

SLESA-UE7

Easy Stand Alone USB-DMX controller



Overview

The Stand Alone DMX controller can be used to control a wide variety of different DMX systems- from RGB/RGBW to more advanced moving and color mixing luminaires, DMX audio players and fountains. The controller comes with a variety of features including 1024 DMX channels, clock/calendar, iPhone/iPad/Android remote control, Ethernet facilities, dry contact port triggering and multi-zone SD card memory.

The lighting levels, colors and effects can be programmed from a PC, Mac, Android, iPad or iPhone using the included software.

Key Features

- 3 DMX512 universes in live mode (computer)
- 2 DMX512 universes in stand alone mode
- 250 scenes across 5 areas
- Network synchronisation of one area across hundreds of universes
- Multi-zone microSD memory
- USB & Ethernet connectivity for programming/control
- 8 dry contact trigger ports via HE10 connector
- Clock and calendar with Sunrise/Sunset triggering
- Network communication. Control lighting remotely
- OEM customization
- Windows/Mac software to set dynamic colors/effects
- iPhone/iPad/Android remote and programming apps

Technical Data

Input Power	5-5.5V DC 0.6A
Output Protocol	DMX512 (x2)
Programmability	PC, Mac, Tablet, Smart-phone
Available Colors	Blue, Orange, Gray, Green, Marine, White, Red
Connections	Mini USB, XLR3, XLR5, Ethernet, 2x HE10, battery
Memory	microSD card, 4GB Max
Environment	IP20. 0°C - 50°C
Buttons	2 buttons to change scene + 1 button to change area
Dimensions	79x92x43mm 120g
Complete Package	140x135x50mm 340g
OS Requirements	Mac OS X 10.8-10.12 Windows 7/8/10
Standards	EC, EMC, ROHS

Optional Accessories

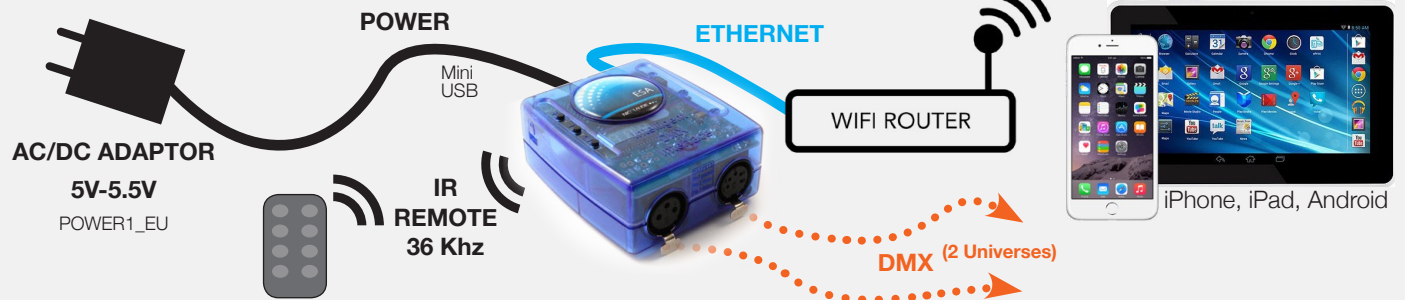
POWER1_EU/UK/US 5V ACDC power supply with EU/UK/US plug

CONNECTIVITY

Live Mode (computer control)

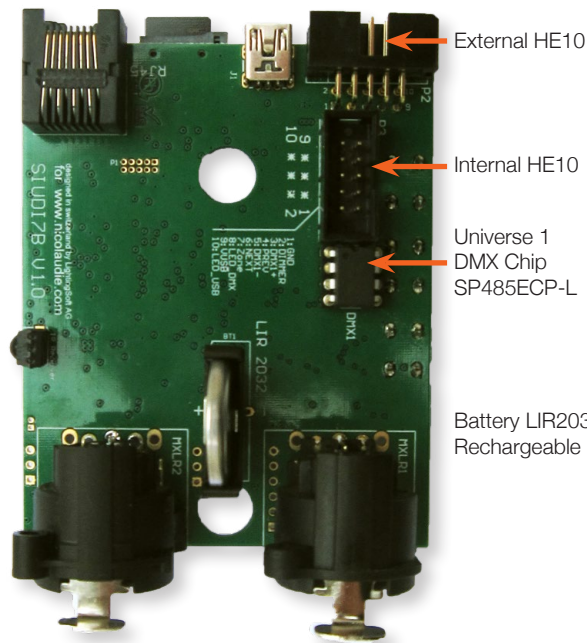
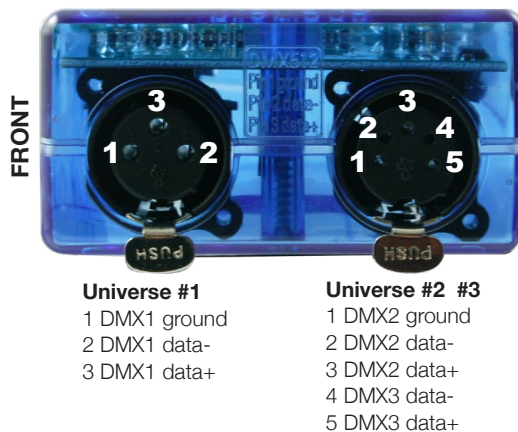
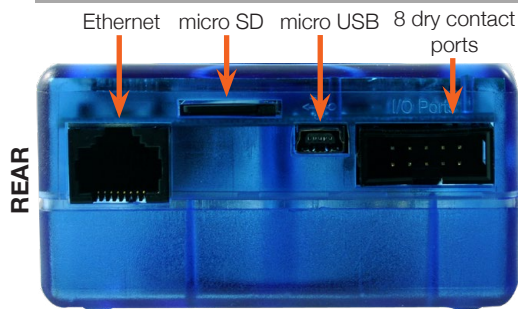
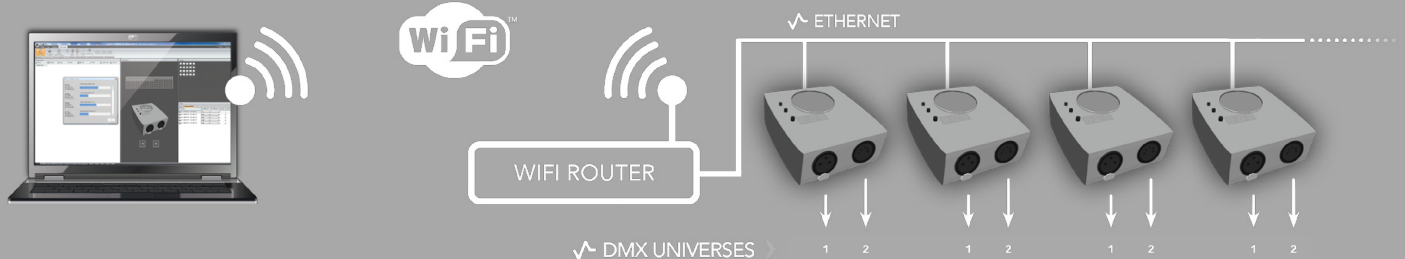


Stand Alone Mode



Network synchronization for multiple universes

Maximum two universes per device in network sync mode. Works with the global area only.



External HE10



P1 PORT 1 P6 PORT 6
P2 PORT 2 P7 PORT 7
P3 PORT 3 P8 PORT 8
P4 PORT 4 GND Ground
P5 PORT 5

Internal HE10

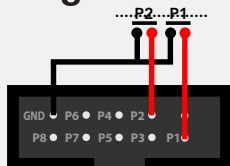


1 Ground 6 NEXT
2 Dimmer 7 Zone
3 DMX1+ 8 LED DMX
4 PREVIOUS 9 VUSB
5 DMX1- 10 LED USB

Setting up the Controller

Dry Contact Port Triggering

It is possible to start scenes using the input ports (contact closure). To activate a port, a brief contact of at least 1/25 second must be established between the ports (1...8) and the ground (GND). Note: the scene will not be switched off when the switch is released.



iPhone/iPad/Android Control

The controller can be used with one of 2 different apps.

Easy Remote

Create an entirely customized remote controller for your tablet or smartphone. Easy Remote is a powerful and intuitive app allowing you to easily add buttons, faders, color wheels and more. Connect to a WiFi network and the app will find all compatible devices. Available for iOS and Android.

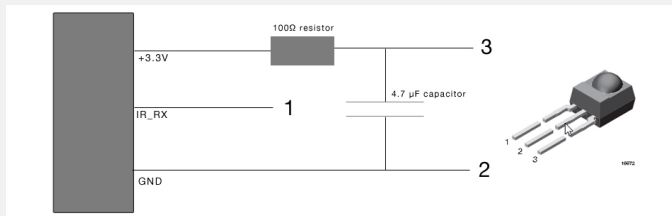
Arcolis

The Arcolis application is a comprehensive tool allowing you to directly control and re-program the controller from your smartphone or tablet. This is a simple application which can be used by just about everyone in any situation. Mobile, easy to use and powerful, Arcolis is the ideal controller for dimming or switching traditional, LED and RGB color mixing DMX lighting fixtures. Program static and dynamic lighting scenes and effects. Available for Android only.

<http://www.nicolaudie.com/smartphone-tablet-apps.htm>

Infra Red

The controller works with the official IR remote control. A 36khz infra red receiver can also be connected as an extension, such as the TSOP34836 by Vishay Semiconductors. Farnell ref: 4913127. It's a good idea to add a resistor and capacitor to surpress power supply disturbance.



UDP Triggering

The controller can be connected to an existing automation system over a network. Scenes, colors and dimmer levels can be triggered via UDP packets on port 2430. Refer to the remote protocol document on our website for a complete list of UDP commands.

Network Control

The controller can be connected to a local network, allowing programmed scenes to be changed from a smartphone or tablet over WiFi.

- Connect the controller to a router or switch with an RJ45 cable
- The controller is set by default to get an IP address from the router via DHCP. If the network is not working with DHCP, a manual IP address and subnet mask can be set using the Hardware Manager

Programming the Controller

The controller can be programmed from a PC or Mac, using the software available on our website. Refer to the corresponding software manual for more information. The firmware can be updated using the Hardware Manager which is included with the programming software.

ESA Pro Software (Windows) - Timeline + Multi-Zone

<http://www.nicolaudie.com/en/esapro.htm>

ESA2 Software (Windows/Mac) - Single Zone

<http://www.nicolaudie.com/esa2.htm>

Hardware Manager (Windows/Mac) - Firmware, clock..

<http://www.dmxsoft.com/global/ftp/hardwaremanager.zip>

<http://www.dmxsoft.com/global/ftp/HardwareManager.dmg>

Service

Servicable parts include:

- Memory card - used to store the scenes
- Battery - used to store the clock/calendar
- DMX Chip for universe 1 - used to drive the DMX (see p2.)

*To replace the Li-Ion rechargeable battery :

1. You need a rechargeable 3.6v LIR 2032 replacement battery
2. Remove the underside of the plastic casing with the 2 screws
3. Pull the battery out of its holder, being careful not to pull the holder itself
4. Slide the replacement battery in from the top, making sure the positive side is as marked
5. Re-attach the casing

Troubleshooting

'888' is showing on the display

The controller is in bootloader mode. This is a special 'startup mode' which is run before the main firmware loads.

- Try re-writing the firmware with the latest hardware manager
- Try formatting or replacing the SD card

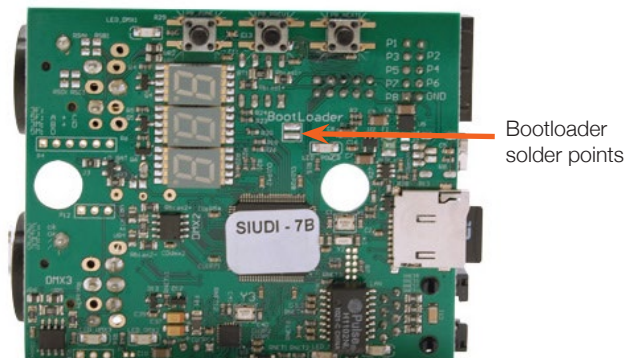
'OFF' is flashing on the display

There is no SD card detected.

- Check the SD card is properly connected
- Try formatting the SD card in the computer
- Try re-writing the show file
- Try replacing the SD memory card

The controller is not detected by the computer

- Be sure that the latest software version is installed from the website
- Connect by USB and open the Hardware Manager (found in the software directory). If it is detected here, try to update the firmware. If it is not detected, try the method below.
- Force a firmware update using Bootloader Mode
 1. Power off your interface
 2. Start HardwareManager on your computer
 3. Connect the Bootloader solder points on the PCB (see image) using a metal object and connect your interface to your computer by USB cable to power it on. These two actions must happen at the same time.



You will know your device is in Bootloader mode when it appears in HardwareManager with the Device Type ending '_BL'.

4. Update the firmware on the firmware screen.

- Try a different computer
- Try a different USB cable

'OFF' is showing on the display

There is no showfile detected on the SD memory card.

- Try formatting the SD card in a computer to FAT16 format
- Try re-writing the show file
- Try replacing the SD memory card. Maximum size 4GB.

The lights are not responding

- Check the DMX + - and GND are connected correctly
- Check that the driver or lighting fixture is in DMX mode
- Be sure that the DMX address has been set correctly
- Check there are no more than 32 devices in the chain
- Check that the red DMX LED is flickering. There's one by each XLR
- Connect with the computer and open Hardware Manager (found in the software directory). Open the DMX Input/Output tab and move the faders. If your fixtures respond here, it is possibly a problem with the show file