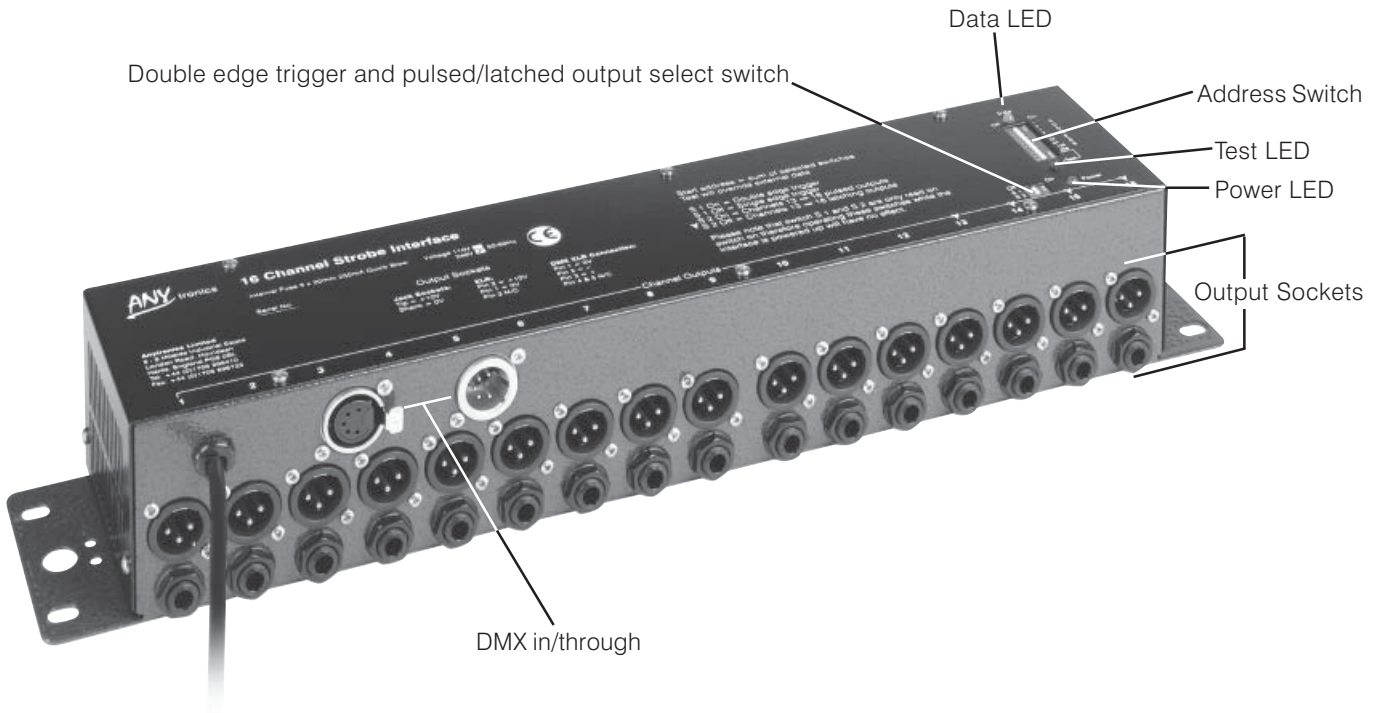




Operating Instructions

Please try and read at least once before discarding!!



The Anytronics 16 Channel Strobe Interface responds to the most significant bit of data (M.S.B.) to generate a pulse to fire the strobe and therefore a chase sequence needs to be set from the controller. The speed of this chase can be doubled by selecting the double edge trigger mode, which triggers the strobe when the output from the chaser goes low as well as high.

The outputs are transistor driven providing enough current for either opto-isolated or pulse transformer trigger circuits. Another feature of this interface is the ability to select latching rather than pulsed output on the top four channels (channels 13 →16), useful for triggering either smoke machines, cue lights or resets on lighting effects.

Both the dual triggering and the latched outputs are selected via the 2 way DIL switch on the lid of the unit. These switches are only read when the unit is powered up therefore adjusting them when the interface is on will have no effect.

The first nine ways of the 10 way DIL switch, are used to set the DMX address, the sum of the selected switches equalling the start address. The switches are labelled in binary code i.e. 1, 2, 4, 8, 16 etc., to 256, so to select start address 25 for instance switches 16, 8 and 1 should be moved to the on position. The electronics will automatically select the following 15 channels sequentially. The tenth position will activate the test sequence. In test mode the red LED will be lit and any DMX data coming in will be disabled resulting in the yellow LED being extinguished.

The green LED indicates that the power supply is good.

The yellow data LED should be lit providing that:

1. The unit is powered up (green LED lit)
2. A start address has been set
3. The DMX cable is connected correctly
4. The DMX controller is on
5. The test mode has not been selected (red LED not lit)

Socket Connection Details

Five pin XLR connection:

Pin 1	Screen
Pin 2	- Data
Pin 3	+ Data
Pin 4 & 5	Not used but connected across sockets

3 pin XLR socket:

Pin 1	0V
Pin 2	Positive +10V Pulse (channel output)
Pin 3	Not connected

1/4" (6.3mm) Mono jack socket:

Tip	Positive +10V Pulse (channel output)
Shank	0V

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