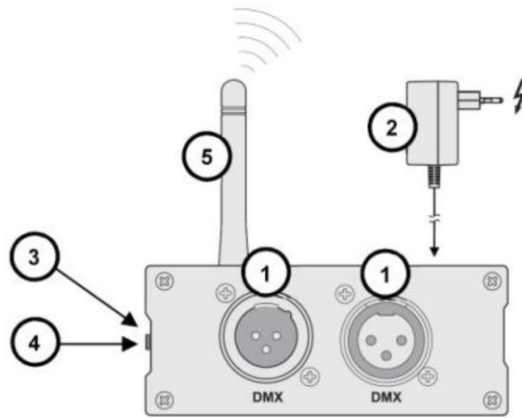


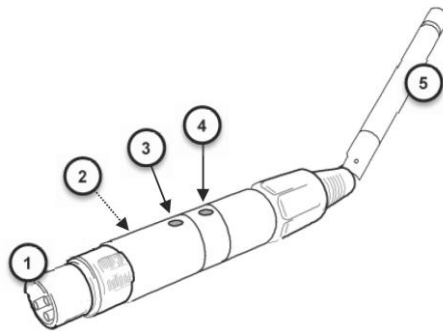
# EVENT LIGHTING

Wireless DMX

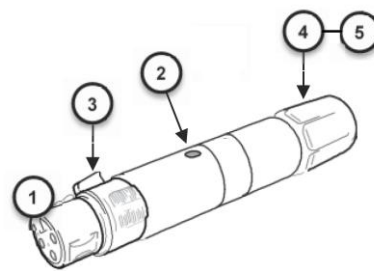
## USER MANUAL



**WDMXBASET RX**



**WDMXXLR TX**



**WDMXXLR RX**

1. Input / Output
2. Power Connection (White power cable for Receiver and Black for the transmitter as supplied)
3. Button
4. Light Indicator
5. Antenna

## INTRODUCTION

Wireless DMX is the ideal solution for fast setups, temporary installations, touring and production duties or places where you are physically unable to run DMX cables. Event Lighting brings a range of Wireless DMX devices to the market. There are 3 x models:

1. WDMXBASETTR – This unit can operate as a transmitter or a receiver
2. WDMXXLRTX – This unit operates as a transmitter
3. WDMXXLRRX – This unit operates as a receiver

**Plug and Go** Just plug in the transmitter and receiver, then select the transmission or receiver mode via a single button. A coloured LED indicator light will let you know transmission and receiver status. Grouping is just as easy.

The range of transmission will vary depending on the environment and tests should be run to see actual coverage area, TABLE0 shows an indication of the Maximum coverage. A loss of around 30dBm is experienced when transmitting through a brick wall. Other walls and floors of varying materials will have a different loss.

### COVERAGE AREA TABLE0

Transmitter	Receiver	Line of site MAX*	Through a single brick wall*
WDMXBASETTRX	WDMXBASETTRX	300m	50m
WDMXBASETTRX	WDMXXLRRX	200m	30m
WDMXXLRTX	WDMXBASETTRX	300m	50m
WDMXXLRTX	WDMXXLRRX	200m	30m

\*Distance is given as measured in ideal RF conditions. Actual distance will vary depending on your environment

## TECHNICAL SPECIFICATIONS

- Power supply: 5VDC
- Maximum Transmission power: 22dBm
- Receiver Sensitivity: -110dBm\* / -102dBm\*\* (\*WDMXBASETTRX and WDMXXLRTX, \*\*WDMXXLRRX)
- Band : 2.402Ghz – 2.480Ghz, ISM , 79 channels
- Spread Spectrum: FHSS, 1100 hops/s
- Modulation GFSK
- Channel Groups: 7 in GZ mode, 6 in WIDMX mode
- Protocols : ELDMX,WDMX G3/G4 , GZ\* (\*receiver only)

## SETUP MODE

### Setup

To enter the setup mode, press and hold the button whilst powering up.

Once the device powers up, the unit will be in 'setup mode'.

The light will be lit a specific colour to indicate the protocol being used for the transmission as shown in TABLE1

Pressing the button will cycle through the colours and once you want to set the protocol pressing the button for more than 1s will save the protocol.

The transmitters, receivers and transceivers will remember the protocol used even after a power cycle with their built in memory chip.

**Protocols** TABLE1

Colour	Protocol
Red	ELDMX Transmit and receive
Green	W-DMX Receive
Blue	W-DMX G3 Transmit
Yellow	W-DMX G4 Transmit
Purple	GZ Receive* (*Receiver Only)

## USE MODE

### Changing Channel Group

Pressing the Button will show you the current channel group being used and pressing it again will cycle through the groups. The colour of the light will indicate the group as shown in Table2.

**Status Indicators** TABLE2

Protocol	Action	Description
ELDMX / GZ	Solid Colour (Red, Green, Blue, Yellow, Cyan, Magenta, White*)	1 of the 7* colour groups (*7 <sup>th</sup> white only in GZ mode, 6 in ELDMX mode)
	Flashing Red	Transmitting DMX
	Flashing Green	Receiving DMX
W-DMX Receive	White	No connection
	Red	Deleting Connection
	Red Fast Flash	Connection Lost
	Green Fast Flash	Connecting to Transmitter
	Green Slow Flash	Connected but no DMX signal
	Green	Connected with DMX signal
W-DMX Transmit	Red	Deleting All Receivers
	Blue Fast Flash	Connecting with the receivers
	Blue Slow Flash	No DMX input
	Blue	Transmitting DMX

### W-DMX Mode

#### Transmitters

Pressing the button momentarily will connect to all unconnected receivers in the coverage area.

Pressing the button for more than 3s will disconnect all receivers in the coverage area.

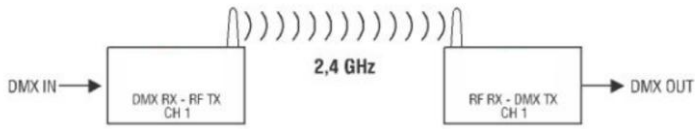
#### Receivers

Pressing the button for more than 3s will disconnect the device with a transmitter.

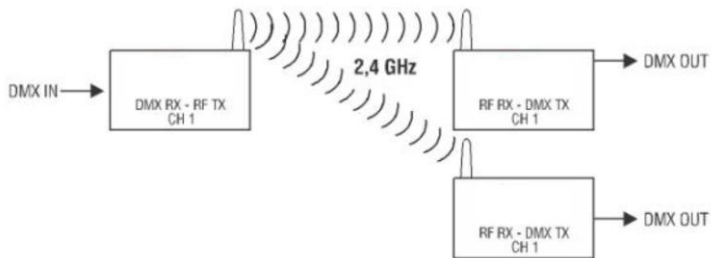
**NOTE: The receiver will not connect with a new transmitter unless it is disconnected first.**

# COMMON APPLICATIONS

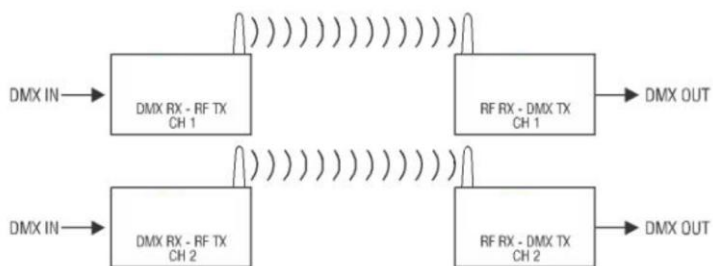
## One to One



## One to Many



## Many\* to Many (\*6 channel groups maximum in WIDMX)



## Repeater (\*6 channel groups maximum in WIDMX)

