## **Arcus-EDS**

# Short description DMX-GW-Configurator

🕌 DMX	-GW-Cor	nfigurato	r										
<u>F</u> ile <u>C</u> h	annels	<u>S</u> cenes	Sequen	ces Sy	stem	1000			915				
Scene1		•		Show sc	ene		Store s	cene		Write scene			
Ch: 1 0 %	Ch:2 Ch:3 0% 0%		Ch: 4 0 %	Ch:5 0%	Ch:6 0%	Ch:7 0%	Ch:8 0%	Ch:9 0%	Ch: 10 0 %	Ch: 11 0 %	Ch: 12 0 %	2	
Ch: 17 0 %	Ch: 18 Ch: 19 0 % 0 %		Ch: 20 0 %	Ch: 21 0 %	Ch: 22 0 %	Ch: 23 0 %	Ch: 24 0 %	Ch: 25 0 %	Ch: 26 0 %	Ch: 27 0 %	Ch: 28 0 %	8	
Ch: 33 0 %	Ch: 34 Ch: 35 0 % 0 %		Ch: 36 0 %	Ch: 37 0 %	Ch: 38 0 %	Ch:39 0 %	Ch: 40 0 %	Ch: 41 0 %	Ch: 42 Ch: 43		Ch: 44 0 %	8	
Ch:49 0%	49 Ch:50 Ch:51 0% 0%		Ch: 52 0 %	Ch: 53 0 %	Ch: 54 0 %	Ch: 55 0 %	Ch: 56 0 %	Ch: 57 0 %	Ch: 58 0 %	Ch: 59 0 %	Ch: 60 0 %	8	
Ch: 65	Ch: 66	Ch: 67	Ch: 68	Ch: 69	Ch: 70	Ch: 71	Ch: 72	Ch: 73	Ch: 74	Ch: 75	Ch: 76		
	6.II	1			-			-		10	_		
Connecti	on: Disconne Transfer	cted			<u>-</u>						3		
-	Conne	ct											

Gateway KNX / DMX (Firmware 0.10 ff ) DMX-GW-Configurator Software short description



## Quick start guide:

With the software tool DMX-GW-Configurator the DMX-KNX-Gateway can be set up and configured and new firmware can be uploaded.

- 1. After installing the software, the gateway has to be connected by a normal USB cable. The gateway should be identified automatically, if not, the drivers can be found at "driver/" in the installation folder.
- 2. Start the program and push the "Connect"-Button. At the menu "System->Settings" the actual channel count and firmware is displayed. This should show 512 channels and version 0.10 with a new delivered GW.
- 3. If you need a different firmware version from the 512-Channel / 8-Sequence variant which is installed, with the menu item "System->Change Firmware" the firmware can be replaced with a 32-channel / 64 scenes / 4 sequences version. (Which can be made undone afterward). After the upload the USB must be disconnected once. Please mind the different Address schemes in different firmware versions.
- 4. Now you can open a new project which is compatible to the actual firmware with "File->New Project".

In the following we assume the 32-Channel version.

🕌 DMX	📓 DMX-GW-Configurator 📃 🗖 🔀												
<u>F</u> ile <u>C</u> h	annel	s <u>S</u> cenes	s <u>S</u> equen	ices Sy	stem	1/201			41				
Scene1			•	Show sc	ene		Store scene			Write scene			
Ch: 1 0.%	Ch: 1 0 %	2 Ch:3 0 %	Ch: 4 0 %	Ch: 5 0 %	Ch: 6 0 %	Ch:7 0 %	Ch: 8 0 %	Ch: 9 0 %	Ch: 10 0 %	0.%	Ch: 12 0 %	Ch: 0 %	
Ch: 17 0 %	Ch: O %	Add slider Activate channel Deactivate channel Set channel		.h. 21 1 %	Ch: 22 0 %	Ch: 23 0 W	Ch: 24 0 %	Ch: 25 0 %	Ch: 28 0 %	Ch: 27 0 %	Chi 28 0 %	Ch: 0 %	
•		Rename of	channel										
All active All inactive Connection: Disconnected					<u>.</u>			2			3		
-	Con	nect	<b>₹</b>										

In the initial state all channels are inactive. To activate a channel you can either activate it the slider-panel ( if you have one for this channel ) or with a double-click in the status-field, which also adds a slider to the slider panel, or with the right mouse button . With the button "Activate all" all channels are activated simultaneous.

Each channel can be controlled with a slider if this is activated.



Short description



To set a scene you set the active-status of the wanted scene, then you set the values for the channels and send the scene to the gateway.

- "Save Scene" saves the scene in the project

  - "Write Scene" writes the scene into the gateway too "Show scene" shows the scene settings currently in the project



All rights reserved. Subject to change without notice.

-3-

Arcus-EDS GmbH, Rigaer Str. 88 , 10247 Berlin, Tel.: 0049/30/25933914, Fax.: 0049/30/25933915 info@arcus-eds.de www.arcus-eds.de



In the menu "Scenes" you can change the names of the scenes, single scenes ("Read scene") or all at once ("Read all scenes") can be read out from the gateway.

Short description

If "Save automatically" is selected, the scene is stored in the project after the download from the gateway.

To define a new scene you do the following:

- 1. Choose the scene you want to edit
- 2. Set the channels (in)active how they are needed in this scene..
- 3. Set the channel values as you need in this scene.
- 4. Write the scene into the gateway ( "Write scene" -button or -menu ).

Later on you can change the channel settings via KNX and store the new values in a scene as well. (De)Activation of the channels can only be done in the configuration program.

### Sequences:

If sequences are allowed in the firmware you can configure and edit them in the software.

4	DMX	-GW-Cor	nfigura	tor											
Eile	e <u>C</u> h	annels	Scene	s <u>S</u> ec	luences	Syst	tem	1000				20			
Scene1 <u>E</u> dit sequences						Store scene					Write	Write scene			
Ch:1 Ch:2 Ch:3 80 % 46 % 51 %			<u>R</u> e W	<u>R</u> ead sequence <u>W</u> rite sequence		h: 6 %	Ch: 7 0 %	Ch	8	Ch: 9 0 %	Ch: 10 0 %	Ch: 11 0 %	Ch: 12 0 %	Ch: 0 %	
0	🏝 s	equenc	etable	1. 201		~	200 - 65		1. eu		at 211	211.000		E	
	Sequence:1 👻		Wi	rite seque Read sequen 🕨 Pla					ay	Stop					
	_	Nr. Actio					Scenename Turnover tim				nover tim	e in se	Holdtime	in secon	nds
_	1 Rec			Recal	ecall scene			Scene1				3	0		0
_	2	2 Recall scene				1	Scene2			5			3		
	3	Jump to start													
Cor								Close	]		,	<u> </u>	4		
	1	Disconn	ect	•	1		1							1	•

- The "Edit sequences" command opens a sequence table in which sequences can be defined. Following actions can be set :
  - Recall scene
  - Stop sequence
  - Restart loop
  - For a "scene recall", the turnover time and the hold time can be configured.

The actual sequence can be sent to the gateway, played back ( and stopped ) afterwards. Closing the window also stops the sequence.

The sequences can be read out from the gateway, either one at a time with the button "Read Sequence" or all sequences at once by the menu "Read sequences"

Finally the actual project can be saved "File->Save Project" and reopened later on.

The complete project with all scenes and sequences can be transferred to the gateway with the button "Transfer".

All rights reserved. Subject to change without notice.



In case you want to read out the complete project from the gateway, you have to read the scenes first and then the sequences. Afterwards you can edit the data, write it back and save the project with a new name.

#### Imprint:

Publisher: Arcus-EDS GmbH, Rigaer Str. 88, 10247 Berlin

Responsible for Content: Hjalmar Hevers, Reinhard Pegelow

Reprints, including partial reprints, can be made only with expressed permission from Arcus-EDS GmbH. This information is the best to our knowledge and is without guarantee. We reserve the right to make any technical and price changes at any time.

#### Liability:

Selection and determining the appropriateness of the devices for a designated purpose is the customer's full responsibility. We offer no liability or guarantee for this. The data in the catalogue and data sheets is a result of experienced measurements and does not embody a guarantee of particular features. Arcus excludes responsibility for damage done on the part of the customer due to improper operation/projecting or malfunctions. On the contrary, the operator/projector must know that improper operation, and projection and malfunctions do not lead to any further damage.

#### Safety Guidelines:

Attention! Installing and assembling electrical devices must only be done by an electronics specialist. The customer should be aware of and adhere to the safety guidelines of VDE, TÜV and the appropriate energy provider. Our guarantee does not include defects and damage caused by improper use or non-compliance of operating instructions.

#### Warranty:

We provide a warranty as required by law. Please contact us in case of malfunction and send the device with a full description of the fault to the address below.

#### Manufacturer:



#### **Registered Trademarks:**



The CE Trademark is an unofficial market trademark used exclusively by authorities and provides no warranty of properties.



Registered Trademark of Konnex Association

All rights reserved. Subject to change without notice.