+2 (2 button PTM's) scenes 1,2,3 and 4 (4 button PTMs) and scenes 5,6,7 and 8 (4 button PTM's)
- perform a memory “clear” by pressing and holding the ERDMX CLR button with a ballpoint pen for more than two seconds (until the LRN LED turns on).
- with the ERDMX LRN LED on *******, press and release pushbutton #1 of the first 2 button PTM station to be learned. Wait until the LRN cycle is complete (5 seconds). Then program any remaining 2 scene stations the same way. These stations will now recall scenes 1 and 2.
- learn mode has a 30 second timeout. If learn mode times out (the LRN LED goes out) simply press the LRN button of the ERDMX for more than 0.5 seconds to reactivate the LRN cycle.
- with the ERDMX LRN LED on, press and release pushbutton #1 of the first 4 button PTM station to be learned to recall scenes 1,2,3 and 4. Wait until the LRN cycle is complete (5 seconds). Then press and release pushbutton #3 of the same 4 button PTM station. Wait until the LRN cycle is complete (5 seconds). Program any remaining 4 button PTM stations that you would like to program the same way (to recall scenes 1,2 3 and 4).
- with the ERDMX LRN LED on, press and release pushbutton #2 of the second 4 button PTM station to be learned to recall scenes 5, 6, 7 and 8. Wait until the LRN cycle is complete (5 seconds). Then press and release pushbutton #4 of the same 4 button PTM station. Wait until the LRN cycle is complete (5 seconds). Program any remaining 4 button PTM stations that you would like to program the same way (to recall scenes 5,6,7 and 8).
- press the LRN button of the ERDMX for more than 0.5 seconds to exit LRN mode. The LRN LED will go out (alternately, the learn function will automatically timeout in 30 seconds). The status LED remains lit. The ERDMX is now configured and is ready to operate.

ERDMX - Snapshot mode using the SunLite ESA virtual DMX console

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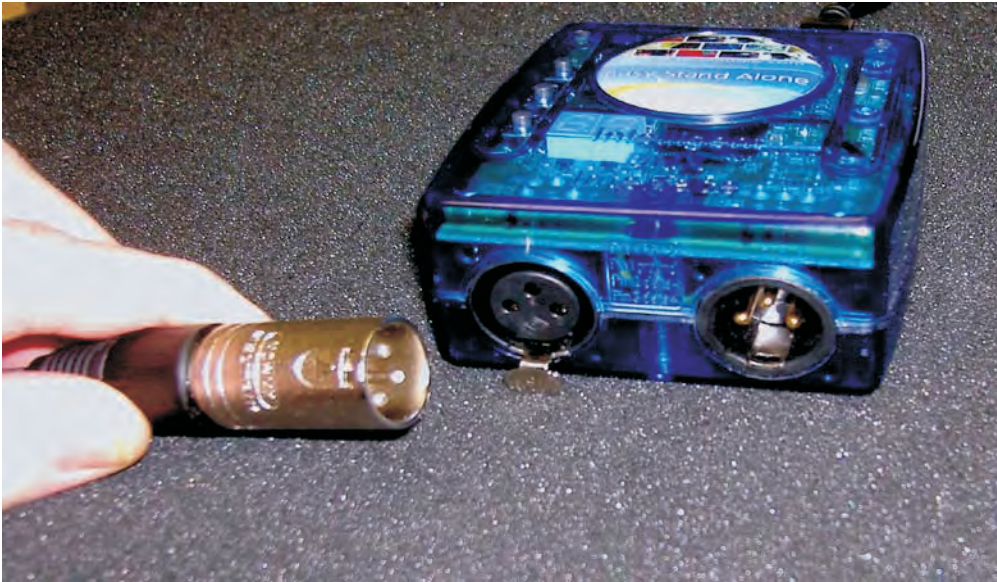
- with the computer off, connect the SunLite ESA (SLESA) DMX-512 interface via USB or Ethernet cable to the appropriate computer connector and the other end to the appropriate SLESA connector



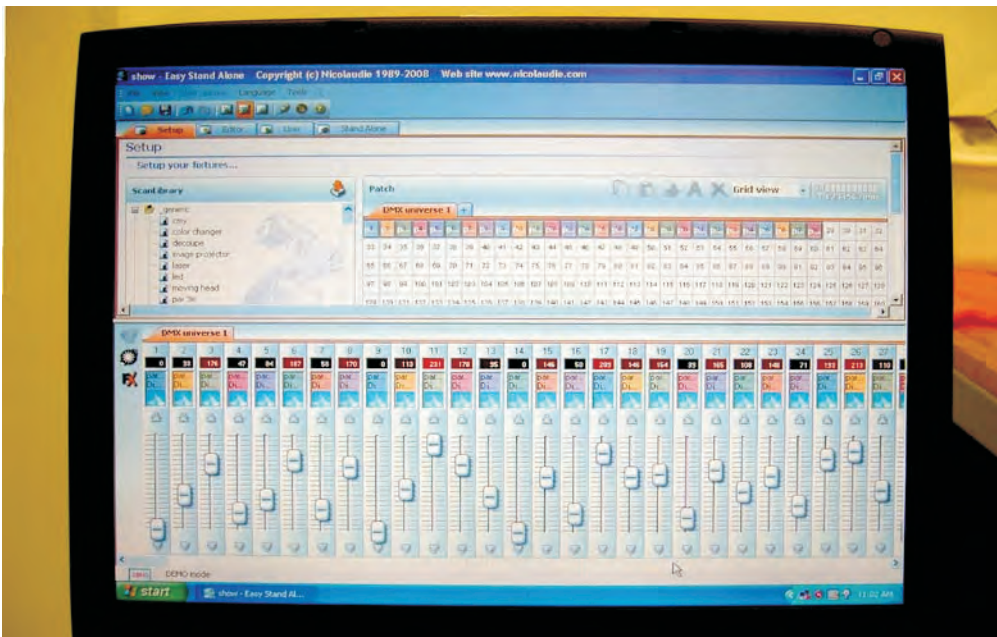
- connect a DMX-512 cable to the SLESA 3 pin female XLR DMX output connector, ****DO NOT PLUG THE OTHER END OF THE DMX CABLE INTO AN EXISTING DMX NETWORK YET!****

ERDMX - Snapshot mode using the SunLite ESA virtual DMX console

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- turn on the computer and start the SLESA software



- select USB or Ethernet mode depending on the SLESA version
- using the mouse, select and drag the SLESA fader display down to expose the PATCH menu
- select fixture type (most architectural systems can use generic PAR fixtures), select DMX start (usually 1) and patch the appropriate number of fixtures

ERDMX - Snapshot mode using the SunLite ESA virtual DMX console

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- using the mouse, select and drag the SLESA fader display back up to the height desired
- to alert the ERDMX interface to enter snapshot mode, the user initiates a unique combination of button pushes with a "learned" PTM265D control station. Simultaneously (in all of the following) press buttons 1 and 3, then press 2 and 4, then press 2 and 4 again and then 1 and 3
- the lights will go out along with ERDMX "status" LED - the ERDMX is now in snapshot mode and is ready to receive DMX-512. If the ERDMX did not go into snapshot mode, simply press any single pushbutton on the station - (which performs a clear) and then enter the snapshot mode code pushbutton sequence - by again simultaneously pressing buttons 1+3, 2+4, 2+4 and 1+3 of a "learned" control station
- plug the 5 pin female XLR connector from the SLESA to any male 5 pin DMX-512 network input
- at this point the SLESA virtual console has live DMX control of the dimmers, adjust the faders and observe the lighting levels to create the desired scene
- to store this scene, press and release the appropriate PTM pushbutton and wait 3 seconds (allows ERDMX electronics to write the eeprom memory)
- after all scenes have been stored ****disconnect SLESA 5 pin XLR DMX output cable from DMX network!****
- exit the ERDMX snapshot mode by simultaneously pressing buttons 1+3, 2+4, 2+4 and 1+3 of a "learned" PTM256D control station
- the lights will come back on as well as the ERDMX "status" LED - the ERDMX is now in normal run mode. If the ERDMX did not go back into run mode, simply press any single pushbutton on the station (-Performs a clear) and then enter the snapshot mode code pushbutton sequence by simultaneously pressing buttons 1+3, 2+4, 2+4 and 1+3 of a "learned" PTM265D control station
- exit the SLESA program and shut down the laptop
- the ERDMX snapshot mode programming is complete. Whenever a PTM scene activation pushbutton is pressed, the stored scene will be recalled with a 3 second smooth fade
- **Note: observe the DMX rule that only one transmitter can be active on the same DMX network at any given time (without a DMX merger). The SunLite ESA is a DMX transmitter and ERDMX is a DMX transmitter when in run mode!!**
- Inexpensive 2 input DMX mergers are available to allow more than one DMX transmitting device to be operated on a single DMX network

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