

Product Description

Thank you for purchasing Solid Apollo's DMX Addresser!

Solid Apollo's DMX Addresser has been designed to manually set DMX Address for Solid Apollo products such as the *Slim Ray 9 RGB LED Spot light 60W*, *ECO Flood Wallwasher 40W* and *LED Light Bars*.

This handy DMX Addresser conveniently allows you to set programs & functions, set DMX addresses and effortlessly daisy-chain multiple Slim Ray 9 RGB LED Spot light 60W, Eco Flood Wallwasher 40W or LED Light Bars.

The DMX Addresser is easy to use! It features a simple 4 push button control consisting of a Power Button, Forward Button, Up Button and Confirm Button. The 4-Digit LED display makes it easy to navigate through various programmable features and functions.

The DMX Addresser is super lightweight and can easily be stored or transported virtually anywhere. Thanks to its ergonomic design, the DMX Addresser fits comfortably on your hands for a secure grip - perfect for on-field installations.



DMX Addresser

Product Features

- Conveniently Set DMX Addresses and Programs
- Can Set Up to 512 Channels and Easily Daisy-Chain Multiple DMX Fixtures
- Easy to Read 4-Digit LED Display
- User-Friendly 4 Button Controls Including On/Off
- Durable Plastic Encasing Featuring Ergonomic Design
- Programmable & Personalize Lighting Sequences:
 - 7 Single Pre-Set Colors
 - 3 Special Lighting Effects: Jumping, Flashing & Fade Effect
 - 9 Speed Adjustments and 9 Brightness Levels
- Waterproof IP68 Female XLR Cable Included
- Includes 9V Lithium Battery (Installed in Unit)

Manual will Review

- Product Dimensions and Button Functionalities
- Installation and Programming Instructions
- Technical Information
- Troubleshooting

Product Dimensions & Button Features



DMX Addresser Dimensions

- A.** 3.2in / 83mm
- B.** 1.9in / 48mm
- C.** 5.2in / 132mm
- D.** 1.3in / 34mm



DMX Addresser Button Controls

- A.** Power Button
 - Turns LED Lights ON and OFF
- B.** Up Button
 - Changes the Digit in the LED Readout Display.
- C.** Forward Button
 - Allows you to move to each individual digit as well as scrolling through different modes.
- D.** Record Button
 - Allows you to record and confirm your settings.

Product Installation & Programming Instructions

* **Product Installation:**



Step 1:

Check battery if it's in operable condition (not turning ON). If not operable, properly remove and replace the battery.



Step 2:

Connect the DMX Addresser's Female XLR connector to your Male XLR DMX Fixture.

* **Wallwasher DMX Programming Set-Up:**

Step 1:

There are two modes within the DMX Addresser: **"0"** and **"1"**. Depending on the type of product you have, you will need to set it to either **"0"** or **"1"**. If you have a Wallwasher (Slim Ray or Flood Wallwasher), then you would need to set it at **"0"**. Now, if you have a DMX LED Lightbar you would have to set it at **"1"**.

To set the Mode to either **"0"** or **"1"**, press and hold the **Forward Button** and simultaneously, press the **Power Button** once. Refer to fig. 1 & fig. 2

When done correctly it should show a numeric digit, either **0** or **1**. The digit you want is **"0"** because in this example we're setting up a Wallwasher (Refer to fig. 1). If we were to use a DMX LED Light Bar, we would then use **"1"** (Refer to fig. 2). The number will stay visible for a brief second, don't worry if you miss it. Turn the DMX Addresser back OFF and repeat the step until you see **"0"** on the display.

* Note: **"0"** and **"1"** will alternately be displayed each time the step is repeated.

Once you see the zero on the screen, wait until you see **A001** is displayed and you are set!



Fig. 1:



Press & Hold

Press Once

Mode 1:

Use for Slim Ray or Wallwasher

Fig. 2:



Press & Hold

Press Once

Mode 2:

Use for DMX LED Light Bars

* Note: **The DMX Addresser must be turned OFF, before setting the DMX Addresser to mode "0" or "1".**

DMX Addresser Programs

The DMX Addresser has three main functions: **A**, **P** and **C**. The following images below (see Fig. 3, Fig. 4 and Fig. 5) explains what each function corresponds to. Once you have a good grasp of the functionalities, the following steps will give you a thorough explanation on how to properly operate within the programs and functions.

Fig. 3



A : DMX Address

A : DMX Address - In this function you will be able to set DMX Address to Solid Apollo's *Slim Ray 9 RGB LED Spot light 60W*, *Eco RGB Flood Wallwasher 40W* or *DMX LED Light Bars*. It also has the ability to set up to 512 Channels.

Fig. 4



P : Program

P : Program - Program is where you choose various lighting effects as well as the option to pick single color lighting. In this function, not only you are able to pick lighting effects but also adjust the speed and brightness for each lighting effect.

Fig. 5



C : Channel Test

C : Channel Testing - Channel testing is primarily used to test RGB Channels for the DMX Fixture. If you want to check if the colors RGB are working properly in your DMX fixture, input in the DMX Address in the DMX Addresser.

Setting DMX Address

Step 1:

In order to set the DMX Address for Solid Apollo's *Slim Ray 9 RGB LED Spot light 60W* or *Eco Flood Wallwasher 40W*, you must be in the category letter "**A**". If you're not already in letter "**A**", press the **Forward Button** repeatedly until it displays **A001** or the letter "**A**" appears on the first digit. If you are already on category "**A**", proceed to step 2.

Step 2:

To set DMX Address, begin by pressing the **Forward Button**. Notice the second digit will begin to flash (this indicates that you can now set the numeric value for that digit). To change the value press the **Up Button**. To set the remaining digits, press the **Forward Button**. Repeat the process to set your DMX Address. When you are done, press the **Record Button** to record your DMX address.

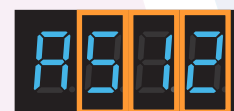
After you press the **Record Button**, it will display four lines in the LED display. This indicates that the data is being transferred and recorded by the Slim Ray's or RGB Flood Wall Washer's internal addressing system. It is very important to **not** disconnect while the DMX Addresser is processing the data, otherwise the data will not be recorded. Once the four lines disappears, the data has been successfully transferred and recorded.



A : DMX Address



Forward Button



2nd Digit

3rd Digit

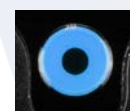
4th Digit



Forward Button



Up Button



Record Button

*** Note:** The DMX Addresser can set up to 512 channels - therefore, the first digit only goes from 1 to 5 and the other 2 digits goes from 1 to 9.

Selecting Color and Lighting Sequences

Step 1:

Navigate to the category letter "P". Do this by pressing the **Forward Button** repeatedly until it displays **P-A1** or the letter "P" appears on the first digit.

Here are the following list of programs that are available:

Effects:

P - A1: Fade Effect

P - b1: Strobe/Flash Effect

P - C1: Jump Effect

P - 81: V2-Jump Effect

P - 91: V2-fade Effect

Single Color:

P - 11: Red

P - 21: Green

P - 31: Yellow: Combo Green/Red

P - 41: Blue

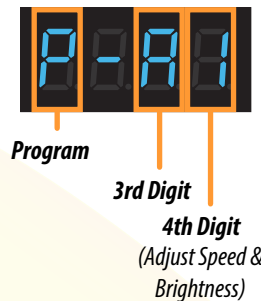
P - 51: Purple: Combo Red/Blue

P - 61: Aquamarine: Combo Blue/Green

P - 71: White: RGB

** Programs A, b, C, 8, and 9 have an adjustable Speed from 1-9 and Brightness levels for Single Colors can be adjusted from 1-9.*

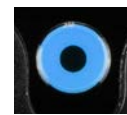
** The brightness Levels for the Lighting Effects (fade, Strobe or Flash effects) cannot be adjusted, only speed.*



Forward Button



Up Button



Record Button

Step 2:

To select programs, begin by pressing the **Forward Button**. Once it starts flashing you can change the value by pressing the **Up Button**.

Choose the program you want, then press the **Record Button** to record your selection. Wait for the four lines to record the data. Once the four lines disappears, it has been successfully recorded.

Channel Test

Channel testing is primarily used to test RGB Channels for the DMX Fixture. If you want to check if the colors RGB are working properly in your DMX fixture, input in the DMX Address in the DMX Addresser.

Step 1:

Navigate to the category letter "C". Do this by pressing the **Forward Button** repeatedly until it displays **C001** or the letter "C" appears on the first digit. Now, If the 2nd digit stops flashing, press the **Forward Button**. If it is still flashing, proceed to step 2.

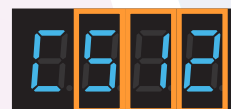
Step 2:

When it starts flashing, you can change the value by pressing the **Up Button**. If you want to change the next digit, press the **Forward Button**.

If you have your DMX fixture's address set to **001**. Then by default, **001** would then lit up the color Red, **002** would lit up green and **003** will be blue. If your DMX Fixture has more colors than the RGB like RGBW, then **004** would then be the 4th color.



C: Channel Test



2nd Digit

3rd Digit

4th Digit



Forward Button



Forward Button



Up Button



Record Button

** You cannot change the order of the colors that will appear. It will always be RGB or RGB + the fourth color regardless of what address you set your DMX fixture to. The next three addresses would always be in the same order.*

** **Note:** Channel testing does not affect the DMX Address, it only tests the RGB.*

Continuous Address and Same Address Program

Besides the 3 main programs, the DMX Addresser has 2 hidden program features that will make setting up multiple addresses more easier and less stressful. The hidden features are called “**Continuous Address Program**” and “**Same Address Program**”. The following images below (see Fig. 6 and Fig. 7) defines “**Continuous Address Program**” and “**Same Address Program**”. Once you have a good understanding of what the programs do, the next following steps will give you a thorough explanation on how to navigate to the features and properly operate within the program.

Fig. 6 :



C : Continuous Address Program

C : Continuous Address Program - The Continuous Address Program will allow you to set a DMX address to one DMX Fixture and have it continuously set DMX addresses for multiple DMX Fixtures.

Normally you would have to manually set DMX addresses for each individual DMX fixtures but with the Continuous Program, it will automatically do it for you.

Here's how it works, for example : If you have 2 RGB DMX fixtures daisy-chained together and the first DMX fixture's DMX Address is set to 001 then by default **001** would be Red, **002** would be Green and **003** would be Blue (if you have a fourth color then it would be 004). If you select (**C**) **Continuous Address Program**, the program would automatically make the next DMX fixture's DMX Address after 003 (004 if you have a fourth color). With that said, the second DMX Fixture's DMX Addresses would then start at **004** Red, **005** Green and **006** Blue. This pattern (multiples of 3) would carry out to all the DMX Fixture you have (007 Red, 008 Green, 009 Blue, etc...).

You can always confirm if these DMX addresses are set correctly by using the **Channel Test Program** (Please refer to pg.5).

** Please note that you don't necessarily have to start at 001. You can start at DMX address 200. Just remember that the next 3 addresses will always go in order (201, 202, 203, etc.) and will be reserved based on the number of channels you have in your DMX fixture (RGB).*

Fig. 7 :



S : Same Address Program

S : Same Address Program - The Same Address Program allows you to set the same DMX address throughout all your DMX Fixture.

For example: If you have 5 DMX fixtures daisy-chained together and you want all of them to be set at DMX Address **001**, by selecting the (**S**) **Same Address Program** it will automatically set DMX address **001** to all 5 DMX Fixtures.

The Same Address Program will conveniently set the DMX addresses for you. No need to unplug, reconnect and manually setting each DMX Fixture.

And just like the Continuous Address Program, you can also confirm the DMX addresses are set correctly by using the **Channel Test Program** (Please refer to Pg.5 of this manual).

Selecting Continuous Address Program or Same Address Program

Step 1:

Press the **Forward Button** and **Up Button** at the same time. The LED display will then change to "CH-03".

Step 1 (a) :

If your DMX Fixture have a fourth channel/color (RGB+W), press the **Forward Button** twice to get over to the fourth digit and press the **Up Button** to change it.

Step 2:

Once you have inputted your DMX Fixture's channel, press the **Forward Button**. You will notice the LED display changed to "L--C". In this section you will be able to choose between Continuous Address Program and Same Address Program.

The first selection is "L--C" for Continuous Address. If you press the **Up Button** once, the fourth digit will change from "C" to "S". It then will be "L--S" for Same Address (if you keep pressing the **UP Button**, it will alternate between "C" and "S").

Select the program you want and press the **Record button**. Wait for the four lines to record the data, once the four lines disappears, it has been successfully recorded.

Step 3:

When the program has been recorded, it will then ask you to set the starting DMX address. Please refer to "Setting DMX Address" or "Page 4" of this manual for setting the DMX address.

When you are done, press the **Record Button** to record your DMX address and settings. Wait for the four lines to record the data, once the four lines disappears, it has been successfully recorded.

If done correctly, if you choose **Continuous Address**, it will continuously set the DMX addresses throughout your DMX Fixtures (up to 512).

And if you choose **Same Address**, all your DMX Fixtures would automatically have the same DMX address.

If you want to verify if the DMX addresses are set correctly. Please refer to "Channel Testing" or "Page 5" of this manual.

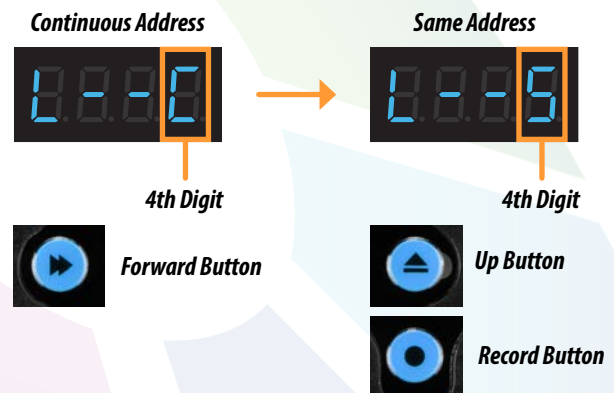
Step 1:



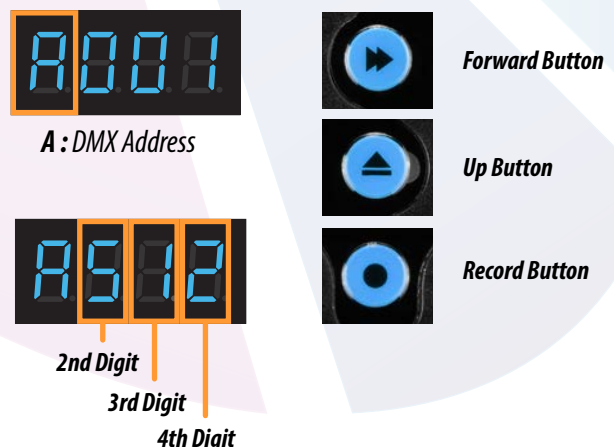
Step 1 (a) :



Step 2 :



Step 3 : (Refer to Pg. 4 to Set DMX Address and Pg. 5 for Channel Testing)



Technical Information

Operating Voltage : **9V DC (Lithium Battery)**

Warranty : **3 Years**

Weight : **0.40 lbs**

Size : **L: 5.2in x W: 1.9in x H: 1.3in**

IP Rating : **IP20**

RGB Channels : **3**

DMX Channels : **512**

Product Color : **Black Casing**

Working Temperature : **-4 to 113 F**

Certificates : **CE, RoHS**

Troubleshooting

DMX Addresser Not working

1. Press power button, if the LED Display does not come ON, check the battery.
2. When checking the battery make sure the battery is in operable or good condition. Check if wire's are OK and the battery is placed properly.

DMX Addresser Not responding to my settings or selection.

1. Please revert back to Page 3 and make sure that you are in the appropriate mode. It is very important that you set the DMX Addresser in "0" Mode to communicate with your DMX Fixture.
2. Assuming you are in the correct mode (0) when selecting lighting effects, colors, etc. You want to always confirm your selections. By not confirming it, the DMX Addresser will not know you selected a program. As a result it will run its own pre-loaded effects or it will automatically revert back to its default settings.

**** Should you have any questions about installation, troubleshooting and other concerns, please don't hesitate to call us at 425.582.7533 and we will be glad to assist you.***