

Hand Held DMX Tester

ANY TEST ONE



The Any Test One provides installers and service/test personnel with a highly portable and flexible DMX 512 source. The slider level control and simple channel address setting controls give immediate control of individual DMX channels, with a large clear LCD readout of set channel and sent data. Level settings on up to three DMX channels can be memorised in the stores so as to allow testing and checking of sophisticated DMX units, such as moving lights (waggly mirrors). For instance the iris, shutter and colour could be set in memory whilst the user has direct control over the motor functions. If no control is operated for a period of approximately 5 minutes the unit will shut down to conserve the batteries. However by pressing the function switch, the previous settings both in memory and on direct display will be restored.

The small size and weight of the unit together with the use of battery power and standard DMX connector ensure that the unit is completely portable and ready for individual use in any situation during installation or on test work. Each unit comes supplied in a protective pouch with a 1.5 metre 5 pin XLR male to 5 pin XLR female lead and batteries and belt clip.

- Simultaneous control of 4 DMX channels.
- Large LCD display, switchable to show output level or channel.
- Slider control of output level.
- Progressive low battery indication.
- Memory of addressed channels and level even when unit is in stand-by.
- Automatic shut down to extend battery life.
- Quick address selection via 3 switches.
- Output via female 5 pin XLR socket.
- Slider override to full button.

ANY TEST ONE Operating Instructions

The POWER on/off switch is located on the top end panel next to the XLR output socket. It completely disconnects the batteries from the circuit and will erase any information in the STORES. We recommend that the unit is turned off by this switch if it is not to be used for long periods or if it is being put away in its protective pouch.

By depressing the POWER switch the display will show "c1" indicating that channel one is being addressed. Use the "100's" "10's" and "UNITS" switches to select other addresses. Holding down any of the switches will cause the digits to scroll round.

If the POWER switch is already on, briefly pressing the FUNCTION switch will activate the unit. However, now the display will show the previously selected channel and occupied STORES if any had been set. If no control is operated for about 5 minutes the unit will return to stand-by, conserving the batteries. Having selected the desired channel, the output level may be altered by using the SLIDER. If you want to see the output level displayed briefly press the FUNCTION switch. The display will change to display output level "L" "0 --->255", repeating this process will restore channel display.

When testing more complex DMX units, in particular "waggy mirrors", it is sometimes necessary to maintain one or more DMX channels whilst controlling another. The Any Test One has 3 stores or memories to facilitate this.

To enter DMX information into a STORE, select the desired channel using the 3 switches and select the level by using the SLIDER, then press the FUNCTION switch. While "c" is flashing, press the desired STORE switch "A", "B" or "C". The

appropriate STORE indicator "■" will appear and will flash if the stored channel is the same as the one on the display. It will be overridden by the displayed information but will return to the stored state when the channel address is advanced.

To clear a STORE, press the desired STORE switch while holding down the FUNCTION switch. It is not necessary to clear a STORE before entering new data as the latest programming overrides previously stored levels.

If different levels on the same channels are held in two or more STORES, then "A" will take precedence over "B" and "B" over "C".

There is a low battery warning feature incorporated in the unit which appears as progressively flashing digits starting from the right hand end of the display. When one digit is flashing we would recommend that the batteries are changed, when two digits are flashing they should be changed, when three digits are flashing you are lucky that the unit is working at all and now is the time to go and raid the kid's toys for batteries!!!

The bottom end panel will need to be removed to gain access to the battery holder. We recommend (carefully inserting) a pair of pointed-nose pliers into the aperture in the bottom panel and gently opening the jaws until the end panel is free of the groove in the case. Carefully withdraw the battery holder and change the batteries, observing the correct polarity. Replace the battery holder with the bottom of the holder closest to the circuit board. Replacing the end panel is a reversal of the removal procedure.



Channel Displayed



Level Displayed

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