

LightLEEDer DMX512 Control Module Selectable Options

Relay Sweep Function:

When set to the Relay Sweep Function, if the DMX console sets multiple channels On or Off, the panel will sweep the relays from the top of the panel to the bottom of the panel in 50ms staggered steps. With the rotary LSD switch (switch furthest away from the edge of the board), select the lowest setting required for the number of DMX channels that are being used in the panel.

- 8= Channels 1 through 12 (rev.3 firmware)
- 9= Channels 1 through 16 (rev.3 firmware)
- A= Channels 1 through 24 (rev.3 firmware)
- B= Channels 1 through 32 (rev.3 firmware)
- 0= Channels 1 through 64
- 1= Channels 1 through 128
- 2= Channels 1 through 256
- 3= Channels 1 through 512

Relay Instant-On Function:

When set to the Relay Instant-On Function, if the DMX console sets multiple channels On or Off, the panel will set the relays state at the same time with no stagger. **Note: The panel must be equipped with the proper amount of power to accomplish this feature. Every 16 relays in the panel require a 40VA transformer to operate properly. Contact ILC for more information.**

With the rotary LSD switch (switch furthest away from the edge of the board), select the lowest setting required for the number of DMX channels that are being used in the panel.

- C= Channels 1 through 12 (rev.3 firmware)
- D= Channels 1 through 16 (rev.3 firmware)
- E= Channels 1 through 24 (rev.3 firmware)
- F= Channels 1 through 32 (rev.3 firmware)
- 4= Channels 1 through 64
- 5= Channels 1 through 128
- 6= Channels 1 through 256
- 7= Channels 1 through 512

Data Frame Filter:

The Data Frame Filter is used to prevent switching if the DMX console drops a frame.

With the rotary MSD switch (switch closest to the edge of the board), select a filter range from 0 to F. With the filter set to 0, the panel will react to every frame. Set to 1 or above the panel will need to see multiple stable frames to react (1-16).

- 0= No data packet filter
- F= Maximum data packet filter (16)